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Group Project Manual Page

*CLIENT*

**NAME**

**client** -- requests and shares files with a **server** instance.

**SYNOPSIS**

**./client**

**DESCRIPTION**

**client** runs in a specific directory and can send files from that directory to a server, or receive files from the server into that directory.

Upon execution, the client will prompt the user to enter the address and port of the server. The program will proceed to check the connection. If the connection fails, the program will terminate.

When connected properly, the client will give the user the option of either sending a file to the server or receiving a file from the server.

If requesting a file from the server, the specified file must exist on the server. If it doesn't exist, the client receives an

error message from the server stating that the file does not exist, and the client terminates. If the file does exist, the server sends it to the client which then saves it in the local directory.

If sending a file to the server, the file must exist in the directory in which the client runs. Assuming it does, the program will open the file and send it to the server.

## SERVER

### NAME

**server** -- serves files requested by a **client** instance

### SYNOPSIS

**./server**

### DESCRIPTION

**server** runs in a specific directory and serves files from that directory to a client.

Upon execution, the server will prompt the user to enter an address and port which the server will bind to. It then listens for connections from clients.

If a client requests a file which exists in the directory where the server lives, the server will send the file to the client. If the file does not exist, the server will alert the client, terminate the client's connection and keep listening for connections from other **client** instances.

A **client** instance can also send a file to the server, which the server will copy into its working directory.

A **server** instance will continue to accept requests from clients until it is terminated with a **SIGINT** signal.