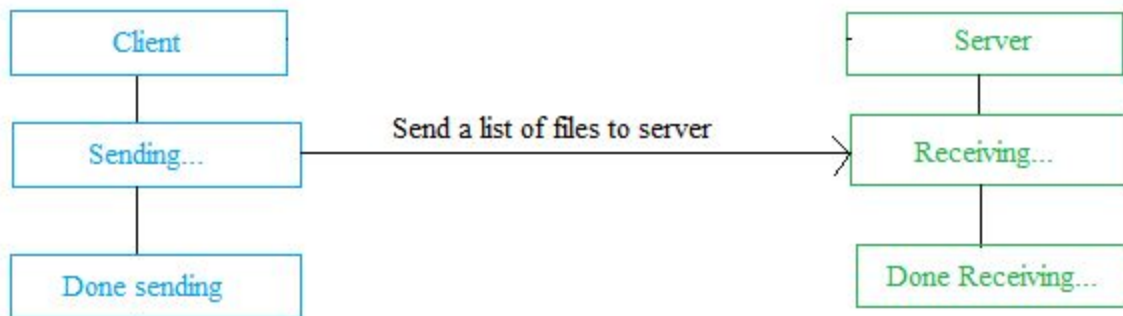


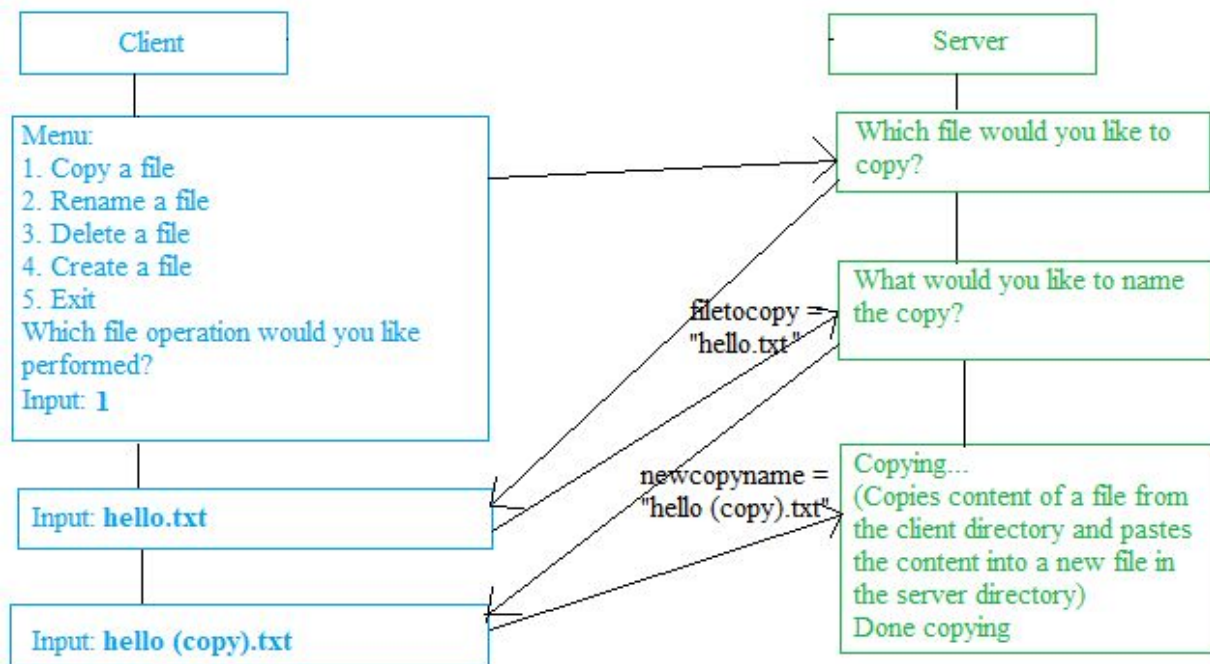
Joyce Choo (jxc180040)

Partner: Taylor Kettle (tmk160430)

