

USER MANUAL

TRANIF is a console application, for Linux based systems. For the better performance use Debian based systems (Ubuntu, Kali etc.). For using this application follow the described steps:

- Download the application from <<https://github.com/gepslyn/tranif>>.
- You will get the application for x-86 systems.
- Give the permission to the application for execution, as *chmod +x tranif*.
- Copy and paste the application to the /bin directory of the system, as *cp tranif /bin*.
- Run the command *tranif*, you will see the following picture:

```
ankit@gepslyn:~> tranif
                                     TRANIF
      Copyright (C) 2016 version.1.0 <ankitgupta.cs40@gmail.com>
ankit@gepslyn:~> _
```

- Now if you want any help, run the command *tranif -h* or *tranif --help*.

```
ankit@gepslyn:~> tranif --help
                                     TRANIF
      Copyright (C) 2016 version.1.0 <ankitgupta.cs40@gmail.com>

Usage of tranif
Syntax.:
tranif -option [client/server IP ADDRESS.....]

Options.:
      -h      --help      for help
      -s      --server    for server program
      -c      --client    for client program
ankit@gepslyn:~> _
```

- If you want to make the system a server then use the option -s or --server.
- For communication make a server system, run *tranif -s 172.16.3.74*:
- It will ask for the file name to store the received data from the client system:

```

                                TRANIF
          Copyright (C) 2016 version.1.0 <ankitgupta.cs40@gmail.com>

This is server program.
Socket for the server has been created.
Enter the filename to store the data.: _

```

- as soon as you give the file name the server will be initiated and it will be waiting for the client connection request.

```

root@inspiron-ubuntu:~/codes# tranif -s 172.16.3.74

                                TRANIF
          Copyright (C) 2016 version.1.0 <ankitgupta.cs40@gmail.com>

This is server program.
Socket for the server has been created.
Enter the filename to store the data.: file
The address structure for the server socket has been created.
Naming has been done.
Server is waiting.....

```

- Client side system will run the software as *tranif -c 172.16.3.74*.
- The File name will be asked which is going to be sent:

```

ankit@gepslyn:~> tranif -c 172.16.3.74

                                TRANIF
          Copyright (C) 2016 version.1.0 <ankitgupta.cs40@gmail.com>

This is client program.
Enter the filename to send.: _

```

- give the file name client will be initiated and it will send the file to the server side.
- After completion of the communication the following messages will be shown at the client side:

```
gepslyn:/home/ankit/socket # tranif -c 172.16.3.74

                                TRANIF
        Copyright (C) 2016 version.1.0 <ankitgupta.cs40@gmail.com>

This is client program.
Enter the filename to send.: chat
A socket for the client has been created.
Address structure for the client socket has been created.
Connection has been established successfully.
Writting data to the socket.....
File has been sent.
Socket of the client has been closed.
Client Program has worked. Hope data has been sent successfully.
gepslyn:/home/ankit/socket # _
```

- At the server side the following message will be shown:

```
root@inspiron-ubuntu:~/codes# tranif -s 172.16.3.74

                                TRANIF
        Copyright (C) 2016 version.1.0 <ankitgupta.cs40@gmail.com>

This is server program.
Socket for the server has been created.
Enter the filename to store the data.: file
The address structure for the server socket has been created.
Naming has been done.
Server is waiting.....
Client connection request has been accepted.
Reading the client's file.....
Client's Data has been successfully stored in the file file.
Server socket has been closed.
Server Program has worked. Hope data has been received successfully.
root@inspiron-ubuntu:~/codes# █
```