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Professor: Garth Santor

INFO-5104 - C++ Advanced Topics

C++ Final Project

By: Stephen Mahabir and Kevin Postma

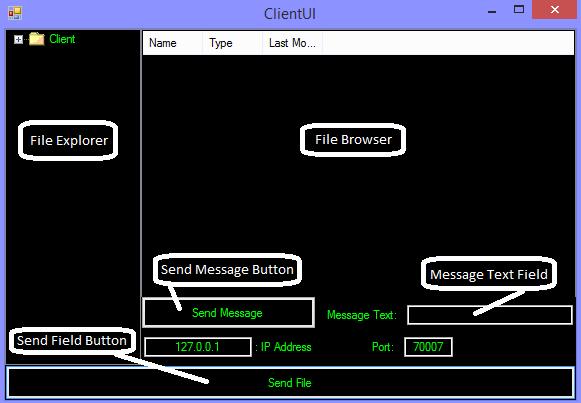
Project 1

User Guide



Step 1) Start by selecting the folder in the “File Explorer” to select.

Step 2) Click “Listener Control Button” this will allow the server to start listening for messages or files being sent.



Graphical Interface

Generates .exe

Server UI

* Has one file directory box
* Has one server log box (black background green text
* Will show all server logs and transactions
* Will show all errors and successes
* Will have minimal functionality

Client UI

* Core application!
* Two directory browsers
* Button row in the middle for functionality
* Each button will call the wrapper threads
* All messages will be done through message boxes
* Last Error / Success in a textbox at the bottom

DLL Threaded Wrapper

Generates DLL

Server Business Layer

* Runs Listener on a Thread
* Client Calls launch new Thread
* Client Call work is done in the lib
* DLL just ensures work is done
* Reports success / failures to GUI

Client Business layer

* Sender launched on a Thread
* Each Sender Call is done by a separate Thread
* User can make multiple requests
* Each request is done on a separate thread
* Ensures the server checks the queue for more work

Code Library

Generates .lib

Server Class

* Listener
* Receives Server Calls
* Sends / Receives Data
* Has a maximum amount of threads to accept / receive data and ensures wait time is done when to many threads are running at once

Client Class

* Sender
* Calls Server
* Sends Files
* Retrieves Files