Weekly Assessment – 10

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AIM: To implement a file transfer system using socket programming in Python. The system includes:

1. **Sequential File Transfer Server** – Handles one client at a time.
2. **Concurrent File Transfer Server** – Handles multiple clients simultaneously using threads.

DESCRIPTION: Socket programming allows processes to communicate over a network. It enables file transfer between a client and a server using **TCP sockets**.

- **Sequential Server:** The server serves one client at a time. A client requests a file, the server sends it, and then waits for the next client.
- **Concurrent Server:** The server uses **threads** to handle multiple clients simultaneously, allowing concurrent file transfers.

PROCEDURE:

Exercise 1: Sequential File Transfer Server

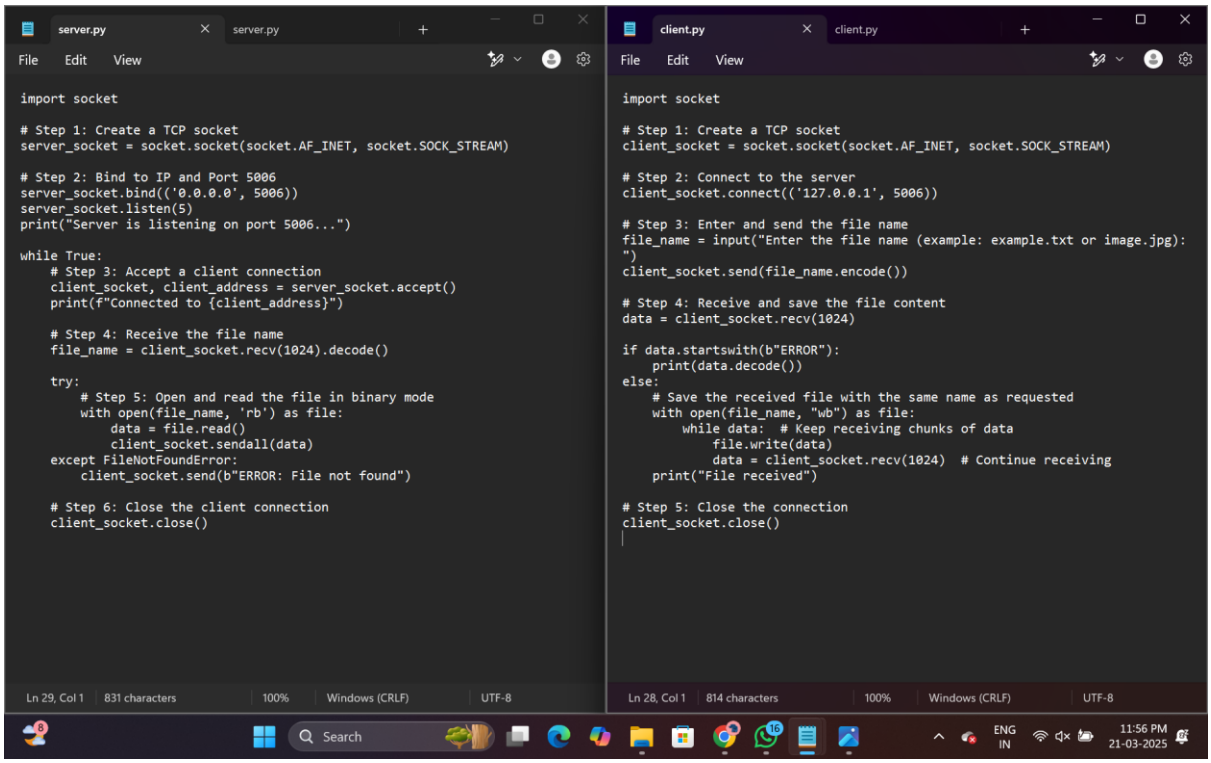
1. Folder Setup

- Create a folder structure:
- socket_file_transfer/
- — sequential_server/
    - — server.py
    - — client.py

      — example.txt

      — image.jpg (Optional)
- Add a sample text file (example.txt).

