



# FINAL PROJECT

Text File Transfer



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## 1.0 General Information

The purpose of this document is to demonstrate how to transfer text file via a wireless transceiver. This program follows a stop and wait protocol designed by set 3O, 2018 intake – Go Back to Idle.

### 1.1 System Requirements

- Two Windows OS
- 2 wireless transceivers
- 2 RS232 Serial Null Modem Cable F/M

## 2.0 Setting up

This section will explain how to set up the program for file transfer.

### 2.1 Connect the wireless transceiver

- Connect each windows machine with the wireless transceiver with the RS232 cable
- Install the antenna to the transceiver **before** plugging in the power
- Plug in to power to the transceiver

### 3.0 Using the program

- Drag Assignment4.exe into the desktop
- Double click it to run the program
- Click **Connect** at the top left corner



FIGURE 1: CONNECTING

- Once it is connected, the program will start sending EOT
- If connect is found, you will start receiving EOT as well

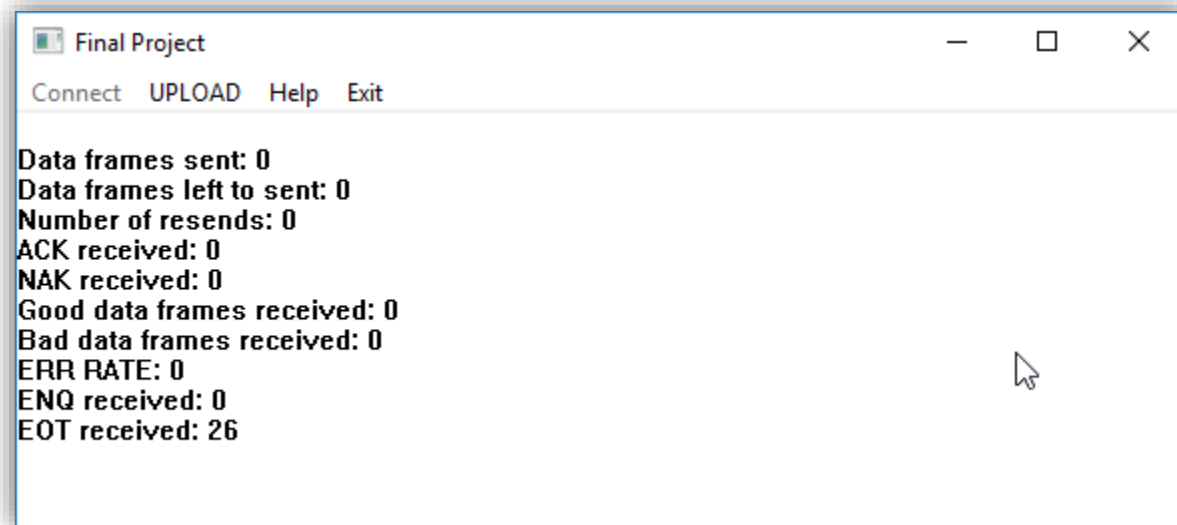


FIGURE 2: RECEIVING EOT

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- Press the **UPLOAD** then select a file to upload. The file will only upload files that contains ASCII characters (File extension does not matter)

