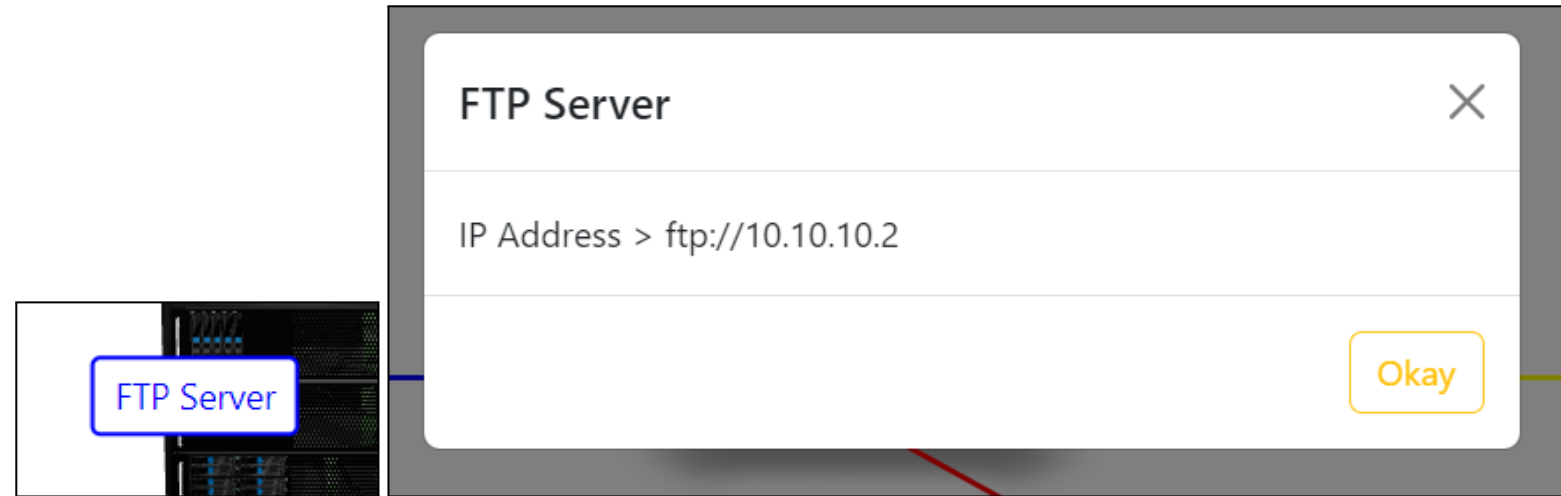


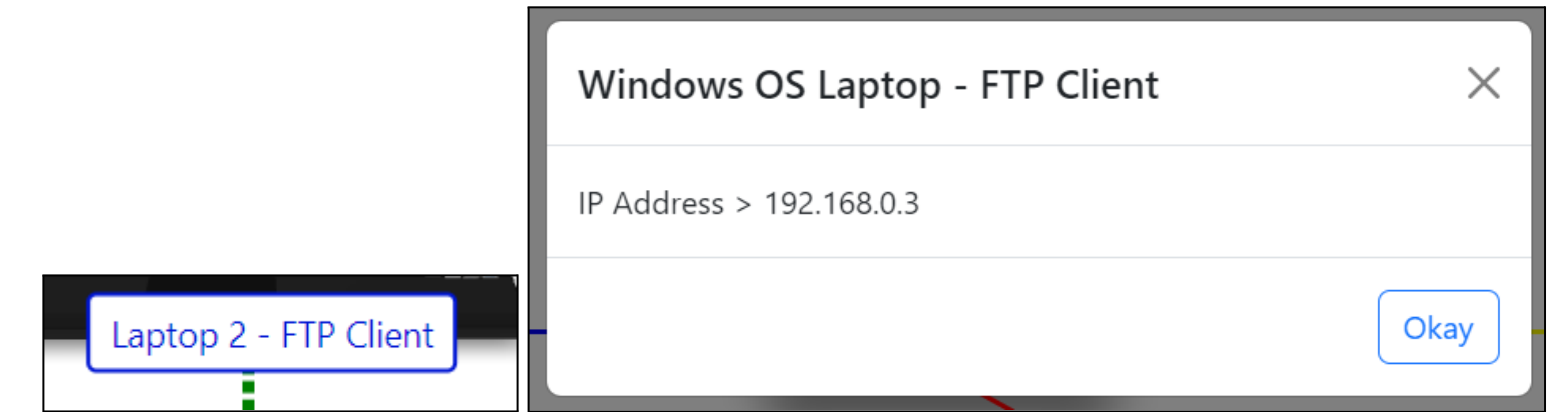
Let's Start Transferring File using FTP (File Transfer Protocol) in AR World!!

