NSCOM01: TFTP Client MP

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Project Rationale

To create a TFTP Client program that complies with **RFC** documents: 1350, 2347, 2358, 2349*

Program Specifications

- 1. Programming Language: Java
- 2. Interface: **GUI** (with verbose logging using -V)



Features Implemented

- TFTP protocol-based features
 - Uploading and downloading files (at unlimited file sizes)
 - Error detection and handling
 - Blocksize modification (~40Mbps)
 - Options recognition and compliance (blksize and tsize only)

- Non-TFTP protocol-based features
 - Network-based timeouts (3 seconds)
 - Network verification before transmission

Limitations

- 1. **Does not use the official TFTP timeout** option
- 2. Cannot verify ACKs beyond a block value of 65535, thus cannot implement duplicate ACK handling. However, Wireshark packet analysis shows that the block number segment of the packet cycles back to 0 once it reaches beyond 65535 which could be used to augment the succeeding block values beyond 65535 but was not implemented accordingly due to potential reliability issues on the rest of the application.
- 3. Since the application is single-threaded the GUI/UX might feel sluggish, especially if files are big which can take a while to be sent/received.
- 4. **TFTPd64 may show a limited file size** of 2147483647 bytes (**~2.1GB**), but it can still accept transmission by the client exceeding that displayed file size (i.e., progress shows beyond 100% at the limit file size). This can be attributed to the integer value limit of 2.1B.

TFTP Packet Assembly: According to RFC 1350

REQUEST (READ/WRITE, W/O OPTVALS)

Request (w/o OptVals)								
Length	2Bytes		Length of String	1Byte	Length of String	1Byte		
Segment	Padding	Type (1/2)	Filename	Padding	Mode	Padding		

DATA

Data	Data						
Length	2Bytes		2Bytes	n Bytes			
Segment	Padding	3	Block#	Data			

REQUEST (READ/WRITE, W OPTVALS)

Request (w/o OptVals)											
Length	2Bytes		Length of String	1Byte	Length of String	1Byte	Length of String	Length of String		Length of String	Length of String
Segment	Padding	Type (1/2)	Filename	Padding	Mode	Padding	Opt1 (ends in \0)	Vall (ends in \0)		OptN (ends in \0)	ValN (ends in \0)

ACK

ACK						
Length	2Bytes		2Bytes			
Segment	Padding	4	Block#			

TFTP Packet Assembly: According to RFC 1350

OACK (Optional ACK)

OACK								
Length	2Bytes		Length of String	Length of String		Length of String	Length of String	
Segment	Padding	6	Opt1 (ends in \0)	Val1 (ends in \0)		OptN (ends in \0)	ValN (ends in \0)	

ERROR PACKET

Error							
Length	2Bytes		2Bytes	Length of String	1Byte		
Segment	Padding	5	Error Code	ErrMsg	Padding		

Error Packet

```
Error Packet
System Hex from Processed Byte: 0005000146696c65206e6f7420666f756e640000
Wireshark:
Wireshark Hex Raw: 0005000146696c65206e6f7420666f756e640000
<u>annonne</u> annonne
isError: true
Extract Error: 1 = File not found
Y Trivial File Transfer Protocol
   Opcode: Error Code (5)
   [Destination File: nenechi.png]
   [Read Request in frame 425]
   Error code: File not found (1)
   Error message: File not found
 > [Expert Info (Warning/Response): TFTP ERROR packet]
0000 10 63 c8 5f 57 11 30 9c 23 63 6f c3 08 00 45 00
                                           -c- W-0- #co---E-
0010 00 30 62 93 00 00 80 11 24 e0 c0 a8 18 fd c0 a8
                                           0b .... $ .....
0020 18 fc f1 3a c4 26 00 1c 56 13 00 05 00 01 46 69
                                           ---:-&-- V-----F
    6c 65 20 6e 6f 74 20 66 6f 75 6e 64 00 00
                                           le not f ound.
```

