The growth of mobile users is increasing every day. Peer to peer protocols allows users to interchange their data without using any centralized system architecture which include audio, data and video. In this paper we discuss the modern Peer to Peer (P2P) file sharing technologies such as Bluetooth and WiFi network. These approaches are based on both structured and unstructured P2P systems. P2P applications discusses current sharing possibilities among the systems in a network. In this system, every node able to serve as a client and as a server and in the meantime shares information with the other nodes. This paper describes design, implementation, and a bit of testing of these applications related to wireless networks and smart phones. These P2P systems are evaluated with respect to performance and security.

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