

CheckIP

Software Documentation

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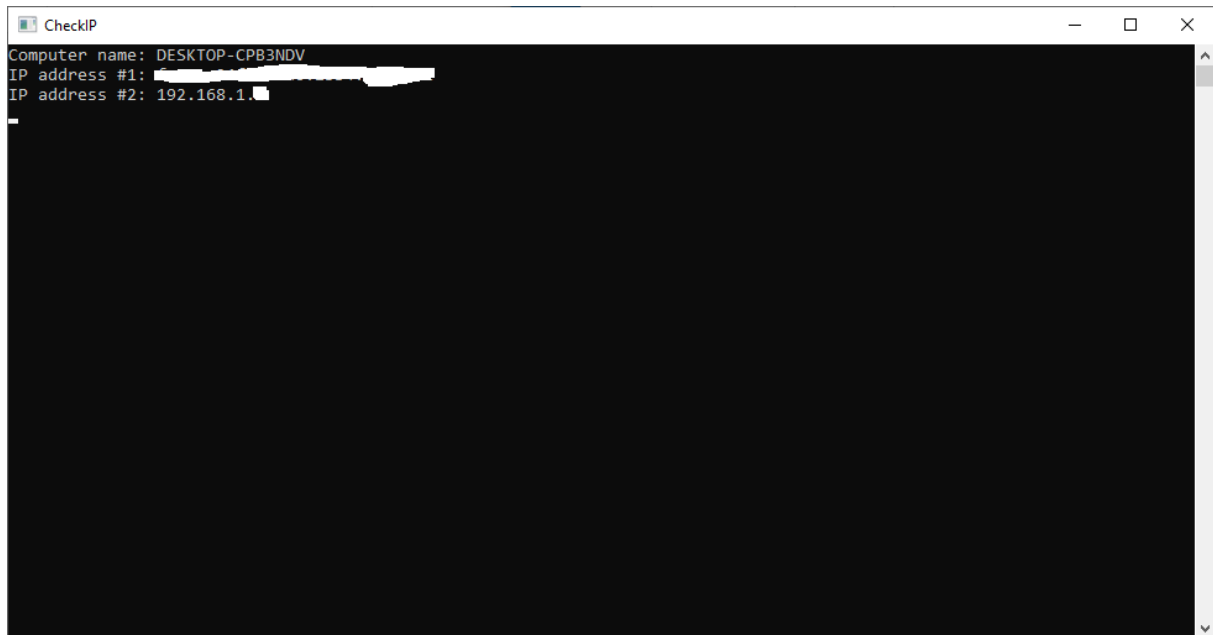
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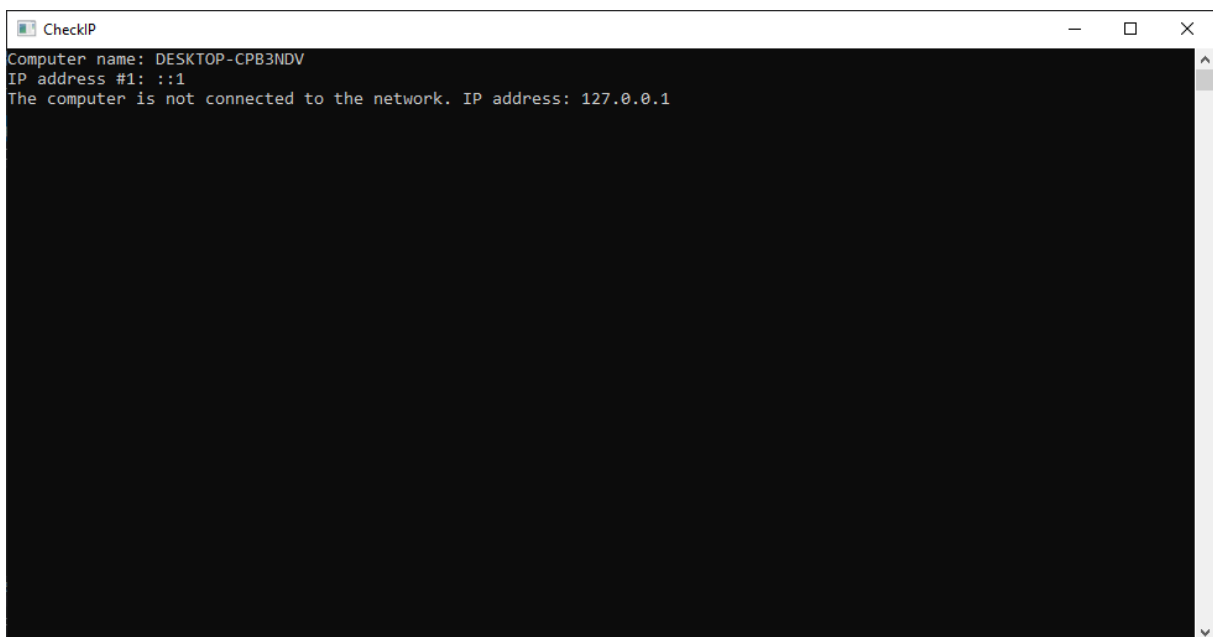
Introduction

This software documentation includes: description of the application's operation, what is needed for use, algorithms used, interface description and source code description. This application is used to list all IP addresses assigned to your computer.