Server code:(server.py) Client code:(Client.py)

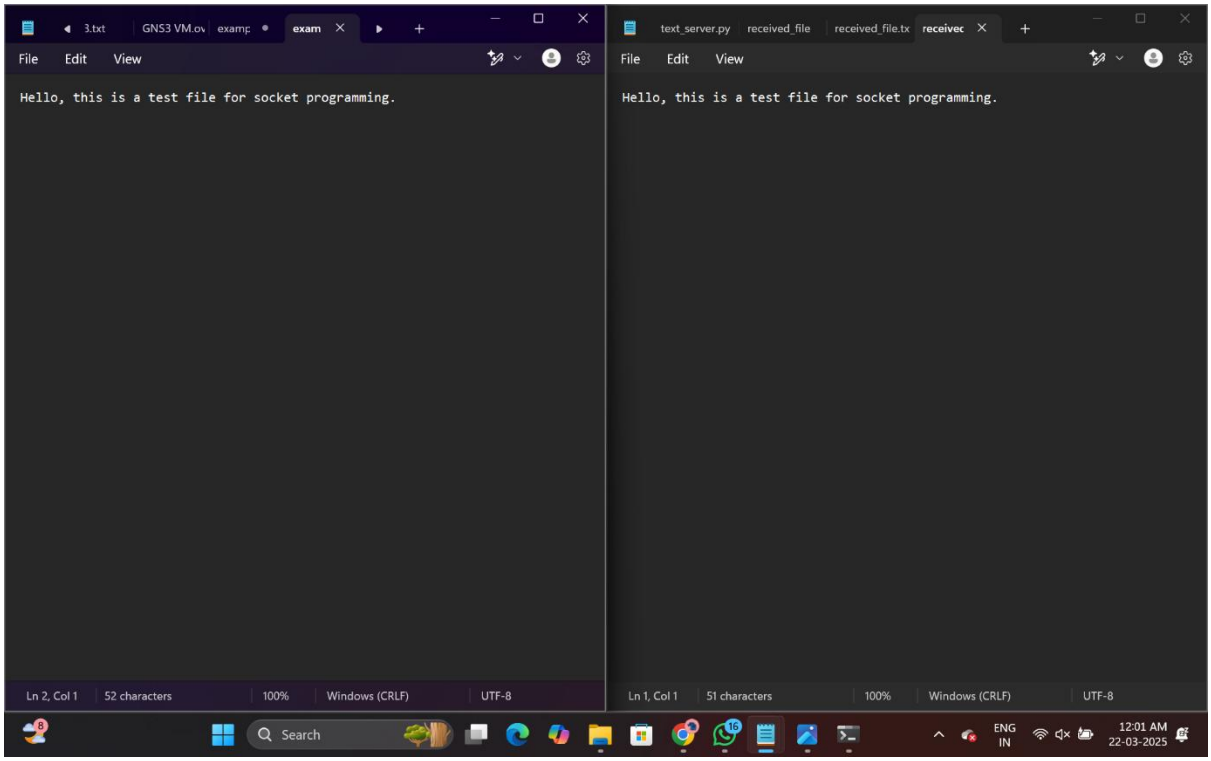


```python
import socket

# Step 1: Create a TCP socket
server_socket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)

# Step 2: Bind to IP and Port 5006
server_socket.bind(('0.0.0.0', 5006))
server_socket.listen(5)
print("Server is listening on port 5006...")

while True:
    # Step 3: Accept a client connection
    client_socket, client_address = server_socket.accept()
    print(f"Connected to {client_address}")

    # Step 4: Receive the file name
    file_name = client_socket.recv(1024).decode()

    try:
        # Step 5: Open and read the file in binary mode
        with open(file_name, 'rb') as file:
            data = file.read()
            client_socket.sendall(data)
    except FileNotFoundError:
        client_socket.send(b"ERROR: File not found")

    # Step 6: Close the client connection
    client_socket.close()
```

```python
import socket

# Step 1: Create a TCP socket
client_socket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)

# Step 2: Connect to the server
client_socket.connect(('127.0.0.1', 5006))

# Step 3: Enter and send the file name
file_name = input("Enter the file name (example: example.txt or image.jpg):
")
client_socket.send(file_name.encode())

# Step 4: Receive and save the file content
data = client_socket.recv(1024)

if data.startswith(b"ERROR"):
    print(data.decode())
else:
    # Save the received file with the same name as requested
    with open(file_name, "wb") as file:
        while data:  # Keep receiving chunks of data
            file.write(data)
            data = client_socket.recv(1024)  # Continue receiving
    print("File received")

# Step 5: Close the connection
client_socket.close()
```

