FFT

“Freaky File Transfer”

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Chapter 1

Problem Analysis

Description

FFT is a software that allows the transfer of files through a server and client and vice versa, using the UDP protocol.

The software supports these operations:

* ls: show files on the server
* get: download a file from the server
* put: upload a file to the server
* No authentication

Chapter 2

Design

The software follows an OOP design.  
These are the classes used by the software:

* Packet, this class model a packet of data (any kind of data), that is simple to send
* FileData, FileDataIterator, for instantiate an object of these classes need to provide a file path, the task of these objects is to split the provided file into a block with a determinate number of bytes per block. The difference between FileData and FileDataIterator is that the last one has a lazy approach, so every time the next is called on a FileDataIterator object the next block of data of the file is read, the first one instead on the construction of the object, all the content of the file is split into a list of blocks