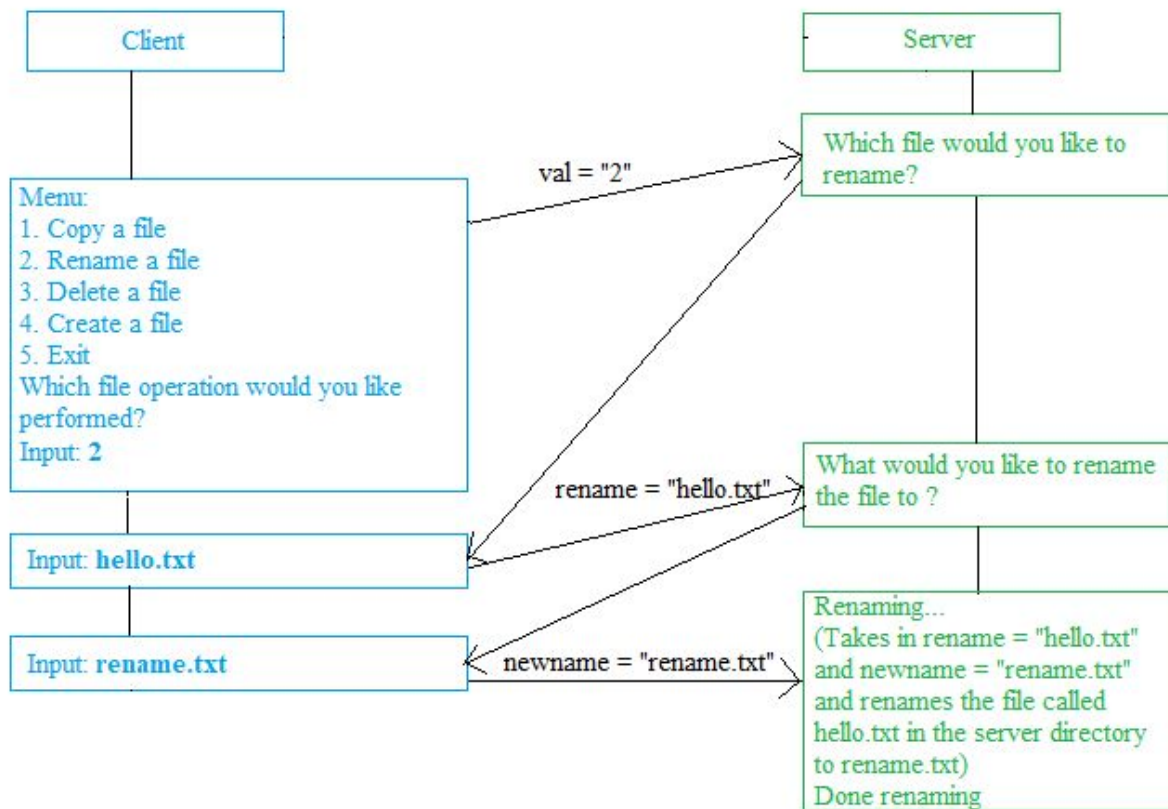
### Design Implementation



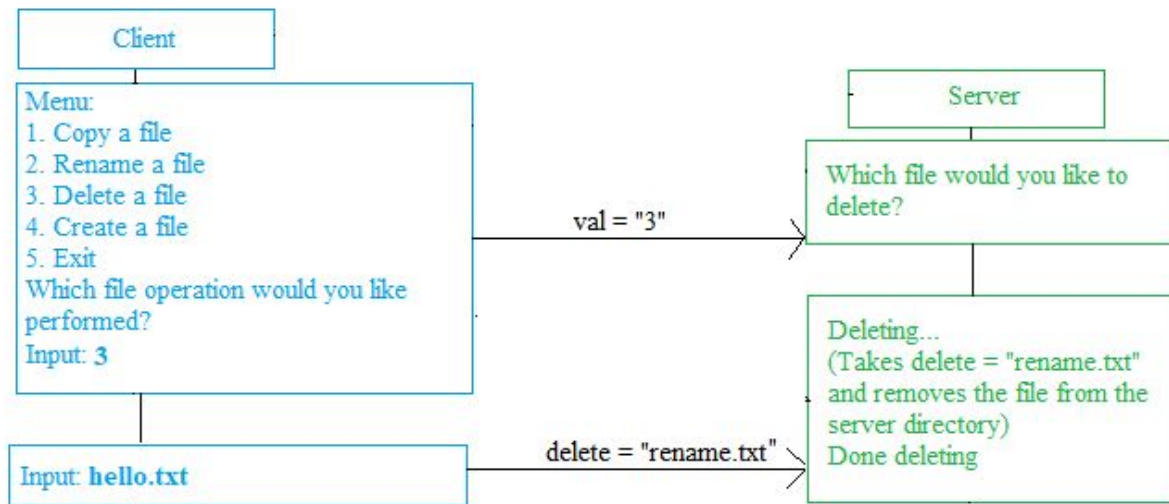
As displayed in the screenshot above, when the connection is first made between the client and server, the client will send a list of files to the server. During this time, the client sends an encoded message to the server with the list of files from the client directory. The server will then decode the message from the client and obtain the filenames and file sizes in