

## Remote Directory Editor

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### 1 Introduction

Dirent is a remote directory editor which provides you with a simple shell interface which supports a number of features namely, list directories/sub-directories, rename, move, delete, change mode, etc. Moreover, it provides the feature of real time file editing.

### 2 Need and Purpose

With the increase in the number of users working on a particular project, there is a need to organise the directories/sub-directories according to the requirements and need of each user. Therefore, there is a need to have a centralised server with all the required directories/files. Now the files are open to remotely connected clients with the ability of accessing and editing the contents.

### 3 Description

#### 1. Features

Dirent can be used by multiple users. It allows the users to modify the directories/sub-directories on the server. The features supported by dirent are :

- (a) List the directories and subdirectories
- (b) Rename/Edit/Delete directories or Sub-directories

#### 2. Functions

The server module handles:

- (a) Binding and receiving requests from client
- (b) Operations on directories
- (c) Operations on files
- (d) Updating clients based on the above operations

The client module handles:

- (a) Connecting and sending requests to server
- (b) File editing with real time update support

#### 3. Users

- (a) Teams working on a project
- (b) General purpose users

#### 4. Operating Environment

##### (a) Hardware

Dirent does not require any special class hardware. A simple desktop machine should be enough for a small to medium sized teams. A server class machine would be required for large teams.

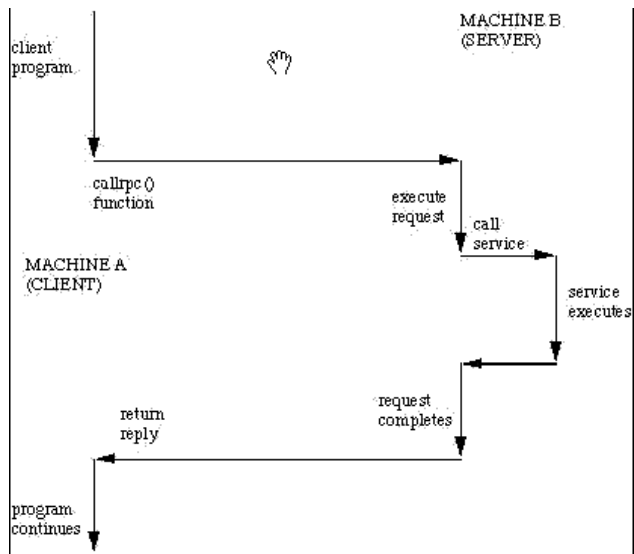
##### (b) Software

The Dirent server can run on any recent version of Linux, such as Ubuntu, Debian, etc. Dirent client has a terminal based interface equipped with a text editor.

#### 5. Performance Requirements

Server Machine should be able to withstand the large number of requests from the clients.

#### 6. Implementation Flowchart



## References

- [1] RPC Details "docs.unity3d.com/Manual/net-RPCDetails.html"