Austin Ackerman

CIS 457

**FTP Project Report**

Basic Logic/Implementation:

This multithreaded ftp server prompts the user for a command (initially only connect works, because they aren’t connected yet). Once connected it prompts for another command (here only RETR, STOR, LIST, and QUIT will work). The server receives the command from the command socket and according to that will send the data or store a file through the data socket. The initial command is handled with a while loop until the client connects to the server. Each command has a function in server and client that helps deal with the command. The main command loop is at the bottom of the program with an infinite while loop so the client can make multiple commands and it will not terminate the connection until the client sends the quit command, the server will terminate that connection and stay open for other connections.

Problems:

Starting from scratch was a big feat for me and this project. The main problems I ran into was getting the file stored in the same directory as the server and keep a constant command loop for multiple commands. There were a lot of minor bumps like formatting and keeping the two tcp sockets straight but those weren’t too hard to figure out. An infinite while loop fixed my multiple command problem and trial, and error fixed most of the rest. This project involved a LOT of running the program on the terminal and testing out all the commands until I got them correct.