order to split it and prepare for the rest of the functionalities the client selects in our program.



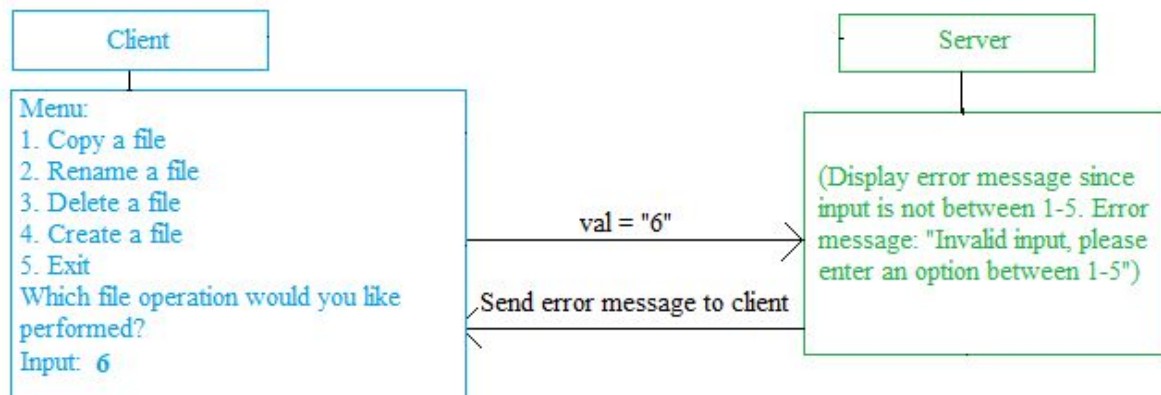
As displayed in the screenshot above, if the client enters the first option which is to copy a file, the server will then copy the contents of the selected file and paste into a new file in the server directory. This is done by the server sending the client a message on which file it would like to copy and what it would like to name it.



