**USER**

**MANUAL**

**COMP 3403**

**Reliable UDP FTP**

**AUTHORS:**

**Cody McCarthy, 100097829**

**Jeremy Wheaton, 100105823**

**Table of Contents:**

Overview . . . . . . . . . . . . . . . . . . . . . . . . . . . . .

Usage. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .

Deliverables. . . . . . . . . . . . . . . . . . . . . . . . . . .

How it works . . . . . . . . . . . . . . . . . . . . . . . . . .

Data Structures. . . . . . . . . . . . . . . . . . . . . . . .

. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 2

. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 3

. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 3

. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 4

. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 4

Methods. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 4

OVERVIEW

This purpose of this package is to setup a client-server model that uses reliable UDP transfer.

USAGE

Step 1: Open terminal, whose current directory is the package directory.

\*screenshot\*

Step 2: Compile all using

javac \*.java

Step 3: Run server with:

java Server

Step 4: Open a new terminal instance in the package directory.

\*screenshot\*

Step 5: Run client with:

java Client username

\*username is the name of the user whose files you would like to access.

Step 6: Choose file by either typing in the name or the number of the file that you would like to transfer:

\*screenshot\*

Step 7: ???

Step 8: Profit.

DELIVERABLES

Main Server file: Server.java

This file runs the server. It continuously waits for an incoming connection, and when one is established, it creates a transfer thread for that connection.

Transfer Thread: TransferThread.java

This file contains the main transfer functionality for the server. It goes from the handshake all the way to the completion of the file transfer.

Main Client file: Client.java

This file runs the client. It takes one argument, the username of the user whose files you would like access to. The user is then prompted to choose a file, either by number or name. That file is then transferred to the directory that the client file was run from.

Settings file: Settings.java

This file contains variables that can change how to program functions.

Byte Conversion: ByteConverter.java

Used to convert ints->bytes, and bytes->ints.

File And Directory Ops: FileOperator.java

This is a java program that outputs a string of a directory and its contents.

Error Correction: Hamming.java

This file can encode and decode byte arrays, which is used for error detection and correction.

Test Directories: ./kallivis

./jeremy

These directories contain files for use with testing the program. The directories are for the users kallivis and jeremy, respectively.

HOW IT WORKS

This is how it works and junk.

DATA STRUCTURES

Data structures and junk

METHODS

Methods and junk.