To: Dr. Quan Yuan

Date: 10/04/2023

COSC 6370. NETWORKING LAB SOCKET PROGRAMMING

Saugat Pahari. Dhimant Adhikari. Nikhil Shrestha

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.

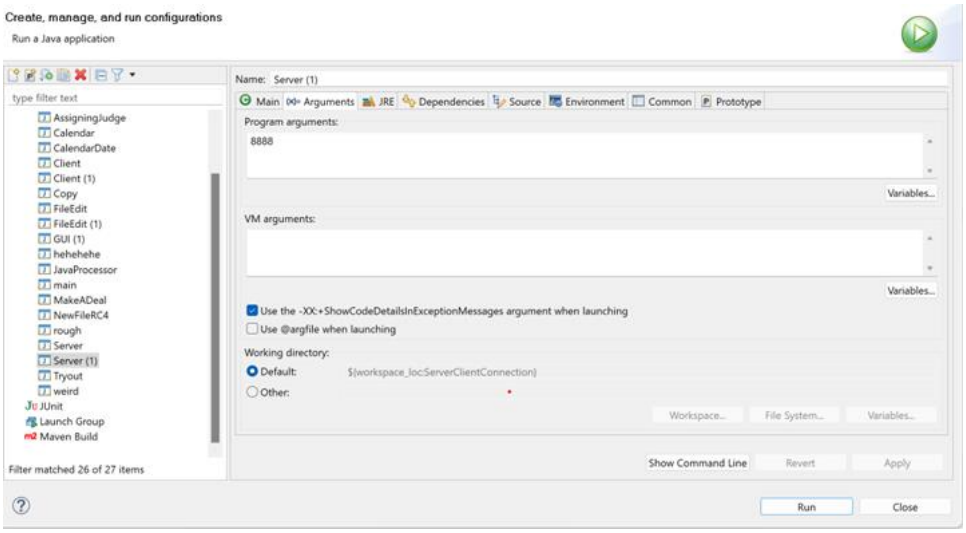
Key Features:

- **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.

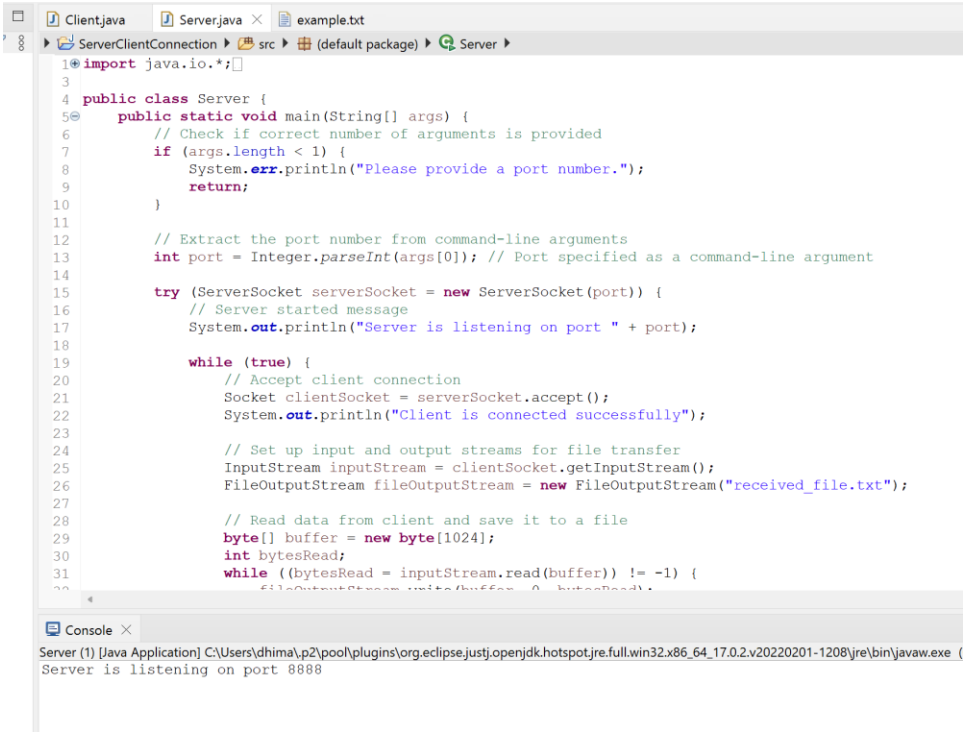
Execution Steps:

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.