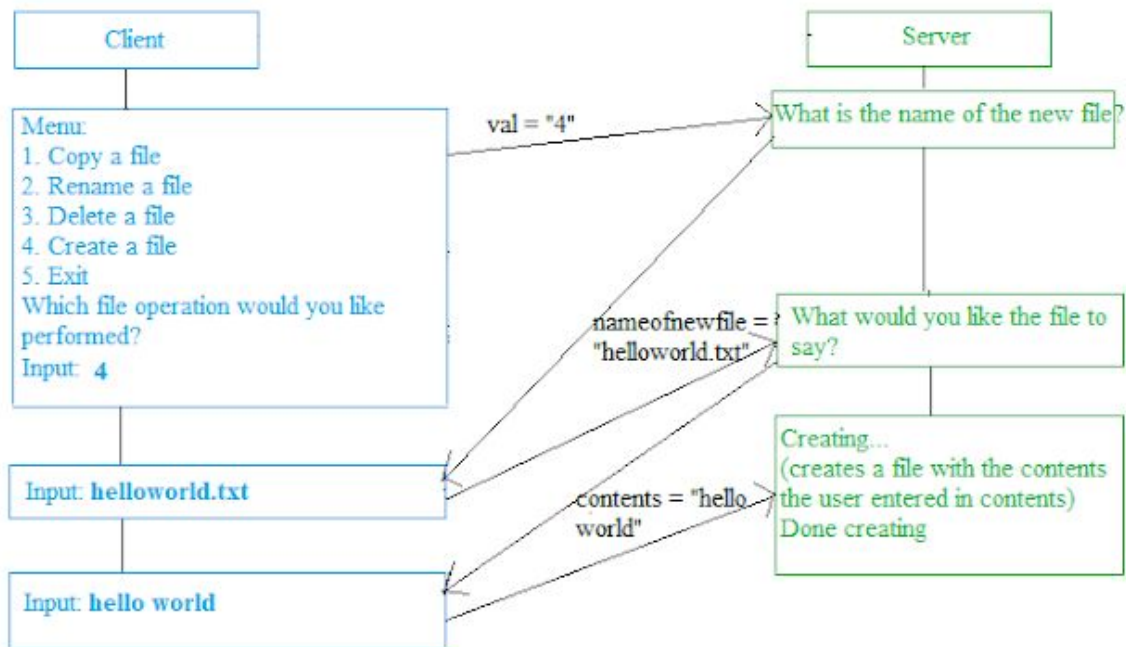
As displayed in the screenshot above, if the client enters the second option which is to rename a file, the server will rename the selected file with the name the client has chosen. This is done by sending a message to the client on which file it would like to rename and what it would like to rename the file to. Once the client has entered both inputs, the server will get the source path for the selected file and rename it to the new name the client entered in the source path.



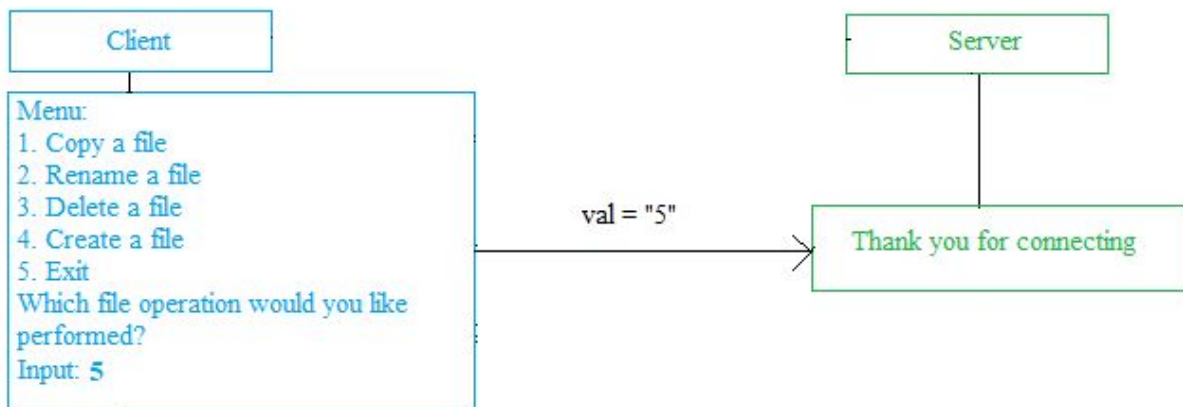
As displayed in the screenshot above, if the client enters the third option which is to delete a file, the server will take the selected file and remove it from its directory. This is done by sending a message to the client on which file it would like to delete and removing it from the server directory.



As displayed in the screenshot above, if the client enters an option that is not on the menu, the server will send an error message to the client asking it to enter an option between 1-5. This will repeat till the client enters a valid option.



As displayed in the screenshot above, if the client enters the fourth option which is to create a file, the server will ask the client what it would like to name the file and what it would like the file to say. Once the user gets both inputs from the client, it will create the file with the designated name and contents.



As displayed in the screenshot above, if the client enters the fifth option which is to exit, the server will then send a message to the client saying "Thank you for connecting" and exit the loop along with closing the connection between both hosts.