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COSC 6370. NETWORKING LAB

SOCKET PROGRAMMING

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Program Introduction: Client-Server File Transfer

The Client-Server File Transfer program demonstrates a simple file transfer mechanism between a client and a server using Java socket programming. This application allows the client to send a text file to the server, which then saves the content of the file as a new text file.

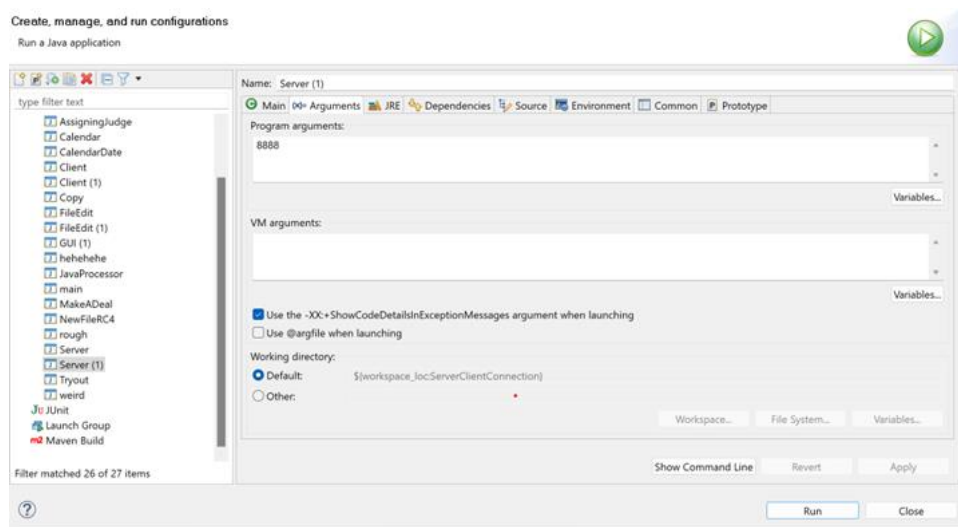
Key Features:

- **Client-Server Communication:** The program establishes a connection between a client and a server, enabling communication for file transfer.
- **File Transfer:** The client sends the contents of a specified text file to the server, which saves the content as a new text file.

Execution Steps:

1. Server Execution:

- Run the server class and provide a port number for the server to listen on.
- The server starts listening on the specified port 8888.



The above action provides port number 8888 for the server to listen to.

```

1 import java.io.*;
2
3
4 public class Server {
5     public static void main(String[] args) {
6         // Check if correct number of arguments is provided
7         if (args.length < 1) {
8             System.err.println("Please provide a port number.");
9             return;
10        }
11
12        // Extract the port number from command-line arguments
13        int port = Integer.parseInt(args[0]); // Port specified as a command-line argument
14
15        try (ServerSocket serverSocket = new ServerSocket(port)) {
16            // Server started message
17            System.out.println("Server is listening on port " + port);
18
19            while (true) {
20                // Accept client connection
21                Socket clientSocket = serverSocket.accept();
22                System.out.println("Client is connected successfully");
23
24                // Set up input and output streams for file transfer
25                InputStream inputStream = clientSocket.getInputStream();
26                FileOutputStream fileOutputStream = new FileOutputStream("received_file.txt");
27
28                // Read data from client and save it to a file
29                byte[] buffer = new byte[1024];
30                int bytesRead;
31                while ((bytesRead = inputStream.read(buffer)) != -1) {
32                    fileOutputStream.write(buffer, 0, bytesRead);
33                }
34            }
35        }
36    }
37 }

```

Console

```

Server (1) [Java Application] C:\Users\dhima\p2\pool\plugins\org.eclipse.justi.openjdk.hotspot.jre.full.win32.x86_64_17.0.2.v20220201-1208\jre\bin\javaw.exe
Server is listening on port 8888

```

After providing the port number to the application, the server is now listening on port 8888.

2. Client Execution:

- Run the client class and provide the server's IP address and the desired port number.

3. Client-Server Interaction:

- The client attempts to connect to the server using the provided IP address and port.
- Upon successful connection, the client can send the contents of the "example.txt" file.

```

1 import java.io.*;
2
3
4 public class Client {
5     public static void main(String[] args) {
6         // Check if correct number of arguments is provided
7         if (args.length < 2) {
8             System.err.println("Usage: java Client <server_address> <server_port>");
9             return;
10        }
11
12        // Extract server address and port from command-line arguments
13        String serverAddress = args[0];
14        int serverPort = Integer.parseInt(args[1]); // Parse the port from the command line
15
16        try (Socket socket = new Socket(serverAddress, serverPort);
17             FileInputStream fileInputStream = new FileInputStream("C:\\Users\\dhima\\eclipse-workspace\\ServerClientConnection\\example.txt");
18             OutputStream outputStream = socket.getOutputStream()) {
19
20            // Successful connection message
21            System.out.println("The client has successfully connected to the server");
22
23            // Read file and transfer its content to the server
24            byte[] buffer = new byte[1024];
25            int bytesRead;
26            while ((bytesRead = fileInputStream.read(buffer)) != -1) {
27                outputStream.write(buffer, 0, bytesRead);
28            }
29
30            // File transfer completion message
31            System.out.println("File transfer has been successfully completed from client to the server.");
32        }
33    }
34 }

