**Documentation**

The intention of this software for me is solely for deleting the Fortnite video files from my PC after they have successfully been uploaded to the Synology DiskStation. As NVIDIA GEFORCE NOW saves the gameplay captures on my local hard drive as I'm playing the game, which causes low disk space on my (C:) Drive, therefore after uploading these video files to my Synology DiskStation using the app called Synology Drive, this software would delete those local video files. I'll try my best not to hard code this software, so it can be of more general use.

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**Version:** 1.0

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**Language(s) Used:** Java

**Libraries Used:** JUnit5.4, JSONObject, apache-httpcomponents-client-4.5.11

**API(s) Used:** Synology FileStation

**Data-Structure(s) Used:** LinkedList (for storing String filenames)

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**-- INSTRUCTIONS –**

- Refer to page 26 of the Synology File Station API Guide for the `list` method to enumerate all the files within the specified folder path. Then compare all the filenames with the selected local filenames. And if they exist then and only then Delete the local files from the Windows PC.

**-- WHAT THE PROGRAM DOES –**

Scans the selected directory, and if it contains any files, add those files' filenames to the ‘toSearch’ LinkedList and searches for those filenames inside the User Selected Synology NAS directory. If any of those filenames match, add their filenames to ‘toDelete’ LinkedList. After the search process is over. Delete the file(s) from the local directory, whose filenames matches the ones in the ‘toDelete’ LinkedList

**-- DISCLAIMER –**

- This program ONLY searches for files inside the selected remote directory, and NOT its sub-directories.

- This program doesn’t yet support the Two-Step-Verification on the NAS.

- Only HTTPS port number will be accepted.

**-- TODO –**

- Starting connecting the GUI with the program, using the GUIHandler class.

- Start writing inside Lib class.

- Write tests inside the Testing class.

**-- HOW THE PROGRAM RUNS –**

- User clicks on program icon and the program GUI opens. ***\*\*refer to GUI section under CLASSES for more details\*\****

- If the user clicks on ‘Browse’ button under `Local Directory` label, method `openLocalFileExplorer` would run

- If the user clicks on ‘Browse’ button under `Remote Directory` label, method `openRemoteFileExplorer` would run. This method first calls `checkRemoteFields` method, which checks if the Host name, Port number, Username, and Password fields are not empty. Then `openRemoteFileExplorer` calls `getHostname`, `getPortNumber` (this method verifies that the entered value is an integer), `getUsername`, and `getPassword`, and collects and stores theirs values in variables. Then with the gathered information, `openRemoteFileExplorer` calls `accessRemoteDirectory` inside SynologyAPI class. `accessRemoteDirectory` method calls `getAPI\_Info` (look at Step-1), `authenticate` (look at Step-2), and other various methods within SynologyAPI class. These methods do the following:

Step-1: Retrieve API information

Retrieve API information from the target Synology DiskStation by making a request to `[HOSTNAME]:[PORT\_NUMBER]/webapi/query.cgi` with `SYNO.API.Info` `API` parameters. The information provided in the response contains available API name, API method, API path and API version. Once you have all the information at hand, your application can make further requests to all available APIs, which here will be the FileStation API. Our request GET to get all the available APIs:

https://[HOST\_NAME]:[HTTPS\_PORT\_NUMBER]/webapi/query.cgi?api=SYNO.API.Info&version=1&method=query&query=all

And to be more precise, our GET request to get Auth and FileStation.List API info is:

https://[HOST\_NAME]:[HTTPS\_PORT\_NUMBER]/webapi/query.cgi?api=SYNO.API.Info&version=1&method=query&query=SYNO.API.Auth,SYNO.FileStation.List

If we successfully receive a .JSON file in response, we will extract SYNO.API.Auth and SYNO.FileStation.List dictionaries from the Data dictionary.

But if we receive an ERR\_CONNECTION\_TIMED\_OUT error, we will inform the user that hostname or port number is invalid.

