

# Project Malcolm

---

*Authors: Ubadah Jafry, Hamza Ijaz*

## Working

---

The whole system works in the following manner

- Server are launched using the `server.py` which launches the virtual servers that are set on the port given in the arguments
- The ports for virtual servers are verified if they are correct or not and will be removed from before starting them
- Client is launched using the `client.py` where the parameters for launched servers are passed
- The client tries to connect with server and receives a checksum from all the server
- The checksum is generated from the file which is going to be downloaded by the client and will **only** connect to the server which have the same checksum in majority. This is a initial corruption check done by the client
- Now the client will request the file size from one of the server instead of all of them since the same checksum guarantee same size as well
- After receiving the size of file, the client divides them into equal parts (such that they are integers) and send argument to the server
- The argument contains offset and bytes to transfer, which will be parsed by server and the specified part of the file will be sent
- The client after receiving the file will generate combine them and generate a checksum and compare to the original checksum. In case, this fails the client will restart the process
- Once the file is checked, the connection is terminated by the client

## Files

---

### `server.py`

Executable file that launches multiple virtual servers and display there status after certain interval

#### Arguments

- `-i --interval` Time interval in seconds between server status reporting in seconds
- `-n --number` Total number of virtual server
- `-f --file` Path to the file (either absolute or relative)
- `-p --port` List of ports that must be equal to number of virtual servers

#### Examples

```
$ ./server.py --help
usage: server.py [-h] -i INTERVAL -n NUMBER -f FILE -p [PORT [PORT ...]]
```



```
Time interval in seconds between server status
reporting in seconds
-o OUTPUT, --output OUTPUT
Path to the output directory (either absolute or
relative)
-a ADDRESS, --address ADDRESS
The ip address of the server
-p [PORT [PORT ...]], --port [PORT [PORT ...]]
List of ports that must be equal to number of
virtual servers
-r RESUME, --resume RESUME
Flag that tells the client whether to resume the
existing download in progress
```

```
$ ./client.py -o . -a 127.0.0.1 -i 1 -r -p 10001 10002 10003 10004
```

```
$ python client.py --output . --address 127.0.0.1 --interval 1 --resume --
port 10001 10002 10003 10004
```