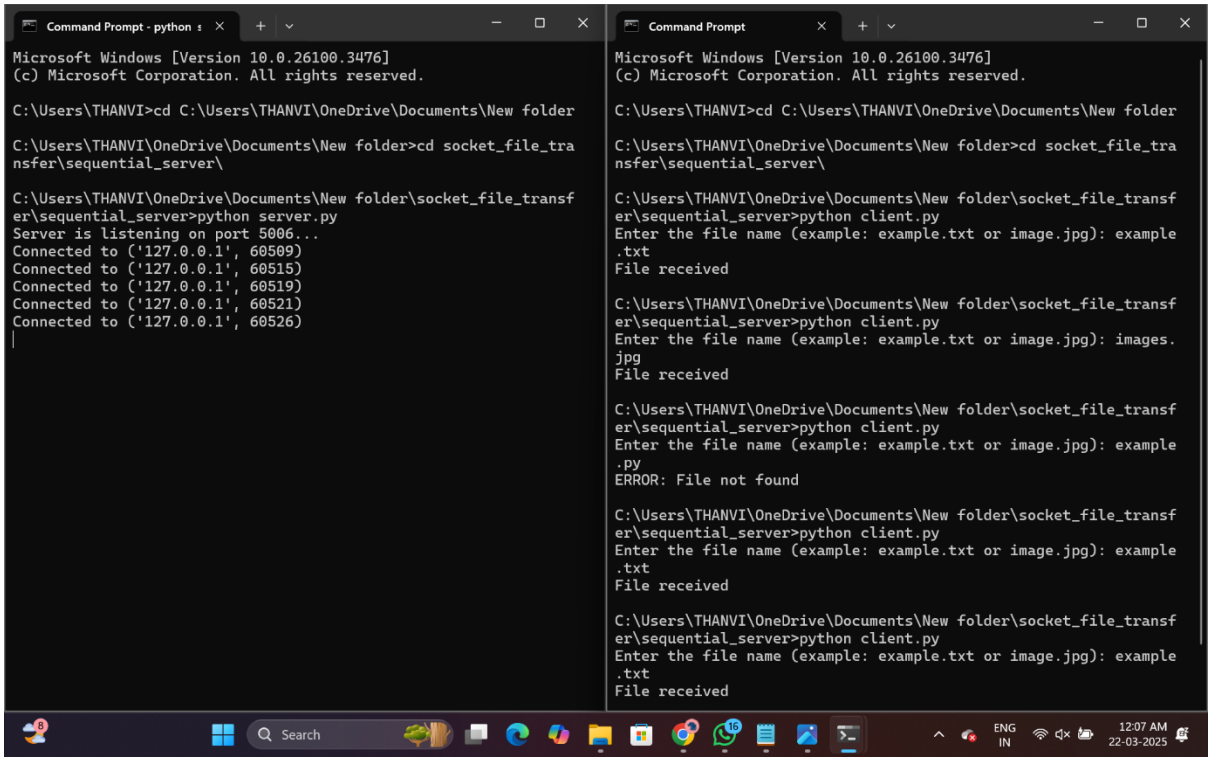
- Run multiple clients that request the server for binary files.
- The server serves each client one after the other before terminating the connection.
- Use a try-except clause to catch an exception for a file not found on the server.

