import tkinter as tk

from tkinter import filedialog, messagebox, ttk

import threading

from sender import send\_file

from receiver import receive\_file

class UDPFileTransferApp:

def \_\_init\_\_(self, root):

self.root = root

self.root.title("UDP File Transfer Tool")

self.root.geometry("500x450")

self.root.resizable(False, False)

tk.Label(root, text="UDP File Transfer", font=("Arial", 18, "bold")).pack(pady=10)

# --- Send Section ---

sender\_frame = tk.LabelFrame(root, text="Send File", padx=10, pady=10)

sender\_frame.pack(fill="x", padx=20, pady=10)

self.file\_path = tk.StringVar()

tk.Label(sender\_frame, text="Select File:").grid(row=0, column=0, sticky="e")

tk.Entry(sender\_frame, textvariable=self.file\_path, width=40).grid(row=0, column=1, padx=5)

tk.Button(sender\_frame, text="Browse", command=self.browse\_file).grid(row=0, column=2)

tk.Label(sender\_frame, text="Receiver IP:").grid(row=1, column=0, sticky="e", pady=5)

self.ip\_entry = tk.Entry(sender\_frame)

self.ip\_entry.insert(0, "127.0.0.1")

self.ip\_entry.grid(row=1, column=1, padx=5)

tk.Label(sender\_frame, text="Port:").grid(row=2, column=0, sticky="e", pady=5)

self.port\_entry = tk.Entry(sender\_frame)

self.port\_entry.insert(0, "5005")

self.port\_entry.grid(row=2, column=1, padx=5)

tk.Button(sender\_frame, text="Send File", command=self.send\_thread, bg="lightblue").grid(row=3, column=1, pady=10)

# --- Receive Section ---

receiver\_frame = tk.LabelFrame(root, text="Receive File", padx=10, pady=10)

receiver\_frame.pack(fill="x", padx=20, pady=10)

tk.Label(receiver\_frame, text="Port:").grid(row=0, column=0, sticky="e")

self.recv\_port\_entry = tk.Entry(receiver\_frame)

self.recv\_port\_entry.insert(0, "5005")

self.recv\_port\_entry.grid(row=0, column=1, padx=5)

tk.Button(receiver\_frame, text="Choose Folder & Receive", command=self.receive\_thread, bg="lightgreen").grid(row=1, column=1, pady=10)

# --- Status and Progress ---

self.status\_label = tk.Label(root, text="", fg="green")

self.status\_label.pack(pady=5)

self.progress = ttk.Progressbar(root, orient="horizontal", length=400, mode="determinate")

self.progress.pack(pady=5)

def browse\_file(self):

filename = filedialog.askopenfilename()

if filename:

self.file\_path.set(filename)

def send\_thread(self):

threading.Thread(target=self.send\_file, daemon=True).start()

def receive\_thread(self):

threading.Thread(target=self.receive\_file, daemon=True).start()

def send\_file(self):

filename = self.file\_path.get()

ip = self.ip\_entry.get()

port = int(self.port\_entry.get())

try:

self.set\_status("Sending file...")

self.progress["value"] = 0

def update\_progress(sent, total):

percent = (sent / total) \* 100

self.progress["value"] = percent

send\_file(filename, ip, port, progress\_callback=update\_progress)

self.set\_status("File sent successfully!")

except Exception as e:

self.set\_status(f"Error: {str(e)}", error=True)

def receive\_file(self):

save\_dir = filedialog.askdirectory(title="Choose Folder to Save Received File")

if not save\_dir:

return

port = int(self.recv\_port\_entry.get())

try:

self.set\_status("Receiving file...")

self.progress["value"] = 0

receive\_file(save\_dir, port) # No progress callback because size is unknown

self.progress["value"] = 100

self.set\_status("File received successfully!")

except Exception as e:

self.set\_status(f"Error: {str(e)}", error=True)

def set\_status(self, message, error=False):

self.status\_label.config(text=message, fg="red" if error else "green")

# --- Start App ---

if \_\_name\_\_ == "\_\_main\_\_":

root = tk.Tk()

app = UDPFileTransferApp(root)

root.mainloop()