Step-2: Login

Now we know FileStation is available, if not display an error. Now we begin the login process by simply making a request to the SYNO.API.Auth API using the provided username and password. The POST request is the following:

https://[HOST\_NAME]:[HTTPS\_PORT\_NUMBER]/webapi/auth.cgi?api=SYNO.API.Auth&version=3&method=login&account=[USERNAME]&passwd=[PASWORD]&session=FileStation&format=cookie&otp\_code=[TWO-WAY-AUTHENTICATION-CODE]

TWO-WAY-AUTHENTICATION-CODE is a one-time pin code generally obtained from a mobile phone.

If we receive {“error”: 400} and {“success”: false} inside the JSON file, we display an incorrect username of password error to the user.

If {“success”: true} then we get an “sid”, which we’ll save in a variable to use in making other API requests. But since out `format=cookie` in the above GET request, so we don’t have to use “sid” in making API requests. As “sid” will saved as a cookie named `id`

Step-3: Request a File Station API

- After Everything has gone right and the user has successfully logged in to the Synology DiskStation’s FileStation. The program saves the local directory path and remote directory path inside our custom .JSON file for the program to use. The GET request is as follows:

https://[HOST\_NAME]:[HTTPS\_PORT\_NUMBER]/webapi/entry.cgi?api=SYNO.FileStation.List&version=1&method=list&additional=real\_path%2Csize%2Cperm%2Ctype&folder\_path=%2F[FOLDER\_PATH]

For me the FOLDER\_PATH is = home/Drive/Videos/Other/NVIDIA/GeForce%20NOW/Fortnite

Step-4: Logout

- The program logs out of the Synology drive and starts running in the background keeping track of any changes inside the local directory. If any changes, then the program logs back into the Synology DiskStation’s FileStation and runs the process. Once the process finishes, it logs back out. The GET request for logout is as follows:

https://[HOST\_NAME]:[HTTPS\_PORT\_NUMBER]/webapi/auth.cgi?api=SYNO.API.Auth&version=1&method=logout&session=FileStation

- If the local directory is empty, it does nothing. If any files are added to it, the program runs. ***\*\* refer to `WHAT THE PROGRAM DOES` section above to see how it runs \*\****

**-- CLASSES: [GUI, GUIHandler, SynologyAPI, Main, Testing] --**

1. GUI [getHostname, getPortNumber, getUsername, getPassword]

*Rough Sketch*

*Description*

First Row

* description

Second Row

* empty space

Third Row

* 'Local Directory' label

Fourth Row

* Column 1
  + input panel for either user to enter the path to the local directory or
* Column 2
* by clicking on the `Browse` button right next to the panel and choose the local directory using the file explorer

Fifth Row

* `Remote Directory` label

Sixth Row

* Column 1
  + `Host name or IP address` label
* Column 2
  + input panel for above label
* Column 3
  + empty space
* Column 4
  + `Port Number` label
* Column 5
  + input panel for above label
* Column 6
  + Dropdown list with options `HTTP` and `HTTPS` with `HTTP` selected as default

Seventh Row

* Column 1
  + `Username` label
* Column 2
  + input panel for above label
* Column 3
  + empty space
* Column 4
  + `Password` label
* Column 5
  + input panel for above label

Eight Row

* Column 1
  + input panel for either user to enter the path to the remote directory or
* Column 2
  + by clicking on the `Browse` button right next to the panel and choose the remote directory using the file explorer

Ninth Row

* Column 1
  + Checkbox
* Column 2
  + `Run on Startup` label right after the checkbox

Tenth Row

* Button saying 'Done’

1. GUIHandler [openLocalFileExplorer, checkRemoteFields, openRemoteFileExplorer]
2. SynologyAPI [accessRemoteDirectory, getAPI\_Info, authenticate]
3. Lib
4. Testing
5. Main
6. OperatingSystem[runOnStartup, runInBackground, watchLocalDirectoryState]

If the user checks the `Run on Startup` checkbox, then we add the program to the Windows 10 Startup folder, whose path is as follows: “C:\Users\[USER]\AppData\Roaming\Microsoft\Windows\Start Menu\Programs\Startup”

To get the current [USER], make a call to CMD with this command: `echo %username%`

This command would give the username in the form of a String