

Manual to run the application

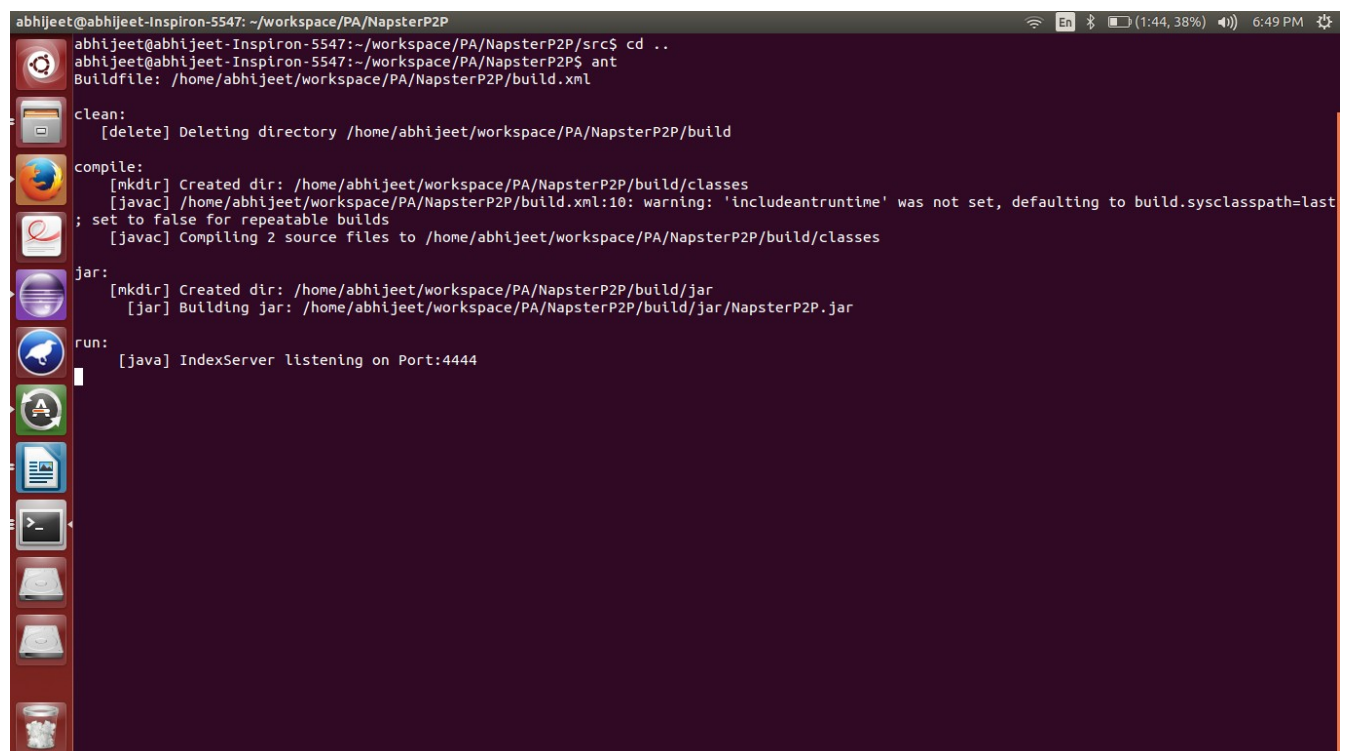
For Server

1. Copy the folder **NapsterP2P** on the server
2. Open the folder **NapsterP2P**
3. Open the **config.properties** file and update below two lines with Server port and Server IP Address respectively.