1. To obtain the IP addresses of network devices, please click on their respective names.  
Know IP Address

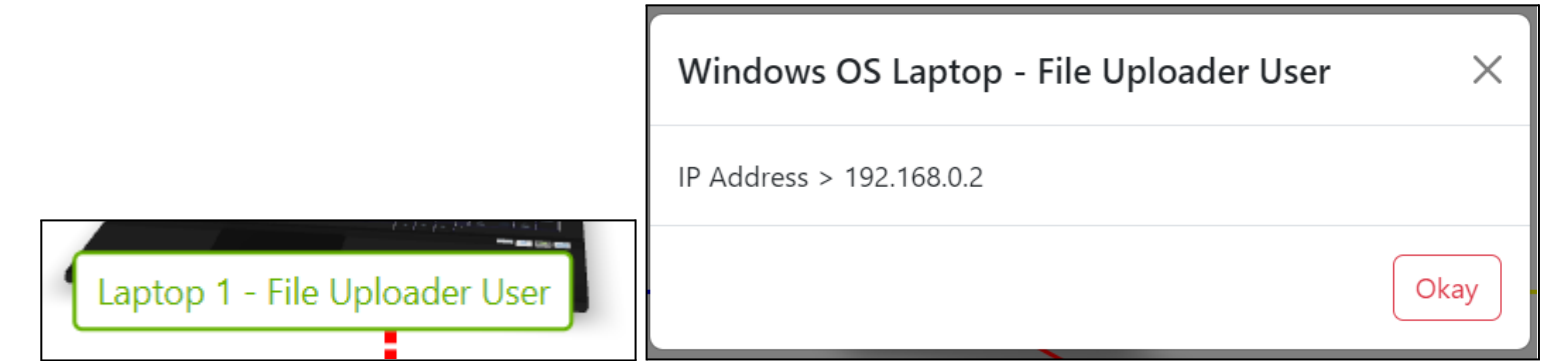
1.1



1.2



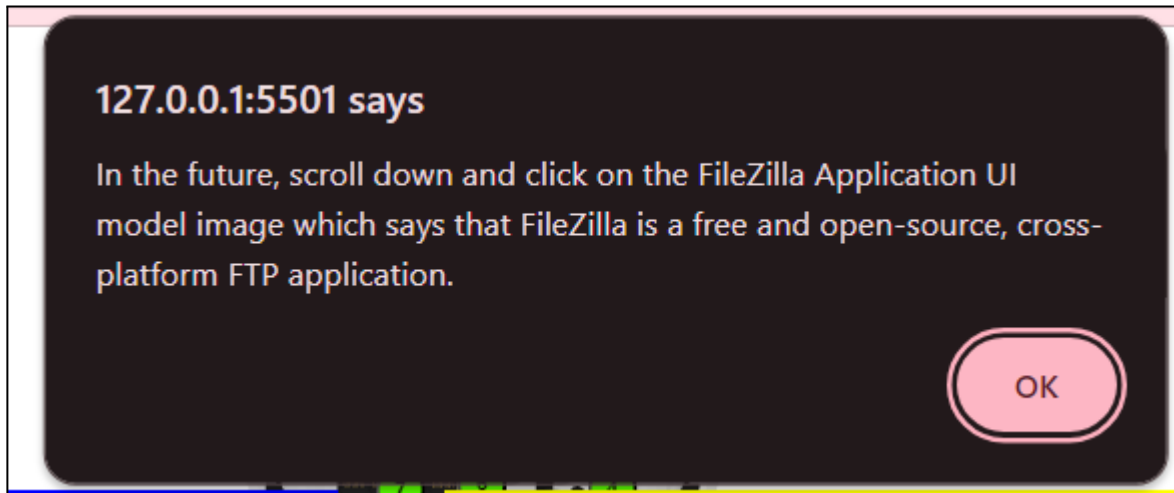
1.3



2. Click on FileZilla FTP Application Logo

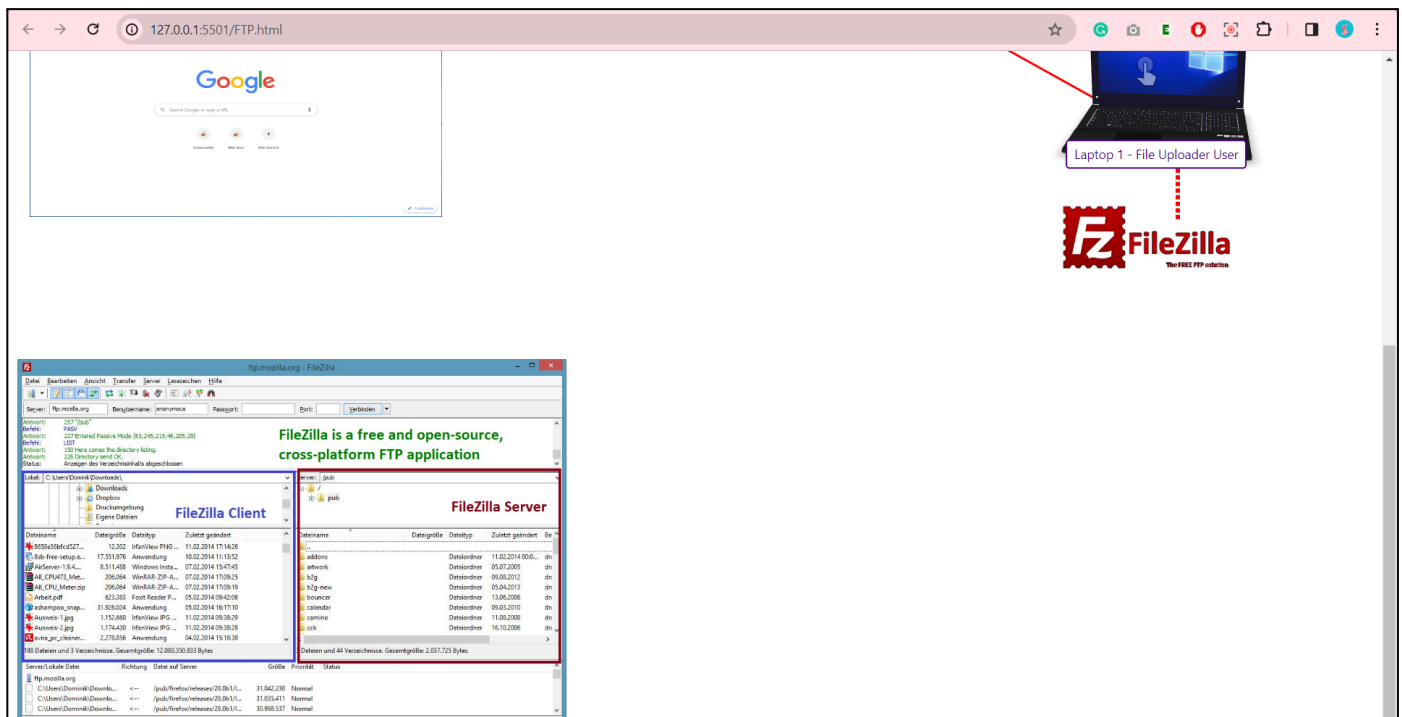


It will display something like this



After Reading it Click “Ok”.

3. Now Scroll Down you will see image like this



4. Click on image

**127.0.0.1:5501 says**

Enter Server IP Address connect ( ftp://10.10.10.2 ) to FTP server:

OK

Cancel

5. You will get prompt

6. Enter there out FTP Server IP Address which we saw on first step **ftp://10.10.10.2**

7. Then it will prompt after entering correct IP Address

**127.0.0.1:5501 says**

You are connected to FTP Server: ftp://10.10.10.2

OK

8. Click “Ok”

9. Now you will get a few things to upload your local file to the FTP Server. It shows FileZilla Application is used to upload files from your local file that represent FileZilla Client where you see your local files and then you can drag those to FileZilla Server.