```

Console

```

<terminated> Client (1) [Java Application] C:\Users\dhima\p2\pool\plugins\org.eclipse.justi.openjdk.hotspot.jre.full.win32.x86_64_17.0.2.v20220201-1208\jre\bin\javaw.exe (Oct 4, 2023, 10:04:27 PM - 10:04:27 PM)
The client has successfully connected to the server
File transfer has been successfully completed from client to the server.

```

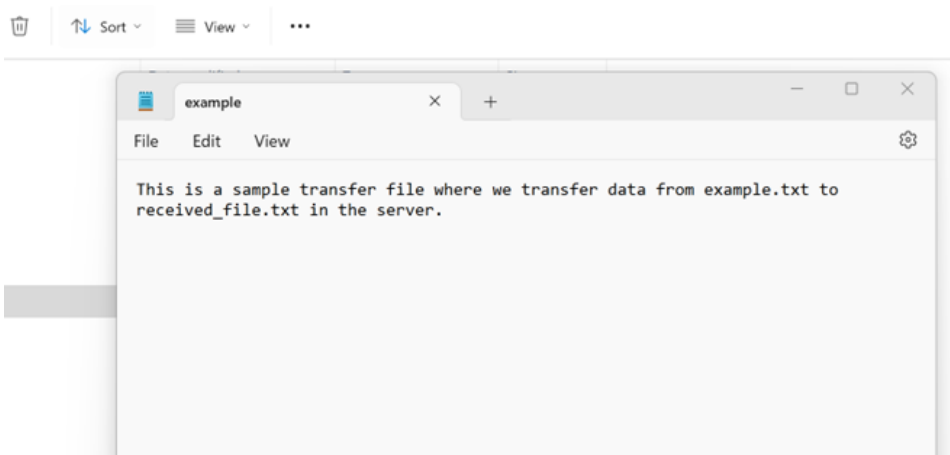
4. File Transfer:

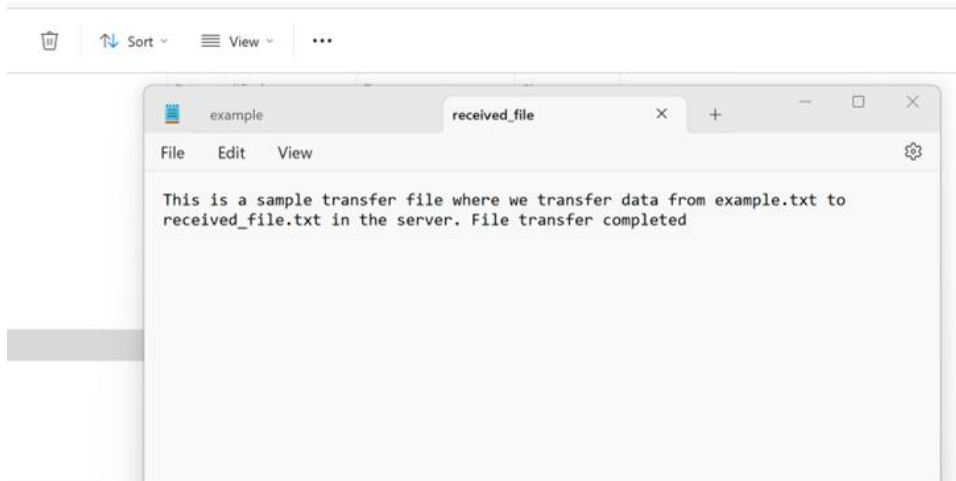
- The server receives the file sent by the client and saves it as "received_file.txt".
- The contents of the client's file are transferred and saved in the server's file.

Name	Date modified	Type	Size
.settings	10/4/2023 6:41 PM	File folder	
bin	10/4/2023 6:42 PM	File folder	
src	10/4/2023 6:42 PM	File folder	
.classpath	10/4/2023 6:41 PM	CLASSPATH File	1 KB
project	10/4/2023 6:41 PM	PROJECT File	1 KB
example	10/4/2023 8:47 PM	Text Document	1 KB

Name	Date modified	Type	Size
.settings	10/4/2023 6:41 PM	File folder	
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.classpath	10/4/2023 6:41 PM	CLASSPATH File	1 KB
project	10/4/2023 6:41 PM	PROJECT File	1 KB
example	10/4/2023 8:47 PM	Text Document	1 KB
received_file	10/4/2023 8:57 PM	Text Document	1 KB

5. The received_file.txt is created at the same directory where the server application is running.





Conclusion:

This program serves as a foundational example for understanding socket programming and file transfer between a client and a server in Java.