package slateboard;

/\*

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\* and open the template in the editor.

\*/

//package Test2;

import java.net.\*;

import java.io.\*;

import java.util.\*;

/\*\*

\*

\* @author Dev

\*/

// Client code;

public class Client

{

Socket clientsocket;

public Client() throws Exception

{

PrintWriter out;

BufferedReader in;

String ip,sserver,sclient;

int cport,ch;

boolean choice=true;

Date date = new Date();

BufferedReader br = new BufferedReader(new InputStreamReader(System.in));

System.out.print("Enter IP Address to connect: ");

ip = br.readLine();

System.out.print("Enter port number to connect: ");

cport = Integer.parseInt(br.readLine());

while(choice)

{

clientsocket = new Socket(ip,cport);

System.out.println("Connected with Server on " + clientsocket);

//cLog.WriteLog("Connected with Server: " + clientsocket +"\tTime:"+ date);

out = new PrintWriter(clientsocket.getOutputStream(), true);

in = new BufferedReader(new InputStreamReader(clientsocket.getInputStream()));

System.out.println("Choose Operation:\n1 - Send File.\n2 - Download File.\n3 - Exit.");

System.out.print("Enter number: ");

ch=Integer.parseInt(br.readLine());

if(ch==1) // Condition for sending file.

{

System.out.println("You choose to send file.");

out.println(ch);

System.out.print("Enter file name to be sent: ");

sclient = br.readLine();

out.println(sclient);

Send sendtoServer = new Send(sclient,clientsocket);

System.out.println("File Sent successfully!!!");

//cLog.WriteLog("Send file \t" + sclient + " from \t" + clientsocket +" \tTime:"+ date);

}

else if(ch==2) // Condition for copying file.

{

System.out.println("You have choosen to Copy File.");

out.println(ch);

System.out.println("Enter filename with extension: ");

sclient = br.readLine();

out.println(sclient);

System.out.println("File Copying...");

FileCopy copyfile=new FileCopy(sclient,clientsocket);

System.out.println("File copied successfully!!!");

//cLog.WriteLog("Download file \t" + sclient + " from \t" + clientsocket +" \tTime:"+ date);

}

else if(ch==3) // Condition for exit.

{

out.println(ch);

choice = false;

}

else

{

System.out.println("Client Reset!!!");

in.close();

out.close();

//cLog.WriteLog("Disconnected with Server: " + clientsocket +"\tTime:"+ date);

clientsocket.close();

}

}

//cLog.WriteLog("Disconnected with Server: " + clientsocket +"\tTime:"+ date);

System.out.println("Client Exited!!!");

MainMenu menu = new MainMenu();

}

}