Data Packet

```
Data Packet
System Hex from Processed Byte: 030168656c6c6f20776f726c64
111 01101111 01110010 01101100 01100100
Wireshark:
Wireshark Hex Raw: 0003000168656c6c6f20776f726c64
getOpCode: 3
0010 01101100 01100100
Trivial File Transfer Protocol
   Opcode: Data Packet (3)
   [Destination File: abc.txt]
  [Read Request in frame 97]
   Block: 1
   [Full Block Number: 1]
V Data (11 bytes)
   Data: 68 65 6c 6c 6f 20 77 6f 72 6c 64
   [Length: 11]
0000 10 63 c8 5f 57 11 30 9c 23 63 6f c3 08 00 45 00
0010 00 2b 63 39 00 00 80 11 24 3f c0 a8 18 fd c0 a8
                                     ·+c9···· $?·····
0020 18 fc f4 d3 c3 bc 00 17 02 13 00 03 00 01 68 65
0030 6c 6c 6f 20 77 6f 72 6c 64 00 00 00
                                     llo worl d---
```

ACK Packet

```
ACK Packet
System:
System Hex from Processed Byte: 04054
System Bits: 00000100 00000101
Wireshark:
Wireshark Hex Raw: 00040054
Wireshark Bits: 00000000 00000100 00000000 01010100
isACK: true
extractACK: Block 84
Trivial File Transfer Protocol
   Opcode: Acknowledgement (4)
   [Destination File: tote tilt.jpg]
   [Write Request in frame 563]
   Block: 84
   [Full Block Number: 84]
0000 10 63 c8 5f 57 11 30 9c 23 63 6f c3 08 00 45 00
                                               · c · W · 0 · #co · · · E
0010 00 20 62 e9 00 00 80 11 24 9a c0 a8 18 fd c0 a8
0020 18 fc c1 1a df 53 00 0c ab c5 00 04 00 54 00 00
```

OACK Packet

```
OACK Packet
System Hex from Processed Byte: 067473697a65038313936370
011 10010011 01100011 01110000
Wireshark:
Wireshark Hex Raw: 00067473697a6500383139363700
extractOACK: {tsize}, {81967}
Trivial File Transfer Protocol
   Opcode: Option Acknowledgement (6)
   [Destination File: tote tilt.jpg]
   [Write Request in frame 563]
 > Option: tsize = 81967
                                            -c- W-0- #co---E-
0000 10 63 c8 5f 57 11 30 9c 23 63 6f c3 08 00 45 00
0010 00 2a 62 95 00 00 80 11 24 e4 c0 a8 18 fd c0 a8
0020 18 fc c1 1a df 53 00 16 c0 ad 00 06 74 73 69 7a
0030 65 00 38 31 39 36 37 00
```

Read Request (With and Without OptsVals)

Write Request (With and Without OptsVals)

Network Sequence

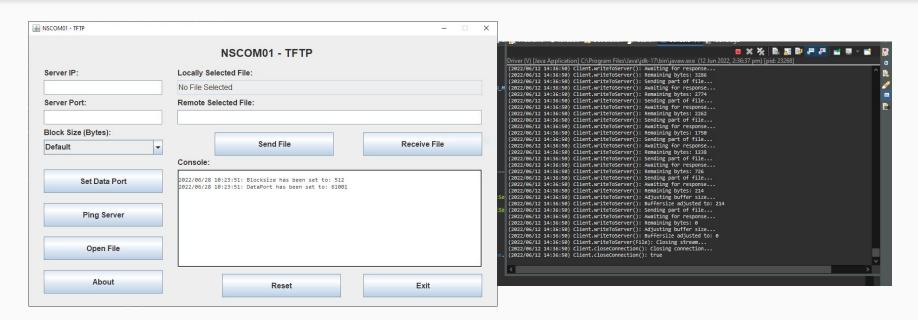
Send

```
public boolean send(File f, String[] opts, String[] vals) {
  boolean state = false;
  if(f = null)
  return state;
  openConnection();
  if(f.exists() && socket.isConnected())
  if(askWritePermission(f, opts, vals))
  state = writeToServer(f, opts, vals);
  closeConnection();
  reset();
  return state;
  if public boolean send(File f, String[] opts, String[] vals) {
       return state;
  if public boolean send(File f, String[] opts, String[] vals) {
       return state;
  if public boolean send(File f, String[] opts, String[] vals) {
       return state;
  if public boolean send(File f, String[] opts, String[] vals) {
       return state;
  if public boolean send(File f, String[] opts, String[] vals) {
       return state;
  if public boolean send(File f, String[] opts, String[] vals) {
       return state;
  if public boolean send(File f, String[] opts, String[] vals) {
       return state;
  if public boolean send(File f, String[] opts, String[] vals) {
       return state;
  if public boolean send(File f, String[] opts, String[] vals) {
       return state;
  if public boolean send(File f, String[] opts, String[] vals) {
       return state;
       return state;
  if public boolean send(File f, String[] opts, String[] vals) {
       return state;
       return state;
  if public boolean send(File f, String[] opts, String[] o
```

