The following are the instructions for running the project

I)Placing the files in the packages

The project is divided into three packages

1. Global Package: This package contains the file Message.java
2. Sender Package: This package contains the files Client.java, SERVERConnection.java, SenderChecksum.java, and SenderHeader.java
3. Receiver Package: This package contains the file Server.java, CLIENTConnection.java, UDPFileReceiver.java, ReceiverChecksum.java and ReceiverHeader.java

The packages Sender and Receiver uses the Global package for sending and receiving data. Hence Global package is imported by both the Sender and Receiver packages.

II) Running the code:

After the files are been placed in their respective packages, run the code as follows:

1. For running the Sender code, run the file Client.java
2. For running the Receiver code, run the file Server.java

These are the instructions for running the Sender and Receiver codes.

Following commands are used for Invoking Sender and Receiver

**Command Line Arguments**

Both the server and client are invoked through the command line arguments

The P2MP-FTP server is invoked as follows:

p2mpserver port# file-name p

where port# is the port number to which the server is listening (for this project, this port number is always 7735), file-name is the name of the file where the data will be written, and p is the packet loss probability.

The P2MP-FTP client must be invoked as follows:

p2mpclient server-1 server-2 server-3 server-port# file-name MSS

where server-i is the host name where the i-th server (receiver) runs, i = 1, 2, 3, server-port# is the port number of the server (i.e., 7735), file-name is the name of the file to be transferred, and MSS is the maximum segment size.