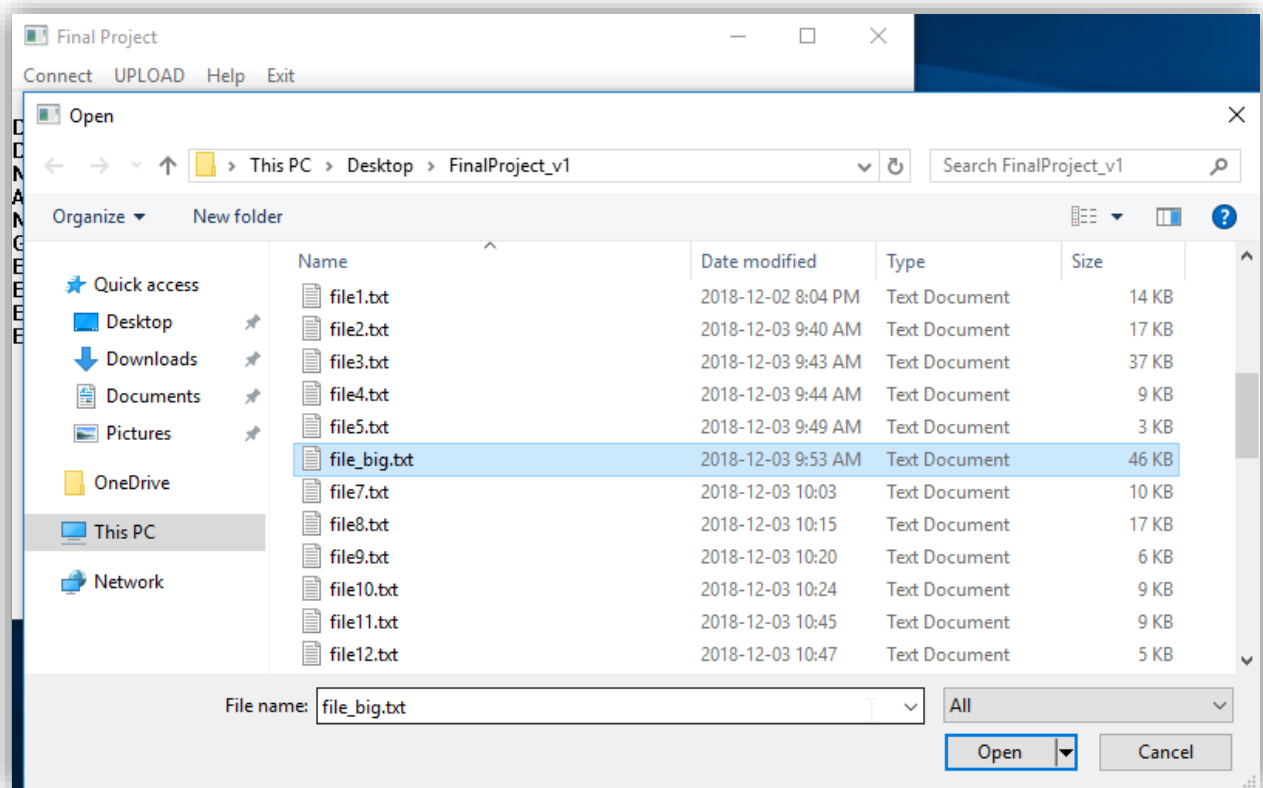


FIGURE 3: UPLOAD FILE FOR FILE TRANSFER

- You will first send and ENQ then once you get an ACK, the program will begin sending the file.



FIGURE 4: SENDING FRAMES

- After sending 10 frames, you will go back to idle. If the other end wants to send files, you will be receiving an ENQ and start receiving frame.
- If they have nothing to send, you will send ENQ and start sending again after receiving an ACK

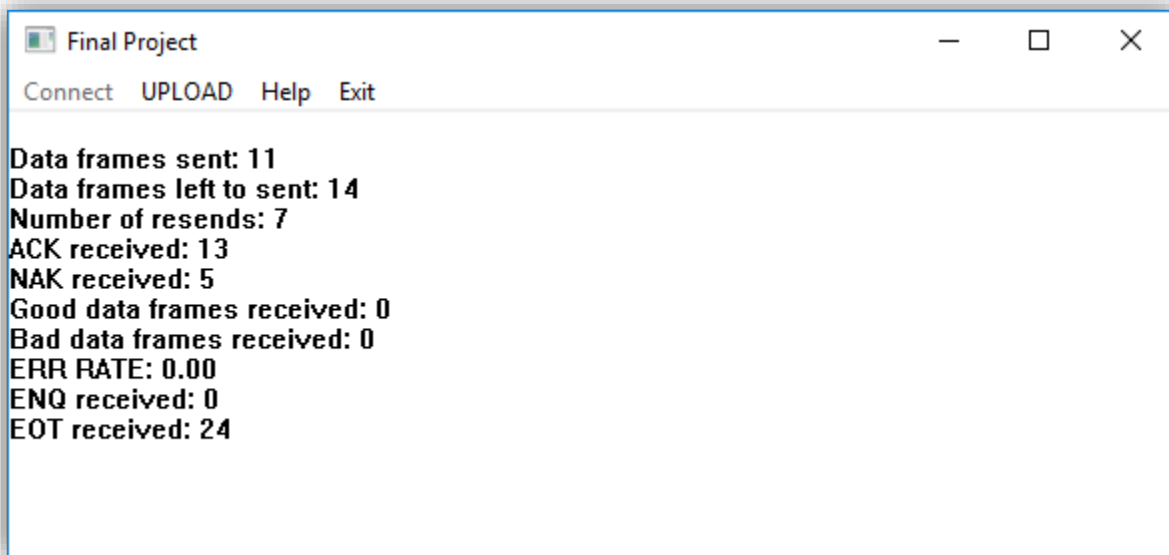


FIGURE 5: SENDING MORE FRAMES

- Once "Data frames left to sent" is 0, the file transfer is complete.
- You can either send more data or close the program.
- You can exit the program by either clicking **Exit** or the 'X' icon in the top right corner.

## 4.0 Troubleshooting

### 4.1 Not getting proper frames

- Check if the wireless transceiver is properly installed
- Place the receiver in an open space, away from any object that could cause interference.

### 4.2 Program disconnecting

- Make sure both sides are connected to the same port
- Both sides must be connected within 30sec or else the program will disconnect