example.txt:



Server output:(server.py)

Client output:(client.py)

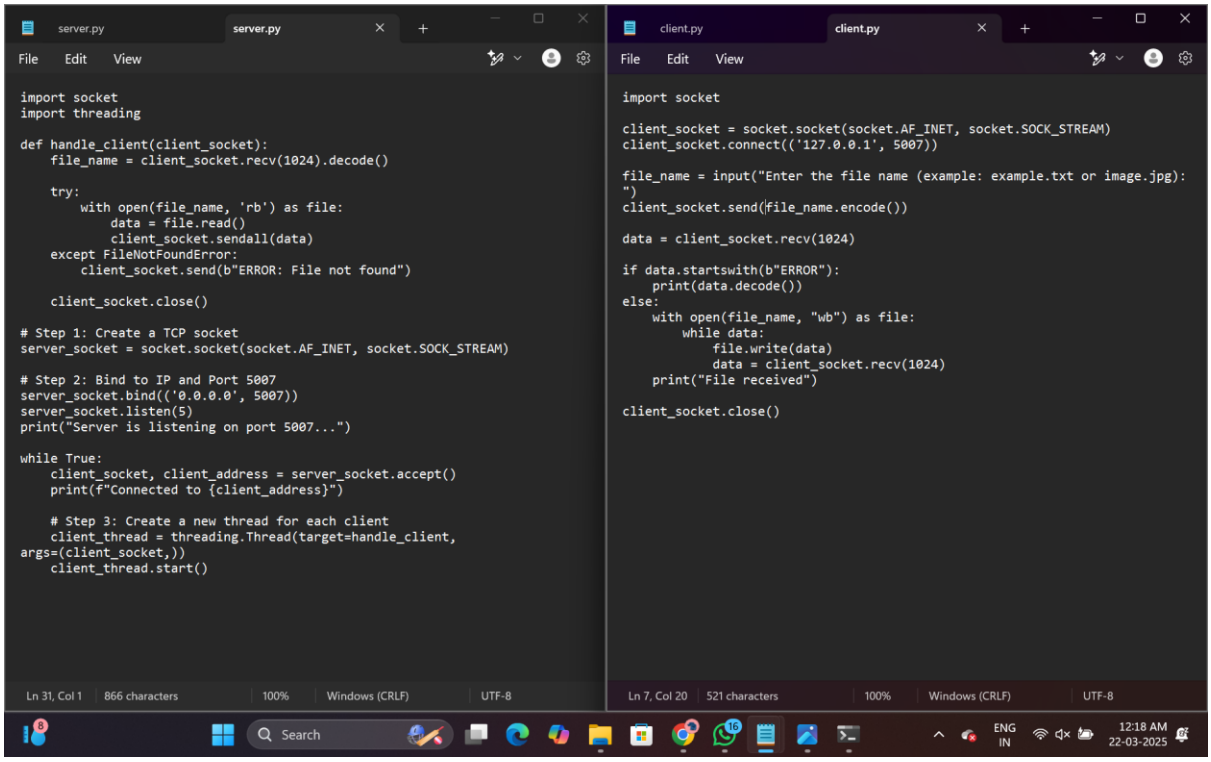


Exercise 2: Concurrent File Transfer Server

1. Folder Setup

- Create a folder structure:
- socket_file_transfer/
- −→ concurrent_server/
    - — server.py
      — client.py
      — example.txt

Server code(server.py) Client code(client.py)



