



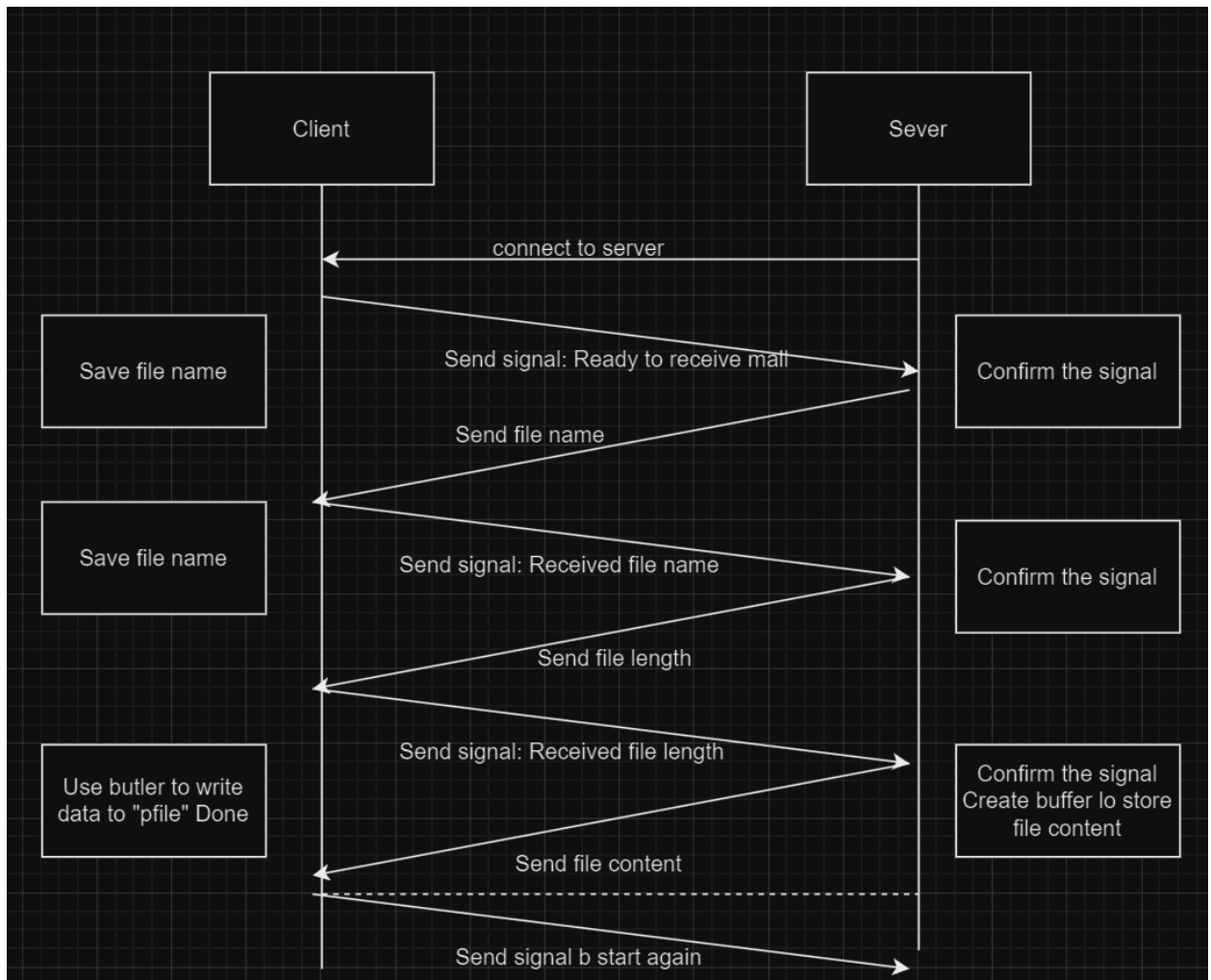
Report Distribute System

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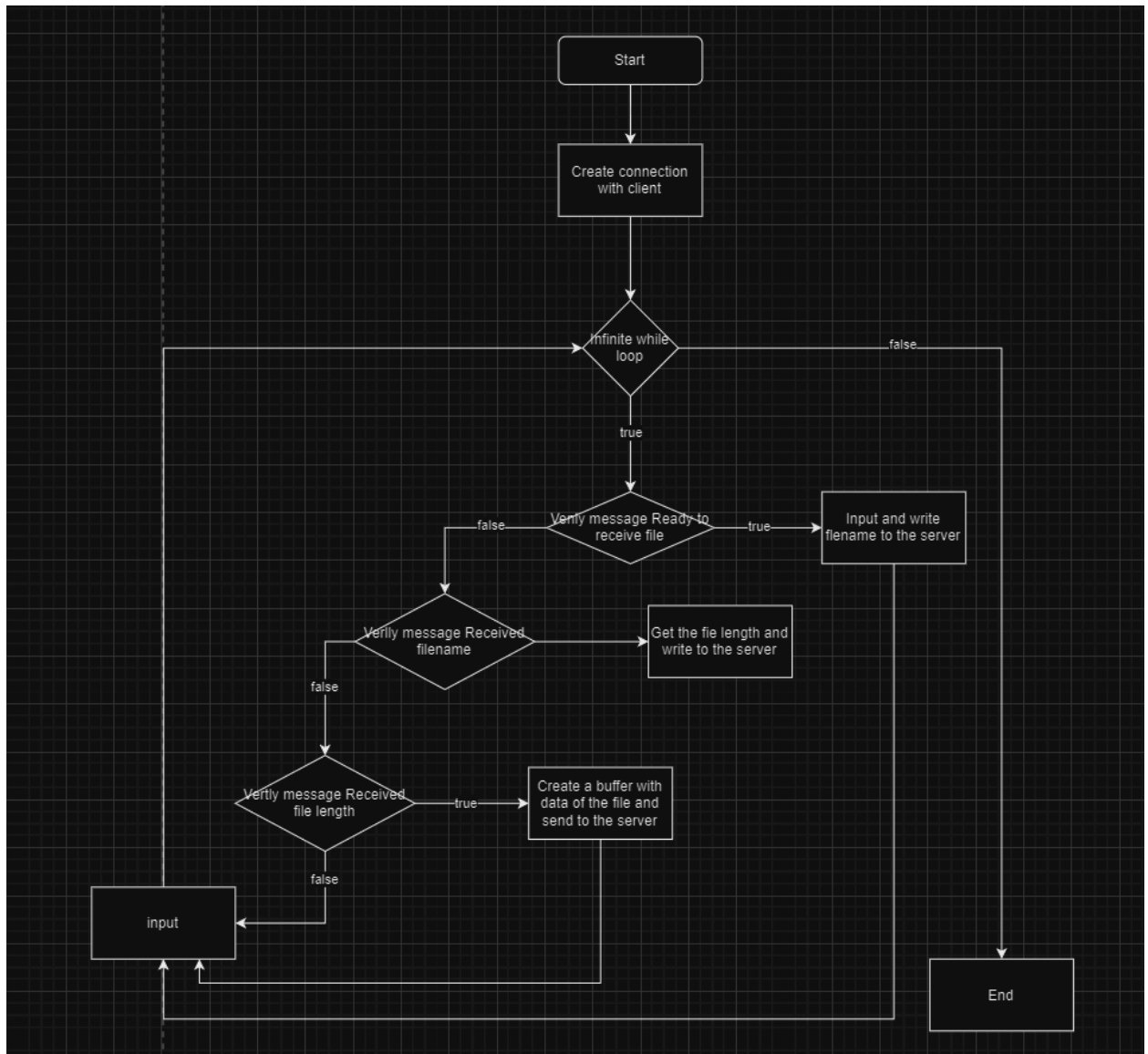
1. Design Protocol

- We will use a predefined message system to create handshaking . It helps to make sure that the connection and transmission between server and client is consistent. When the connection is established the server will send a message if the client verifies the message then it will start to do the task and send it to the server . After that , the process starts again until the file is transferred .



2. Organizing system

- The system contains one client and one server connecting to each other by using sockets . For both client and server , we create a socket first before executing the file transfer . The server then binds to a port and listens to the client's behavior . The client initializes its address then connects to the server . To transfer a file , the server first sends a message to notify that it's ready to receive the file .



- The client confirms the message , requests the user to input the file's name and sends it to the server . The server receives it , sends a message notifying that the file's name is received . The client then gets the file's length and sends it to the server .

- The server receives it and sends back a message notifying the file's length received . After confirming that message , the client sends the file's data to the server and waits until the process finishes . The server receives it and asks the user to press a button in order to start the process over again .

