4- File Transfer Application (FxA)

FxA is a very simple client-server file transfer application. The FxA commands should be as follows:

FxA SERVER

● **Command-line:** `FxA-server X A P`

`The command-line arguments are:`

`X: the port number at which the FxA-server's UDP socket should bind to (odd number)`

`A: the IP address of NetEmu`

`P: the UDP port number of NetEmu`

● **Command:** `window W (only for projects that support pipelined and bi- directional transfers)`

`W: the maximum receiver's window-size at the FxA-Server (in segments).`

● **Command:** `terminate Shut-down FxA-Server gracefully.`

FxA CLIENT

● **Command-line:** `FxA-client X A P`

`The command-line arguments are:`

`X: the port number at which the FxA-client's UDP socket should bind to (even number). Please remember that this port number should be equal to the server's port number minus 1.`

`A: the IP address of NetEmu`

`P: the UDP port number of NetEmu`

● **Command:** `connect - The FxA-client connects to the FxA-server (running at the same IP host).`

● **Command:** `get F - The FxA-client downloads file F from the server (if F exists in the same directory with the FxA-server program).`

● **Command:** `post F - The FxA-client uploads file F to the server (if F exists in the same directory with the FxA-client program). This feature will be treated as extra credit for up to 20 project points.`

● **Command:** `window W (only for projects that support configurable flow window) W: the maximum receiver's window-size at the FxA-Client (in segments).`

● **Command:** `disconnect - The FxA-client terminates gracefully from the FxA-server.`