Receive

```
1 public File receive(String filename, String saveAs, String[] opts, String[] vals) {
2   if(filename = null)
3    return null;
4   File tempFile = new File(saveAs); //To save on a temp folder of the program.
5   int tsize = askReadPermission(filename, opts, vals);
6   if(tsize > -1) {
7    openConnection();
8   tempFile = readFromServer(filename, tempFile, opts, vals);
9   closeConnection();
10  }
11   reset();
12   return tempFile;
13 }
```

GUI Layout (+ Verbose Mode)



Benchmark

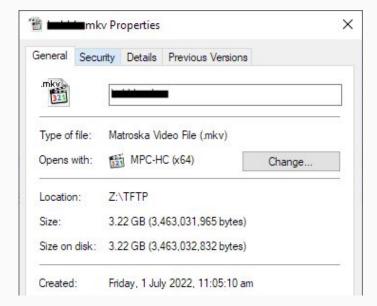
Blocksize (bytes)	Time (s)	Max Speed (Mbps)
128*	300	0.6
512*	272	1.9
1024	243	3.8
1428	232	4.9
2048	154	6.9
4096	68	12.7
8192	33	23.8
16384	18	45.2
32768	18	45
65536	18	46.8



Benchmark + Reliability Testing

Further testing was done on a 3.22GB file, primarily for edge case testing, which resulted in around 854 seconds of transmission (via Scratch test).

```
(2022/07/01 12:22:21) Client.writeToServer(f,opts,vals): ACK Block#: (2022/07/01 12:22:21) Client.writeToServer(f,opts,vals): blksize adji (2022/07/01 12:22:21) Client.writeToServer(f,opts,vals): Closing str (2022/07/01 12:22:21) Client.closeConnection(): Closing connection.. (2022/07/01 12:22:21) Client.closeConnection(): true (2022/07/01 12:22:21) Client.reset()
Benchmarking successful: 2022/07/01 12:08:07 - 2022/07/01 12:22:21
Testing time elapsed: 854.0seconds
```



Summary of Feature State

Requirements	Status	Note
GUI/CLI	ОК	
User Specified Server	ОК	
Support for Upload and Download of binary files	OK	.bin files do sometimes fail;
Program can send any file to the server as long as the file is accessible according to OS privileges.	ОК	
Program allows user to provide filename to use when saving the downloaded file.	ОК	
Timeout for unresponsive server.	Limited	Network-based timeout, not TFTP-based; Defaulted to 3 seconds of no network activity.
Handling duplicate ACK	ОК	Implemented for both upload and download. Working but not fully tested.
User prompt for file not found, access violation, and disk full errors.	ОК	Implemented and working but not fully tested, especially for full disk error (Error Code 3).
Option to specify transfer blocksize	ОК	Server sometimes forces the client to use a specified value which could be expected.
Communicate transfer size to the server when uploading	OK	

Git Repository Link

https://github.com/jm55DLSU/NSCOM01

*Do note that the project was developed through Eclipse or IntelliJ IDEs

みんな私たちに聞いてくれありがとうございました! まもなくデモーをします