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ROLL NO 3

S6 CSE

# EXPERIMENT 6 :

## IMPLEMENT CONCURRENT FILE SERVER

### FILE SERVER:

A file server is a central server in a computer network that provides file systems or at least parts of a file system to connected clients. File servers therefore offer users a central storage place for files on internal data media, which is accessible to all authorized clients.

**Note :** For authentication, server expects a **creds.txt** file in the directory of java file. The structure of file contents is

email id:password

```
creds.txt
1 bob@test.com:password
2 alice@test.com:wonderland
3
```

### PROGRAM

Both client and server programs are written in Java.

#### 1. Compile the java code :

*javac client.java*

*javac server.java*

```
n00b@ubuntu:~/NetworkingLab/EXP_6$ javac server.java
n00b@ubuntu:~/NetworkingLab/EXP_6$ javac client.java
n00b@ubuntu:~/NetworkingLab/EXP_6$
```

#### 2. Run the program

Note : Both programs take command line arguments. Server expects a valid port number and the client expects both server ip and the port it listens on

*java server [VALID PORT]*

*java client [SERVER IP] [SERVER PORT]*

```
n00b@ubuntu:~/NetworkingLab/EXP_6$ java server
FORMAT : java server [VALID PORT]
n00b@ubuntu:~/NetworkingLab/EXP_6$
```

```
n00b@ubuntu:~/NetworkingLab/EXP_6$ java client
FORMAT : java client [SERVER IP][SERVER PORT]
n00b@ubuntu:~/NetworkingLab/EXP_6$
```

## Getting started

```
n00b@ubuntu:~/NetworkingLab/EXP_6$ java server 9090
Server socket created
Server listening on port 9090
[09/05/2021 10:31:07:774] New IP connected : 127.0.0.1

```

```
n00b@ubuntu:~/NetworkingLab/EXP_6$ java client 127.0.0.1 9090
```

```
#####
##                                     ##
##                                AUTHENTICATE                                ##
##                                     ##
#####

Email :
```

Authentication is carried out at server side and the user can use the client only if logged in, otherwise the client just exits on execution

```
n00b@ubuntu:~/NetworkingLab/EXP_6$ java client 127.0.0.1 9090
```

```
#####
##                                     ##
##                                AUTHENTICATE                                ##
##                                     ##
#####

Email : bob@test.com
Password:
```

```
n00b@ubuntu:~/NetworkingLab/EXP_6$ java client 127.0.0.1 9090
```

```
#####
##                                     ##
##                                AUTHENTICATE                                ##
##                                     ##
#####
```

```
Email : bob@test.com
Password:
```

```
>> help
```

```
help  : Get help commands
ls     : List files in directory
get    : Download file to current working directory
put    : Upload to remote server
exit   : Exit the program
```

```
>>
```

## 1. List files

By default all files are stored in the public directory

```
n00b@ubuntu:~/NetworkingLab/EXP_6$ java client 127.0.0.1 9090

#####
##                                     ##
##               AUTHENTICATE          ##
##                                     ##
#####

Email : bob@test.com
Password:

>> ls

HelloWorld.txt  puppy.jpg

>> █
```

## 2. Download file from server

Lets view current directory first

```
n00b@ubuntu:~/NetworkingLab/EXP_6$ java client 127.0.0.1 9090

#####
##                                     ##
##               AUTHENTICATE          ##
##                                     ##
#####

Email : bob@test.com
Password:

>> ls

HelloWorld.txt  puppy.jpg

>> █

n00b@ubuntu:~/NetworkingLab/EXP_6$ ls
client.class  creds.txt  public      'server$ClientHandler.class'
client.java   mario.jpg  server.class  server.java
n00b@ubuntu:~/NetworkingLab/EXP_6$ █
```

Downloading puppy.jpg

```
n00b@ubuntu:~/NetworkingLab/EXP_6$ java client 127.0.0.1 9090

#####
##                                     ##
##               AUTHENTICATE          ##
##                                     ##
#####

Email : bob@test.com
Password:

>> ls

HelloWorld.txt  puppy.jpg

>> get puppy.jpg
>> █

n00b@ubuntu:~/NetworkingLab/EXP_6$ ls
client.class  creds.txt  public      'server$ClientHandler.class'
client.java   mario.jpg  server.class  server.java
n00b@ubuntu:~/NetworkingLab/EXP_6$ ls
client.class  mario.jpg  puppy.txt      server.java
client.java   public     server.class
creds.txt     puppy.jpg  'server$ClientHandler.class'
n00b@ubuntu:~/NetworkingLab/EXP_6$ █
```

Verifying the downloaded file with that in server

```
n00b@ubuntu:~/NetworkingLab/EXP_6$ shasum puppy.jpg public/puppy.jpg
d718ac0ed4b377f38e31939783fff801fd95f75f  puppy.jpg
d718ac0ed4b377f38e31939783fff801fd95f75f  public/puppy.jpg
n00b@ubuntu:~/NetworkingLab/EXP_6$ █
```

### 3. Upload

```
n00b@ubuntu:~/NetworkingLab/EXP_6$ java client 127.0.0.1 9090

#####
##                                ##
##          AUTHENTICATE          ##
##                                ##
#####

Email : bob@test.com
Password:

>> ls

HelloWorld.txt  puppy.jpg

>> put creds.txt
>> ls

HelloWorld.txt  creds.txt  puppy.jpg
```

creds.txt is now uploaded

Verifying the files

```
n00b@ubuntu:~/NetworkingLab/EXP_6$ shasum creds.txt public/creds.txt
ad80ff4688db46744fe3a4a020638f66afa5455c  creds.txt
ad80ff4688db46744fe3a4a020638f66afa5455c  public/creds.txt
n00b@ubuntu:~/NetworkingLab/EXP_6$
```