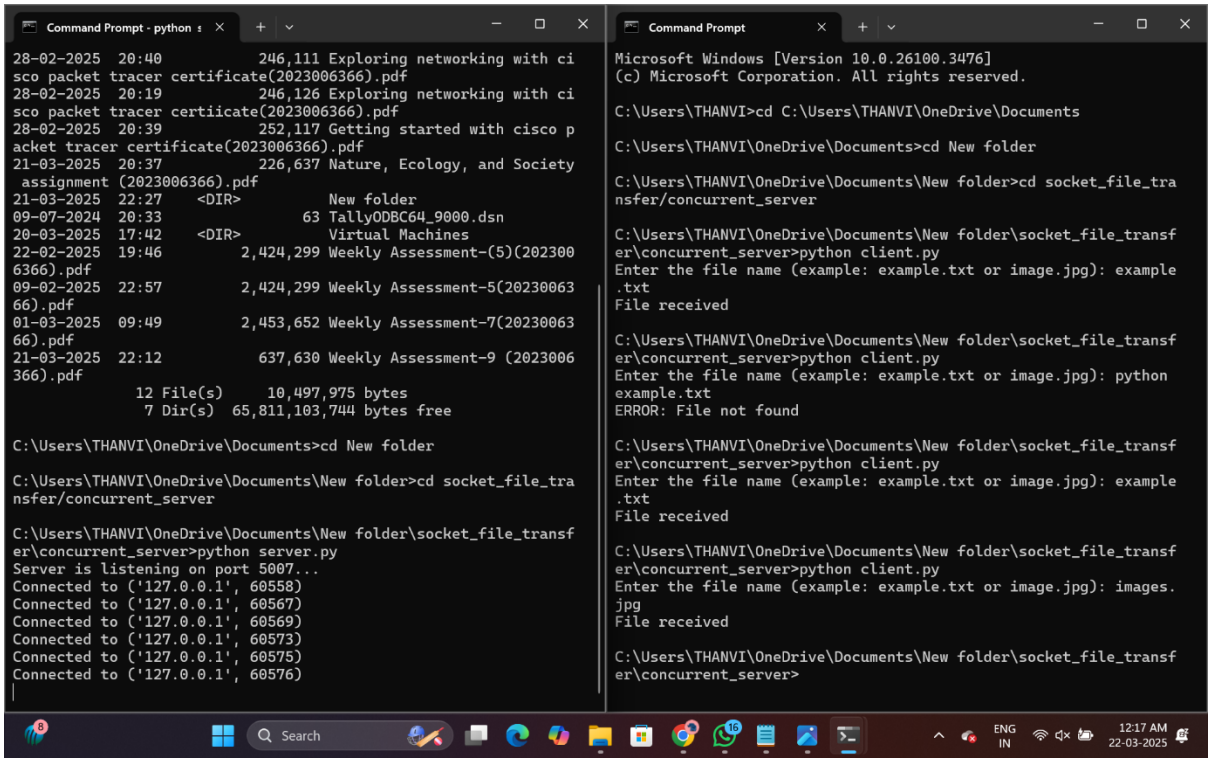
```
import socket
import threading

def handle_client(client_socket):
    file_name = client_socket.recv(1024).decode()

    try:
        with open(file_name, 'rb') as file:
            data = file.read()
            client_socket.sendall(data)
    except FileNotFoundError:
        client_socket.send(b"ERROR: File not found")

    client_socket.close()

# Step 1: Create a TCP socket
server_socket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)

# Step 2: Bind to IP and Port 5007
server_socket.bind(('0.0.0.0', 5007))
server_socket.listen(5)
print("Server is listening on port 5007...")

while True:
    client_socket, client_address = server_socket.accept()
    print(f"Connected to {client_address}")

    # Step 3: Create a new thread for each client
    client_thread = threading.Thread(target=handle_client,
args=(client_socket,))
    client_thread.start()
```

```
import socket

client_socket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
client_socket.connect(('127.0.0.1', 5007))

file_name = input("Enter the file name (example: example.txt or image.jpg):
")
client_socket.send(file_name.encode())

data = client_socket.recv(1024)

if data.startswith(b"ERROR"):
    print(data.decode())
else:
    with open(file_name, "wb") as file:
        while data:
            file.write(data)
            data = client_socket.recv(1024)
    print("File received")

client_socket.close()
```

- Run the server: python server.py
- The server should service up to **5 concurrent clients**.
- Modify the program to support **any number of clients concurrently**.
- Discuss **what limits the number of clients** (e.g., system resources, network bandwidth, and thread management).
- Run multiple clients at the same time.
- Each client receives files concurrently.