Example-

```
indexServerPort = 4444
serverIPAddress=192.168.1.114
```

4. Open the terminal and navigate inside **NapsterP2P** folder
5. type the command **ant**



```
abhijeet@abhijeet-Inspiron-5547: ~/workspace/PA/NapsterP2P
abhijeet@abhijeet-Inspiron-5547:~/workspace/PA/NapsterP2P/src$ cd ..
abhijeet@abhijeet-Inspiron-5547:~/workspace/PA/NapsterP2P$ ant
Buildfile: /home/abhijeet/workspace/PA/NapsterP2P/build.xml

clean:
[delete] Deleting directory /home/abhijeet/workspace/PA/NapsterP2P/build

compile:
[mkdir] Created dir: /home/abhijeet/workspace/PA/NapsterP2P/build/classes
[javac] /home/abhijeet/workspace/PA/NapsterP2P/build.xml:10: warning: 'includeantruntime' was not set, defaulting to build.sysclasspath=last; set to false for repeatable builds
[javac] Compiling 2 source files to /home/abhijeet/workspace/PA/NapsterP2P/build/classes

jar:
[mkdir] Created dir: /home/abhijeet/workspace/PA/NapsterP2P/build/jar
[jar] Building jar: /home/abhijeet/workspace/PA/NapsterP2P/build/jar/NapsterP2P.jar

run:
[java] IndexServer listening on Port:4444
```

6. Your **Server is UP !!**

For **Client**

1. Copy the folder **peerone** on the Client machine
2. Open the folder **peerone**
3. Open the file **config.properties**
4. Update the **"indexServerPort"** with Index Server Port number

Update the **"serverIPAddress"** with Index Server IP Address

Update the **"peer"** with Client port number on which client is going to listen or act as server

Update the **peerSourcefolderUrl** with the path from which client going to pickup the file to register on Server

Update the **peerDownloadfolderUrl** with the path to which client going to download the file from other peer

Example-

indexServerPort = 4444

serverIPAddress=192.168.1.114

peer=1111

peerSourcefolderUrl =

/home/abhijeet/workspace/PA/peerone/SourceFiles/

peerDownloadfolderUrl =

/home/abhijeet/workspace/PA/peerone/ReceivedFiles/

5. Open the terminal and navigate inside **peerone** folder
6. type a command **ant**

```
abhiyeet@abhiyeet-Inspiron-5547: ~/workspace/PA/peerone
[java] Enter your choice:
3
BUILD SUCCESSFUL
Total time: 2 minutes 22 seconds
abhiyeet@abhiyeet-Inspiron-5547:~/workspace/PA/peerone$ clear
abhiyeet@abhiyeet-Inspiron-5547:~/workspace/PA/peerone$ clear

abhiyeet@abhiyeet-Inspiron-5547:~/workspace/PA/peerone$ ant
Buildfile: /home/abhiyeet/workspace/PA/peerone/build.xml

clean:
[delete] Deleting directory /home/abhiyeet/workspace/PA/peerone/build

compile:
[mkdir] Created dir: /home/abhiyeet/workspace/PA/peerone/build/classes
[javac] /home/abhiyeet/workspace/PA/peerone/build.xml:10: warning: 'includea
ntruntime' was not set, defaulting to build.sysclasspath=last; set to false for
repeatable builds
[javac] Compiling 3 source files to /home/abhiyeet/workspace/PA/peerone/buil
d/classes

jar:
[mkdir] Created dir: /home/abhiyeet/workspace/PA/peerone/build/jar
[jar] Building jar: /home/abhiyeet/workspace/PA/peerone/build/jar/peertwo.
jar

run:
[java]
[java] Menu:
[java] 1.Register
[java] 2.Search
[java] 3.Exit
[java] Enter your choice:
```

Your Client is UP !!!

How to test Application

On Server Side

1. Your Server should be up.

On client Side

A. Press "1" to register client on Server

If successful, files will get register on server from address peerSourcefolderUrl mentioned in config.properties

B. Press "2" Search the file on Server

After Press 2, terminal will ask you to enter the name of the file to search on Server. Please enter the name of file to search like "file1.txt"

If file is present on any other peer who has register and up and running, file will get download at peerDownlaodfolderUrl mentioned in config.properties file

if file is not present Server will return simple message to client
File not found.