Describing of the application's operation



Drawing 1: The beginning of the application's operation [own study]



Drawing 2: The computer is not connected to the network [own study]

After starting the program, the user does nothing. The effects of the program's work can be seen immediately. If there is a network connection, the IP addresses are displayed. Otherwise there is a connection failure message and localhost address. There are certainly bugs that the developer did not discover while working on the application.

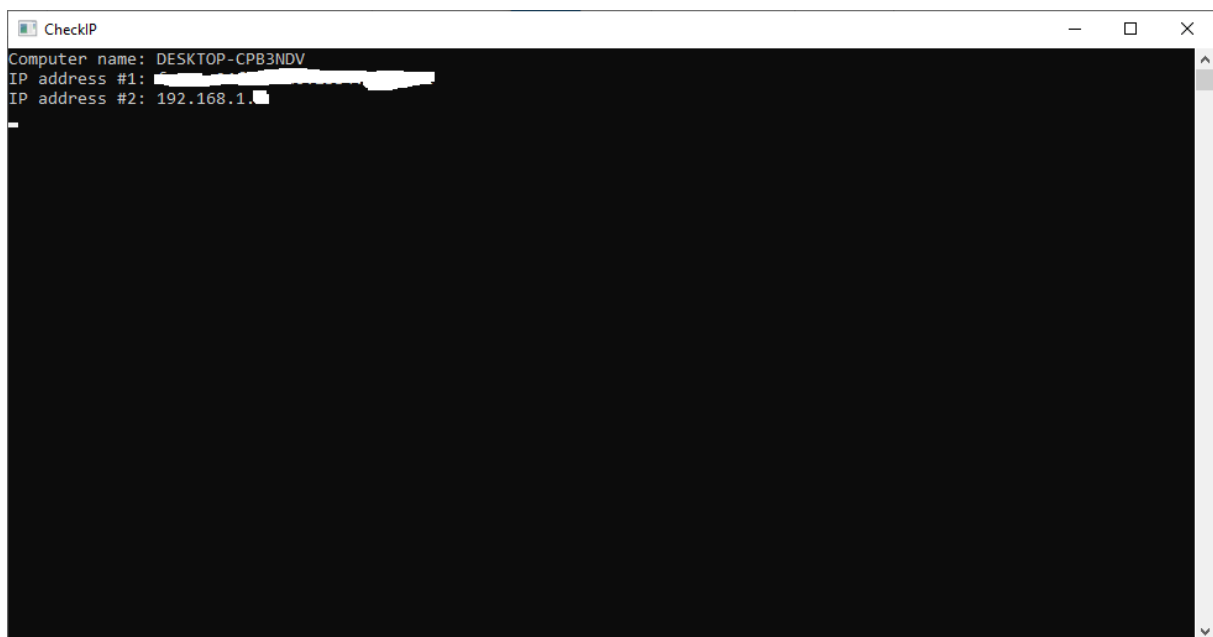
What is needed for use?

The application does not require installation. It only needs the Windows operating system.

Algorithm used

The basic form of the algorithm can be deduced from the previous section. It only needs the Windows operating system. In summary, the application displays all IP addresses that are associated with the device.

Interface description



Drawing 3: Graphical interface [own study]

The interface is typical for a Console Application.

Source code description

The project was made in the C# programming language, in the Visual Studio Community 2017 programming environment. All work was done on the Windows 10 operating system. The application's source code looks like this.

```

using System;
using System.Net;

namespace CheckIP
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.Title = "CheckIP";
            string hostname = Dns.GetHostName();
            IPHostEntry AdresyIP = Dns.GetHostEntry(hostname);
            Console.WriteLine("Computer name: {0}", hostname);
            int licznik = 0;
            foreach(IPAddress Adresip in AdresyIP.AddressList)
            {
                if (Adresip.ToString() == "127.0.0.1")
                {
                    Console.WriteLine("The computer is not connected to the network.
IP address: {0}", Adresip);
                }
                else
                {
                    Console.WriteLine("IP address #{0}: {1}", ++licznik, Adresip);
                }
            }
            Console.ReadKey();
        }
    }
}

```

Listing 1: Source code [own study]

List of drawings

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