

README

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1 Compile and run

Use the command `make server` (n is the port number) in the submission directory to compile and run the server code.

Use `make client` to run the client application.

Use `make` or `make all` to compile the client and server codes and generate the executables `server` and `mainWindow`.

Use `make debugg` to run the debugged version of the server.

Use `make doc` to generate all PDF Files.

2 Use the application

First type in the port no and IP Address(machine name) on the main window and click on **CONNECT**. Now, at any time(on this window) **DISCONNECT** button can be clicked to end connection with the server.

Login with your account (if already present) or sign up. On successful login, the login screen will be generated. Now, you can see all your personally uploaded, shared or public data. Many options are now available.

OPEN- Click on it to download any file or folder.

UPLOAD- First, select the directory where you want to upload on your file system. The file will be uploaded to that directory.

DOWNLOAD- Click to download any file or folder on your account.

UPLOAD NEW EDITION- Click on it to upload any edition of your file. Basically on uploading if you do not want contents of your file to be replaced then this option can be used. Eg. text be will uploaded as `textedited(1)` if it is already present on the server and so on.

CREATE NEW FOLDER- Select the directory where you want to create a new folder and then click on the button.

REFRESH, DELETE, RENAME- Use as desired.

SHARE- Click to make any file either viewable to another user or make it Public.

SEARCH- Click on the directory where you want to perform the search and then type on the Search Box.

LOGOUT- Click to end session. You will be directed back to the main window.