**SELECT FILE**


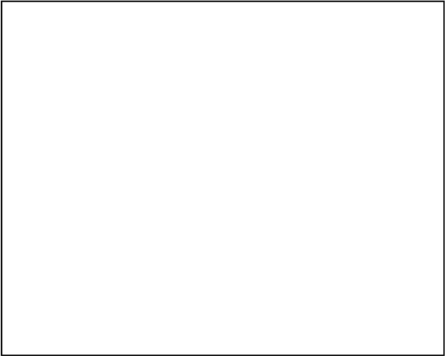
Drag Your Local File inside the Black Box (FileZilla server):

10. Click on the “**SELECT FILE**” red color button and select any file from your computer.

11. After selecting any one file it will look like this: you have selected one file from your local files.

**SELECT FILE**

Drag Your Local File inside the Black Box (FileZilla server):





12. Drag that file into black box using mouse pointer

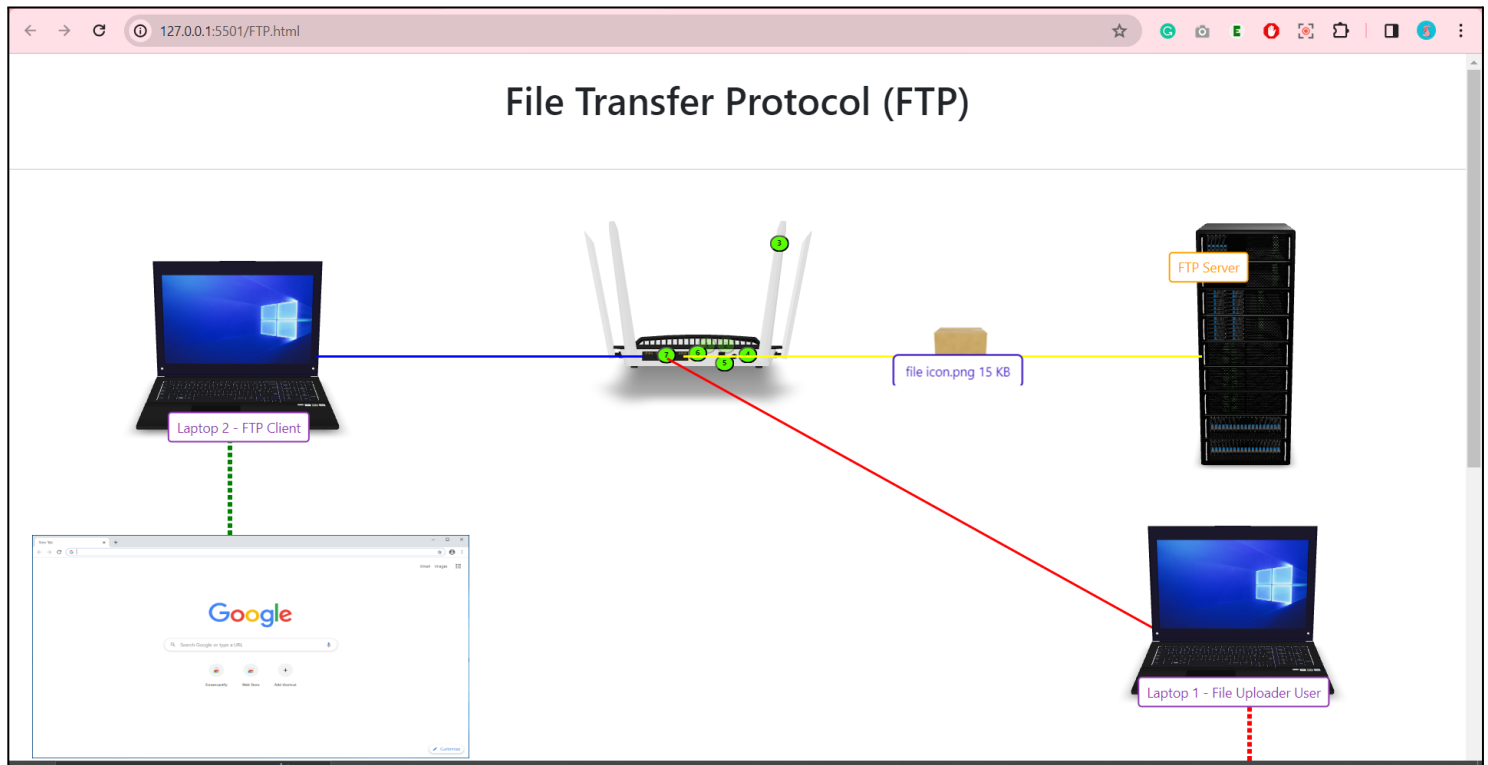
13. It Will look like this something

**SELECT FILE**

Drag Your Local File inside the Black Box (FileZilla server):

