

Team member:

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Instruction

Requirements (for both CP1 and CP2 programs):

1. Client program should have the following in it's working directory:
 - a. CA.crt
2. Server program should have the following in it's working directory:
 - a. privateServer.der
 - b. publicServer.der
 - c. secStore.crt
 - d. a directory name 'upload'
3. Client program should set the server's IP address and port number by changing the variable name SERVER_HOSTNAME and SOCKET_PORT.
4. Server program should set a port number by changing the variable name SOCKET_PORT.

Compiling and running

CP1-pair program is named CpOneClient and CpOneServer.

CP2-pair program is named CpTwoClient and CpTwoServer.

The instructions for CP1 and CP2 is the same, simply replace One with Two where required.

Compiling (from terminal):

1. javac CpOneClient.java
2. javac CpOneServer.java

Running (from terminal):

1. java CpOneServer # to start the server
2. java CpOneClient filename # to start the client
3. Uploaded file will be placed in the 'upload' directory

Compiling and running from IDE:

1. Run CpOneServer
 - a. If you are using Android Studio, go to Run>Edit Configuration>Application > CPOneClient > Configuration and set the program argument to the directory and filename of the file that you wish to send for instance, "C:\Users\User\Documents\computer system engineering\week 12\http-ethereal-trace-3.pcap"
2. Run the client and once the server receive the file, it should be in a folder named upload inside the project folder

