

# CSE 322: January 2023

## Assignment-1

### Socket Programming

In this assignment, you will need to develop a file server system where clients can upload, download and request for files. **You have to use Java for the implementation.** The requirements for the system are as follows:

1. **Connecting to the Server:** Each client will have a unique username. A client can connect to the server by providing his/her username. If a client is already connected using a particular username, any further login attempts from the same username will be denied by the server, resulting in an immediate termination of the connection accompanied by an appropriate message to the client. Each client will be associated with a single username at any given time.
2. **Creating Directories:** When a client gets connected for the first time, the server creates a directory with his/her username as the directory name. This directory will serve as the storage location for all files uploaded by that client.
3. **Capabilities of a Client:** While connected to the server, a client will have the following capabilities:
  - a. Look up the list of clients who were connected to the server at least once. The clients who are currently online should be distinguishable in the list.
  - b. Look up his/her list of uploaded files, both private and public, and download any of these files. Private and public files should be distinguishable in the list.
  - c. Look up only the public files of other clients and download any of these files.
  - d. Make a file request, consisting of a short file description and a request id, which will be broadcast to all the connected clients.
  - e. View all his/her unread messages.
  - f. Upload a file:
    - i. The file access can only be private or public. It will be specified by the uploader at time of upload.
    - ii. If the file is uploaded in response to a request, it must be public and the uploader will provide the valid request id.
  - g. When a requested file is uploaded, the server sends a message to the client who requested that file. Multiple clients can upload the same requested file and the server will send as many messages.

## Implementation Details

1. The server incorporates some configurable parameters: i. MAX\_BUFFER\_SIZE, ii. MIN\_CHUNK\_SIZE, iii. MAX\_CHUNK\_SIZE.
2. While uploading a file, a client initiates the transmission by sending the file name and file size to the server. The server checks the total size of all chunks stored in the buffer plus the new file size. **If the combined size overflows the maximum size, the server does not allow the transmission.** Otherwise, the server randomly generates a **chunkSize** (between MIN\_CHUNK\_SIZE and MAX\_CHUNK\_SIZE) and sends a confirmation message to the client with the **chunkSize** and a **fileID**. The **fileID** will be used as the file identifier for the rest of the file transmission. So you need to maintain a link between the **fileID** and **fileName** and other necessary information inside the server.
3. Now the client splits the file into chunks depending on the **chunkSize**. For example, let a file size be 1040 KB and the server allows that client a maximum of 100 KB for each chunk. So, the client has to split the file into 11 chunks (the first 10 chunks with 100KB, and the last chunk with 40 KB). These chunks are then sent sequentially to the server.
4. Upon receiving each chunk, the server sends an acknowledgement. The client sends the next chunk only after receiving the acknowledgement. If the client does not receive any acknowledgement within 30 seconds, it sends a timeout message to the server and terminates the transmission. After receiving the timeout message, the server should delete the chunk files for the corresponding **fileID**.
5. Once the client receives an acknowledgement for the last chunk, it sends a completion message to the server. The server then checks the file size by adding all the chunk sizes. If the size of all chunks matches the initial file size mentioned by the client, the upload is considered successful, and the server sends a success message to the client. Otherwise, the server sends an error message indicating failure and deletes all the chunks.
6. A client becomes offline if s/he logs out or gets disconnected from the server. If an uploader goes offline in the middle of a file transmission, the server should discard the incomplete files.
7. Unlike the upload process, the server does not closely monitor the download of a file. It sends the file with chunk sizes of MAX\_CHUNK\_SIZE and does not wait for the receiver's acknowledgement. The receiver gets a completion message from the server once the download is complete.

## Tentative Marks Distribution

Task	Marks
Connecting to the server	5
Looking up clients list	5
Looking up own files	5
Looking up others' public files	5
Uploading files	35
Downloading files	15
Message management	20
File requests handling	5
Proper submission	5
<b>Total</b>	<b>100</b>

## Submission Instructions and Deadline

1. Put your source codes in a folder named "1905xxx", then zip it into "1905xxx.zip" and upload it to the moodle. (Your submission **must not contain** any other file)
2. Deadline: 19 June, 2023 (Monday, 11:55 PM)
3. **Please do not copy. If found guilty, you will be given a straight negative 100% marks.**