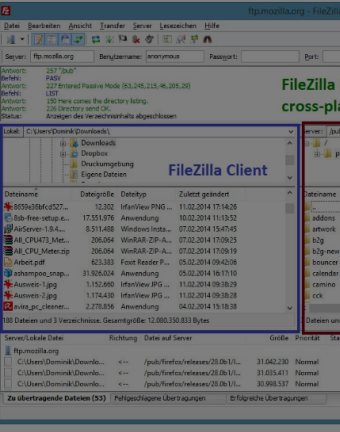
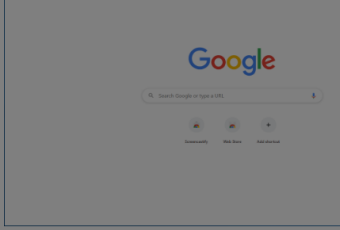


14. After a process of uploading of file will start in packets by packets



15. You can see your file name and file size.

16. Click on the file name then you will see how the file is transferred in packets with packet details you can read.



**Packet Details**

**Version (4 bits):** This is like the "edition" of the communication protocol being used. It tells us if it's the fourth version (IPv4) or the sixth version (IPv6).

**IHL (4 bits):** Think of this as the thickness of the instruction manual. It tells us how many pages (in groups of 32 bits) are in the header, which is like the cover and initial pages of the communication.

**Type of Service (8 bits):** This is like marking a package with special handling instructions. It helps prioritize and manage the delivery of the data, including how it handles potential network congestion.

**Total Length (16 bits):** This is the size of the entire package, including both the header (cover and initial pages) and the actual message (payload).

**Identification (16 bits):** It's like assigning a unique ID to a package. Useful when the data needs to be split into smaller parts for efficient delivery.

**Flags (3 bits):** These are like checkboxes indicating specific handling instructions. For example, whether the package should not be broken into smaller parts during delivery.




**Fragment Offset (13 bits):** If the package is too big and needs to be split, this tells us where each part fits in the sequence, ensuring it can be reassembled correctly.

**Time to Live (8 bits):** Think of this as a countdown timer. It limits the time a package is allowed to roam around the network. If the timer reaches zero, the package is discarded.

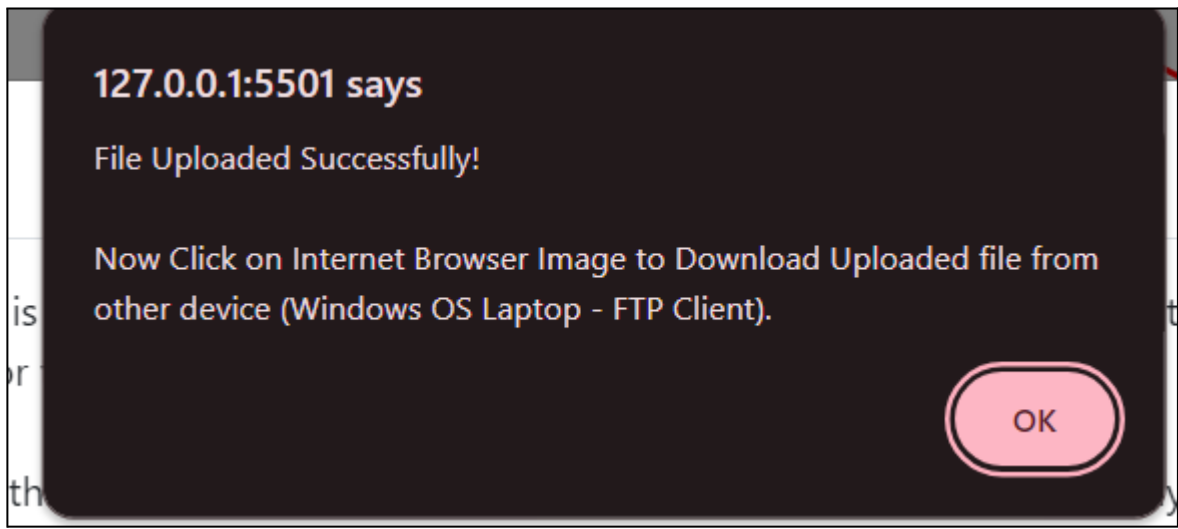
**Protocol (8 bits):** This specifies the language the sender and recipient will use to understand the message. For example, it might be a language like TCP for reliability or UDP for speed.