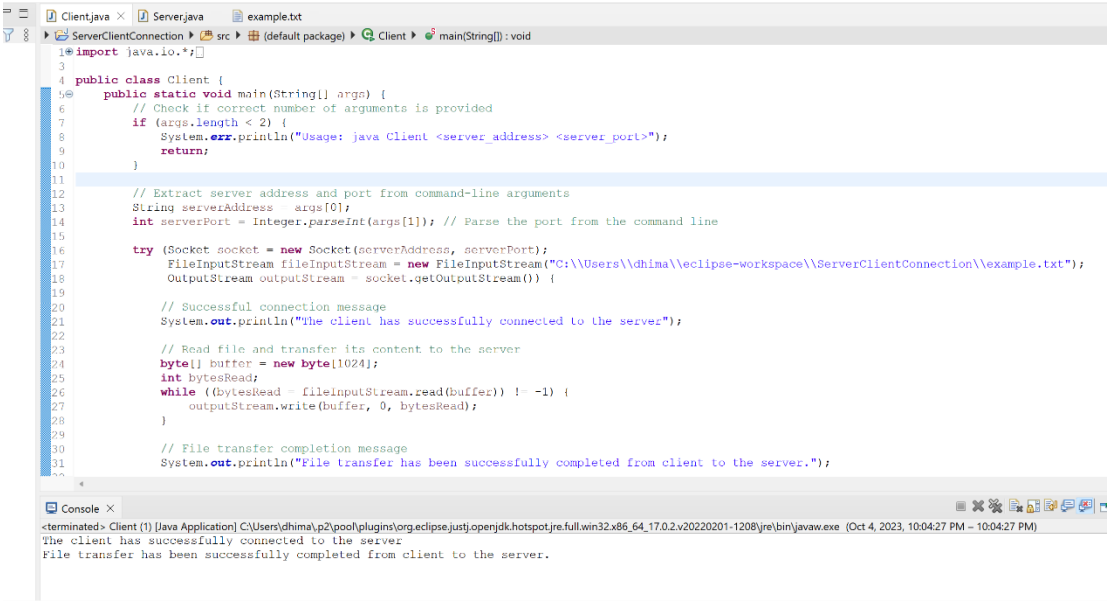
After providing the port number to the application, the server is now listening on port 8888.

2. **Client Execution:**

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

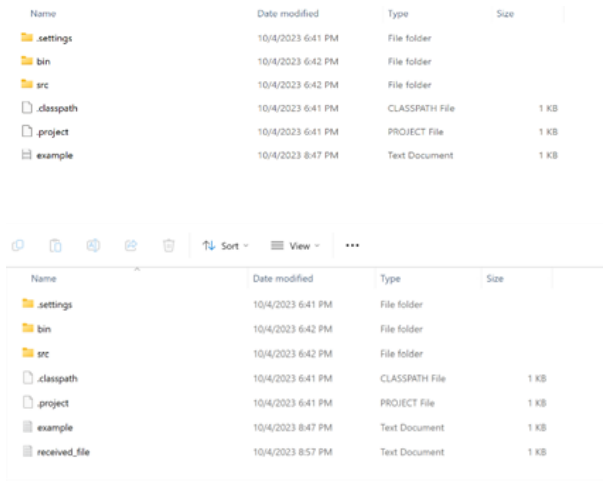
3. **Client-Server Interaction:**

- 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.

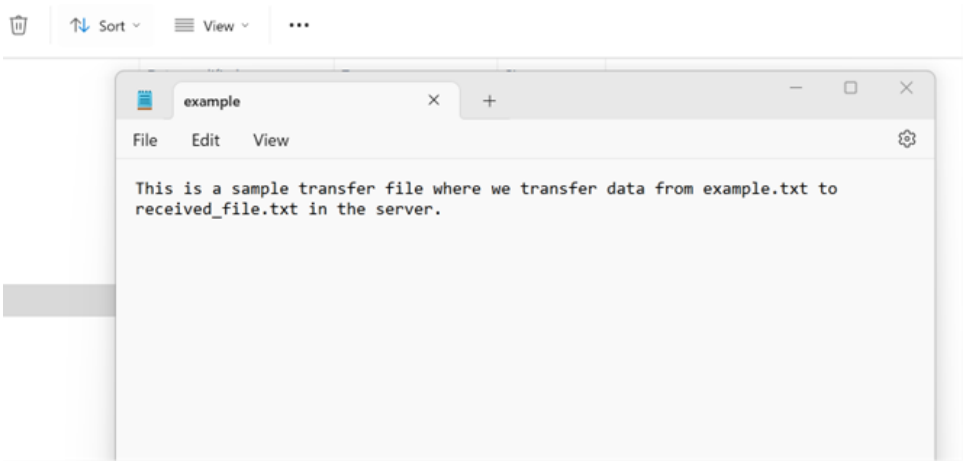


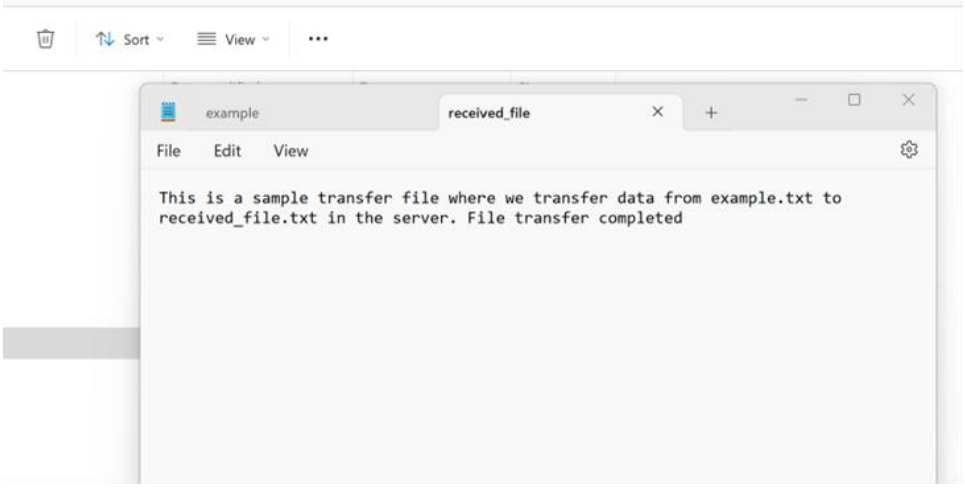
4. **File Transfer:**

- 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.



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.