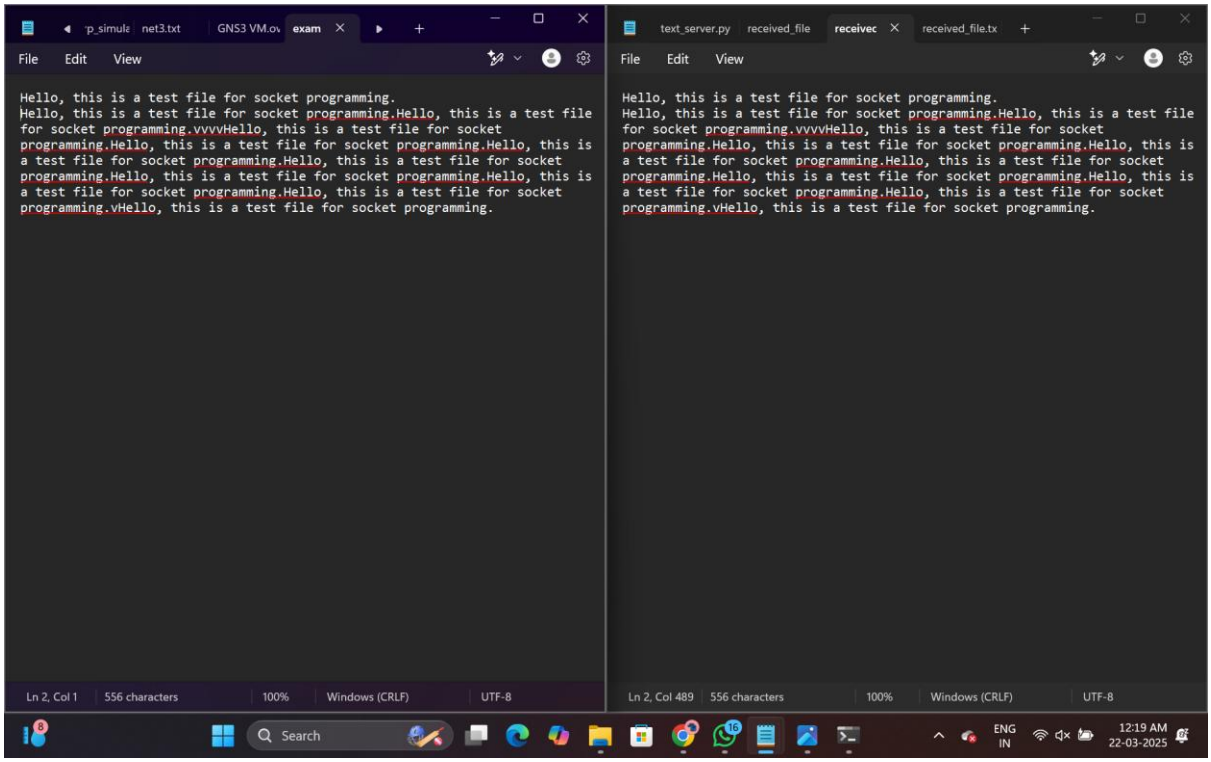
Server Output(server.py)

Client Output(client.py)



example.txt:

received_text.txt:



CONCLUSION:
Sequential Server: Clients are served one by one.
Concurrent Server: Multiple clients can request files at the same time.
System performance limits the number of concurrent clients.
Socket programming enables efficient file transfers over a network.