**Header Checksum (16 bits):** It's like a quick verification code at the top of a document. It helps ensure that the header (cover and initial pages) hasn't been damaged during transit.

**Source IP Address (32 bits):** This is like the return address on an envelope. It tells us where the data is coming from. In this case, the source IP address is 192.168.0.2.

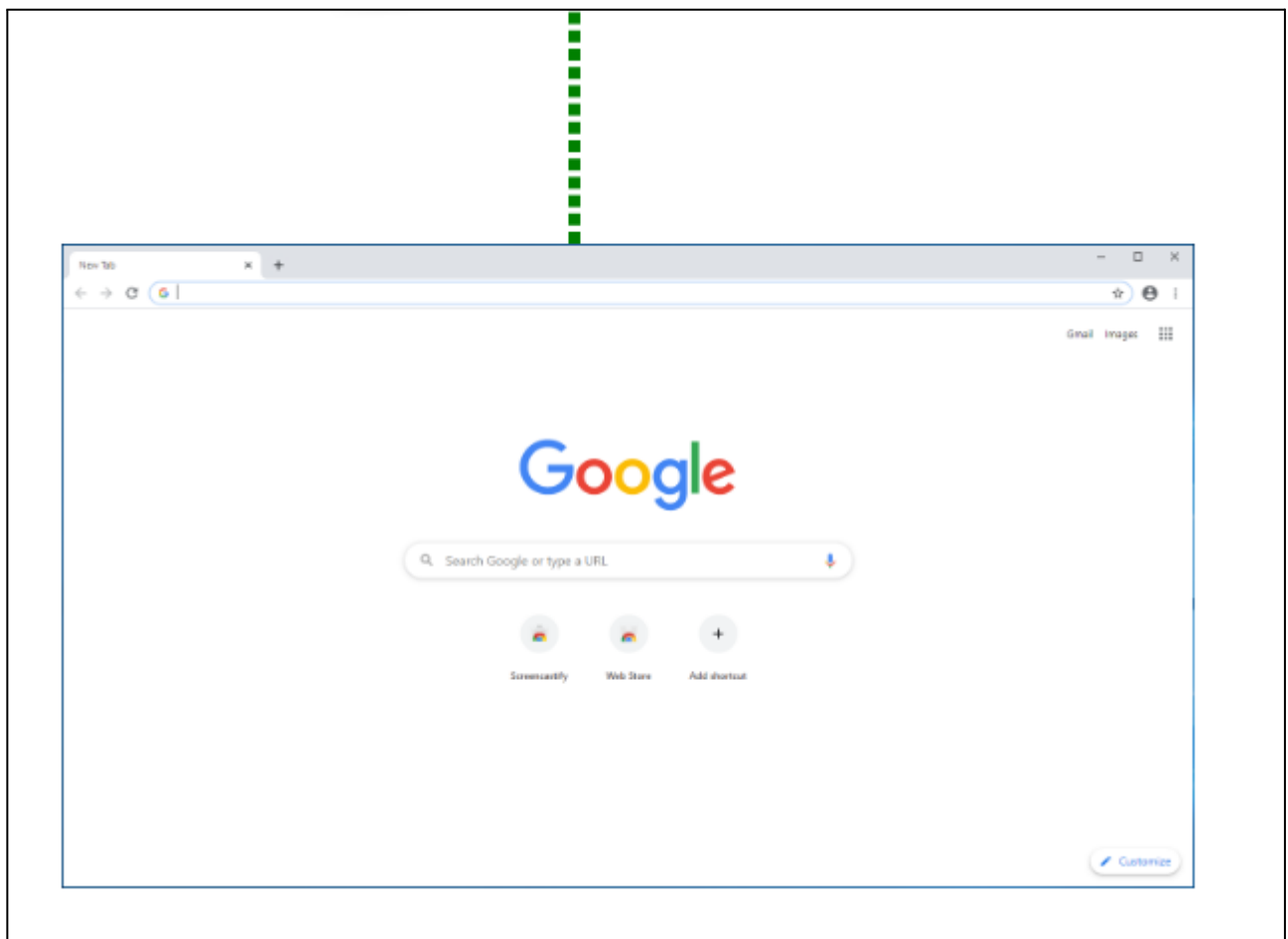


17. You will get a message that file has been uploaded successfully

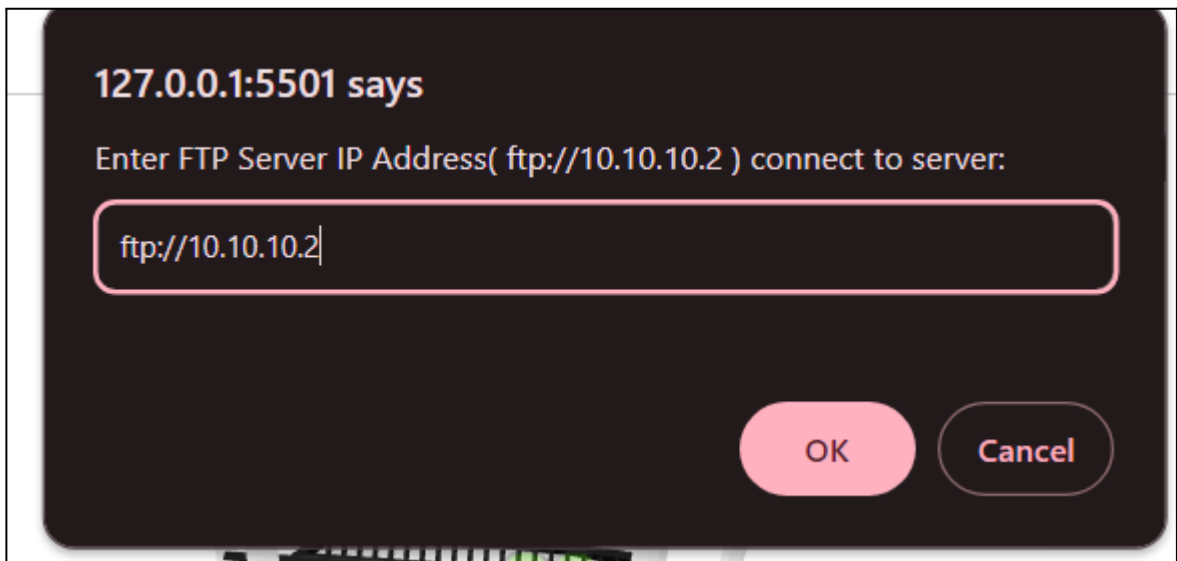
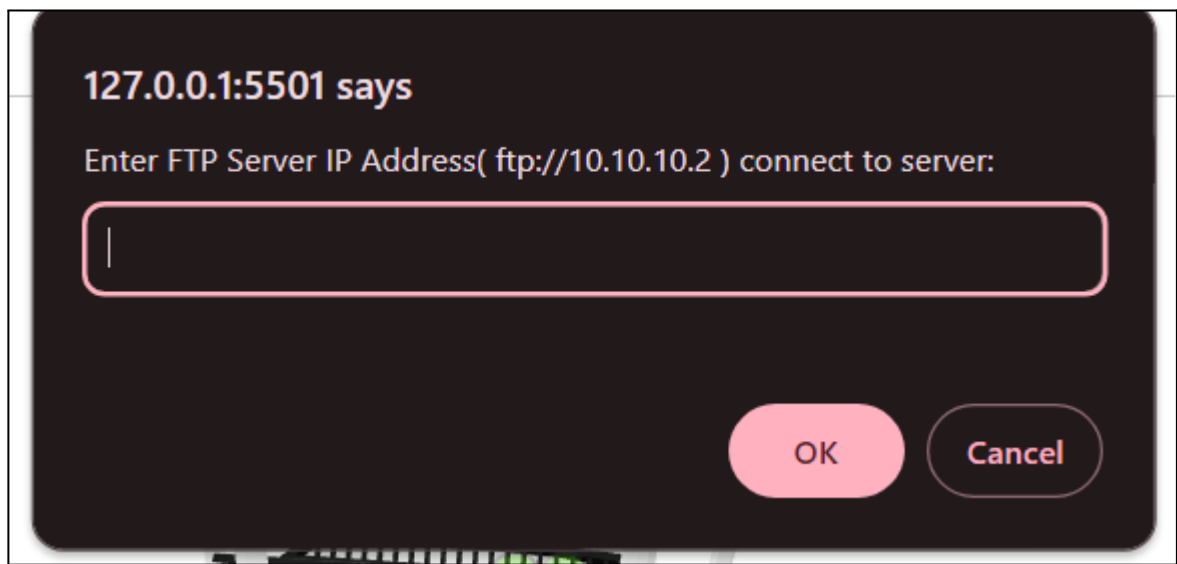