Specification of protocols

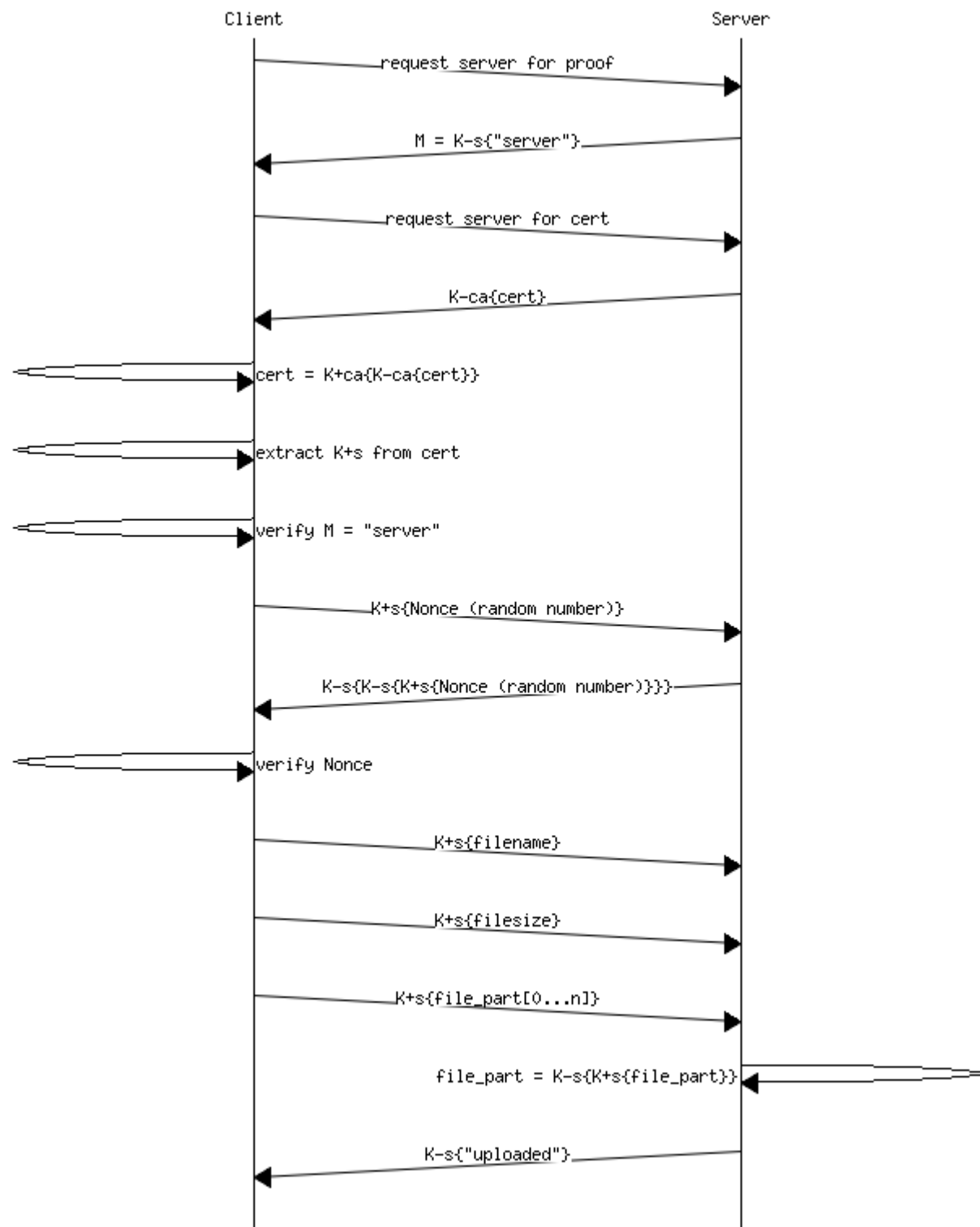


Fig 1: CP1 protocol

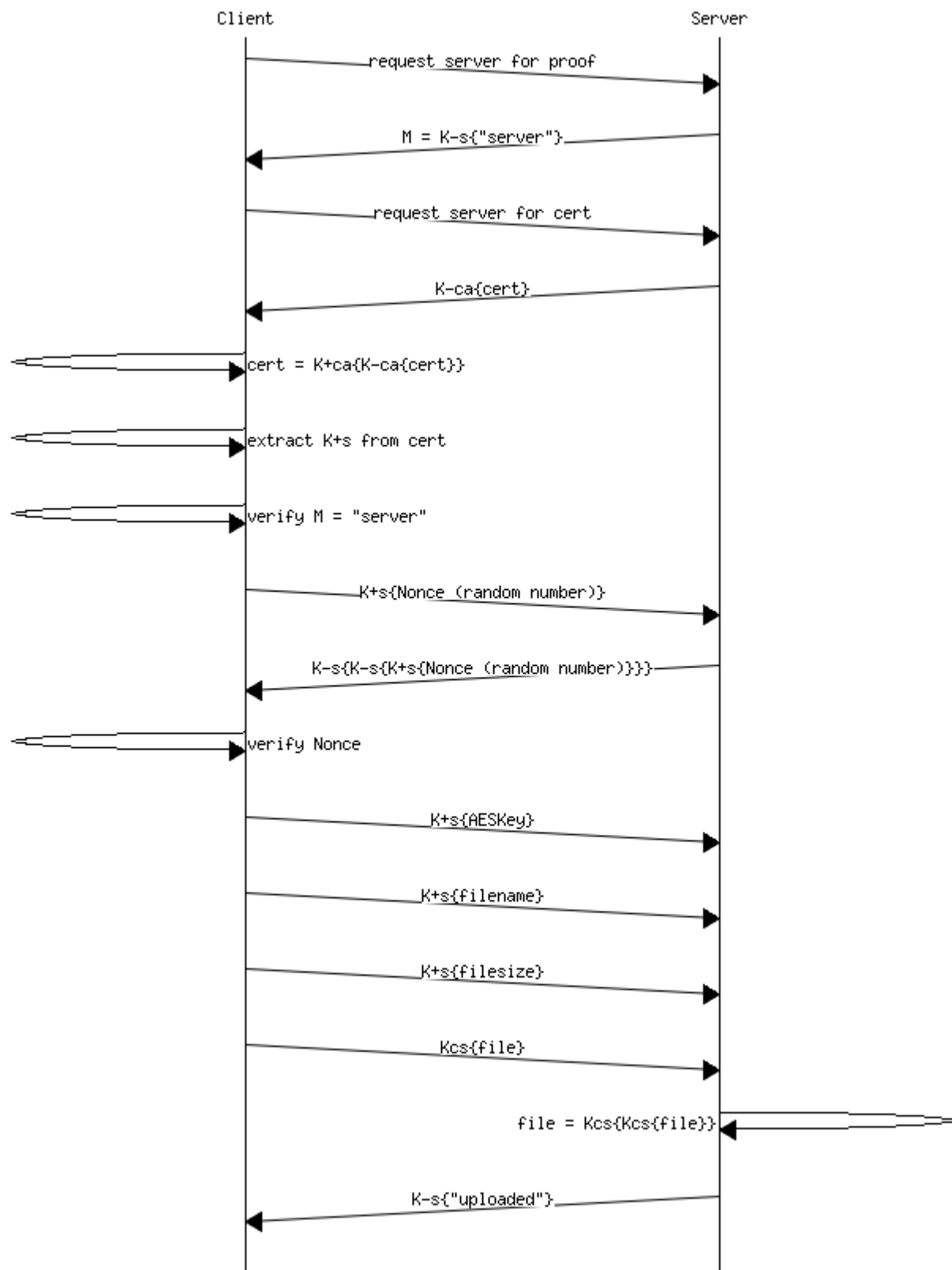


Fig 2: CP2 Protocol

File Size (Bytes)	10	100	1000	10000	100000	1000000	10000000
CP1 Timing (ms)	42	42	66	187	1251	11127	111734
CP2 Timing (ms)	14	8	9	12	15	80	118

