# COMP7005 Assignment 1: Simple Client Server File Transfer

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# Introduction

I designed a basic client-server program in Python using the TCP/IP protocol suite.

The client issues a GET or SEND command with a file name to the server and will perform the specified action of either getting a file from the server given the file name or sending a file from client to server to be saved.

The server waits for a client to connect on TCP port 7005 which is used for controlling and be given commands. Once the commands have been registered by the server, the client will then connect to TCP port 7006 on the server which is used for data transfers and will either GET or SEND a file from the server depending on the operation specified.

Both the client and server will send the file in 1024 byte packets to the recipient and then save the file once the data transfer is complete.

# Pseudocode

# Client

Get ServerIP, operation, sourcefile, destfile in command line check argy are valid inputs

check if operation is GET or SEND

GET: Connect to server on listen port(7005)

Give server relevant data for their side, operation and sourcefile

Connect to server data port(7006) Create file to write to on client

Recieve 1024byte packets of data from server

Write 1024 bytes to the file on client until no more data from server

close data socket, close listen socket

SEND: Connect to server on listen port(7005)

Give server relevant data for their side, operation and destfile

Connect to server data port(7006)

Open file to read

Send 1024bytes of the file to server until no more to read

close data socket, close listen socket

# Server

Create listen and data sockets listenloop:

wait for client to connect on listen port recieve operation and filepath/destfile depending on GET/SEND wait for client to connect on data port check if operation is GET/SEND

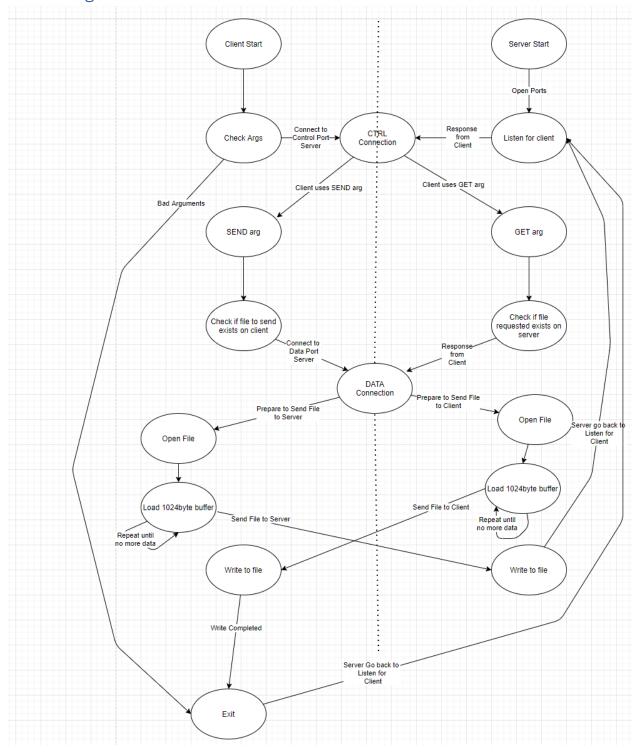
GET: Verify if the file to read from exists

Open file to read from (filePath)

send 1024 byte packets of the file to the client until no more to read close data socket, close listen socket

SEND: Create file to write to(destFile)
receive 1024 byte packets from client
write the 1024 bytes to the file until no more packets from client
close data socket, close listen socket

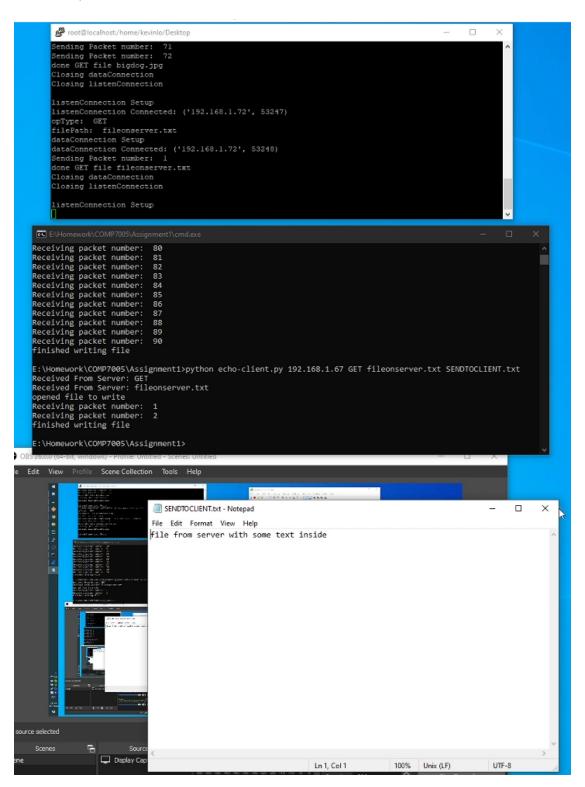
# State Diagram



# **Testing**

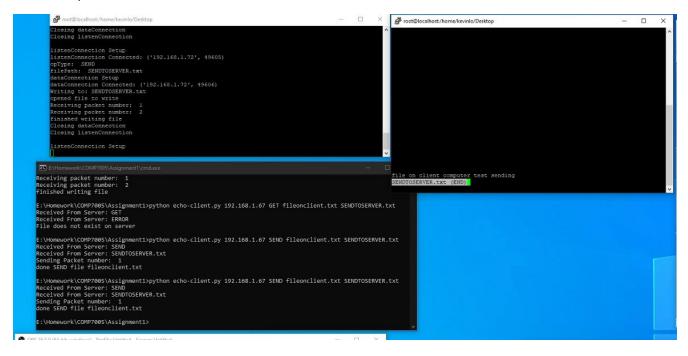
# 1. Good GET

The client requests a file called **fileonserver.txt** from the server and saves it as **SENDTOCLIENT.txt** successfully.



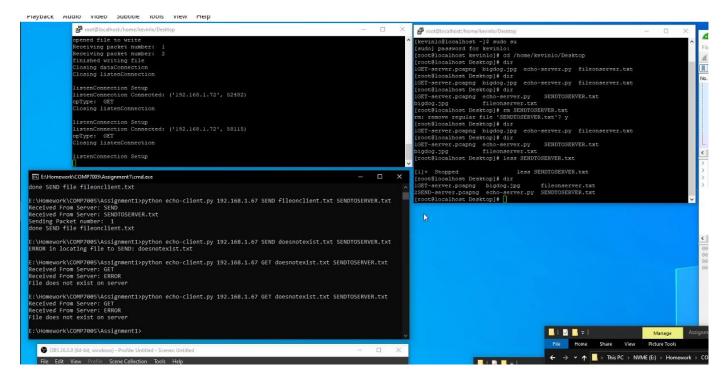
# 2. Good SEND

The server sends a file called **fileonclient.txt** to the server and saves it as **SENDTOSERVER.txt** successfully.



# 3. Bad GET

The client requests a file called **doesnotexist.txt** that does not exist on the server. Server checks if file exists and sends an error message back to the client and the client will display a "File does not exist on server"



# 4. Bad SEND

The client tries to send a file that does not exist on their computer. The code in the client will catch that the file does not exist on the client computer and will stop the program before it tries to connect to the server.

