ProgReseau

1. Forewords

This repository contains 2 separate network communication systems projects : a socket-based TCP/UDP distributed chat system & a HTTP server for synchronous network communications.

2. Version

Stable release - version 1.0 - October 21, 2020

3. Specifications

Please refer to `/Objectives` directory

4. Compile and run

4.1. Config

- Visual Studio Code
- Language Support for Java extension
- Java SDK jdk1.8.0

4.2. Steps

1. Compile using `javac -d classes src/stream/*.java` or `javac -d classes src/http/server/*.java` (depending on the project)

4.2.1. For TCP chat system

2. To run server `java -classpath classes stream.EchoServerMultiThreaded 8080` if port number is 8080
3. To connect a client `java -classpath classes stream.EchoClient localhost 8080` if connection host is localhost and port number is 8080

4.2.2. For UDP chat system

2. To connect a client to Multicast channel `java -classpath classes stream.MulticastClient`

4.2.3. For HTTP server

2. To run server `java -classpath classes http.server.WebServer`
3. You can now communicate with the server using your favorite browser for GET requests or a HTTP request service like Postman

5. Important notes

- server files are stored at `TP-HTTP-Code/files` so in the GET, POST, PUT... requests the URL would look like `http://localhost:8080/files/waves.mp4`
- client_files is just a utility folder for testing purposes. Add a client file inside it and try sending your file to the server using Postman's PUT request, your file will appear in `TP-HTTP-Code/files`

6. Authors

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