18. Next Part is to download a file which has been uploaded on server from another device using the same IP Address.

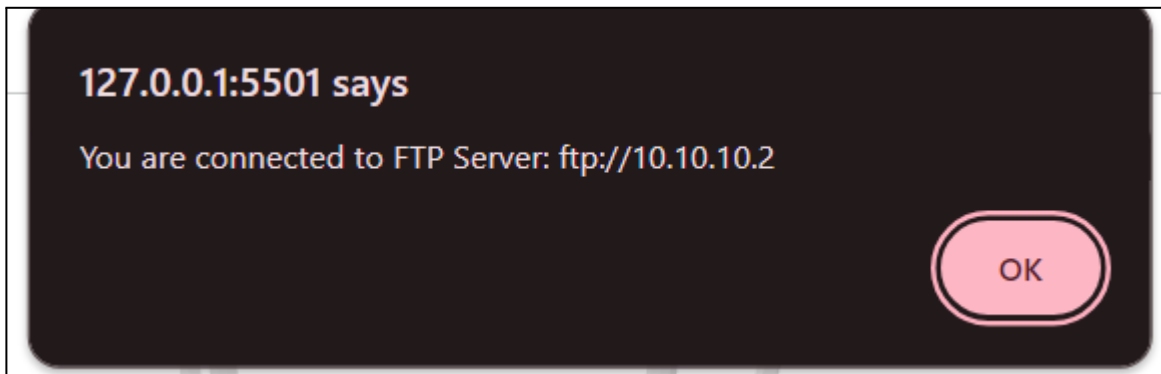
19. Click on the image shown below to download the file.



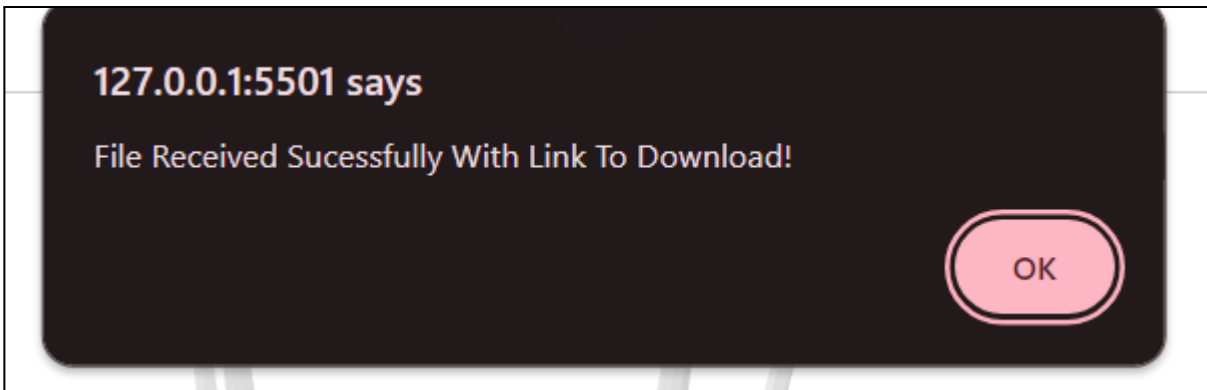
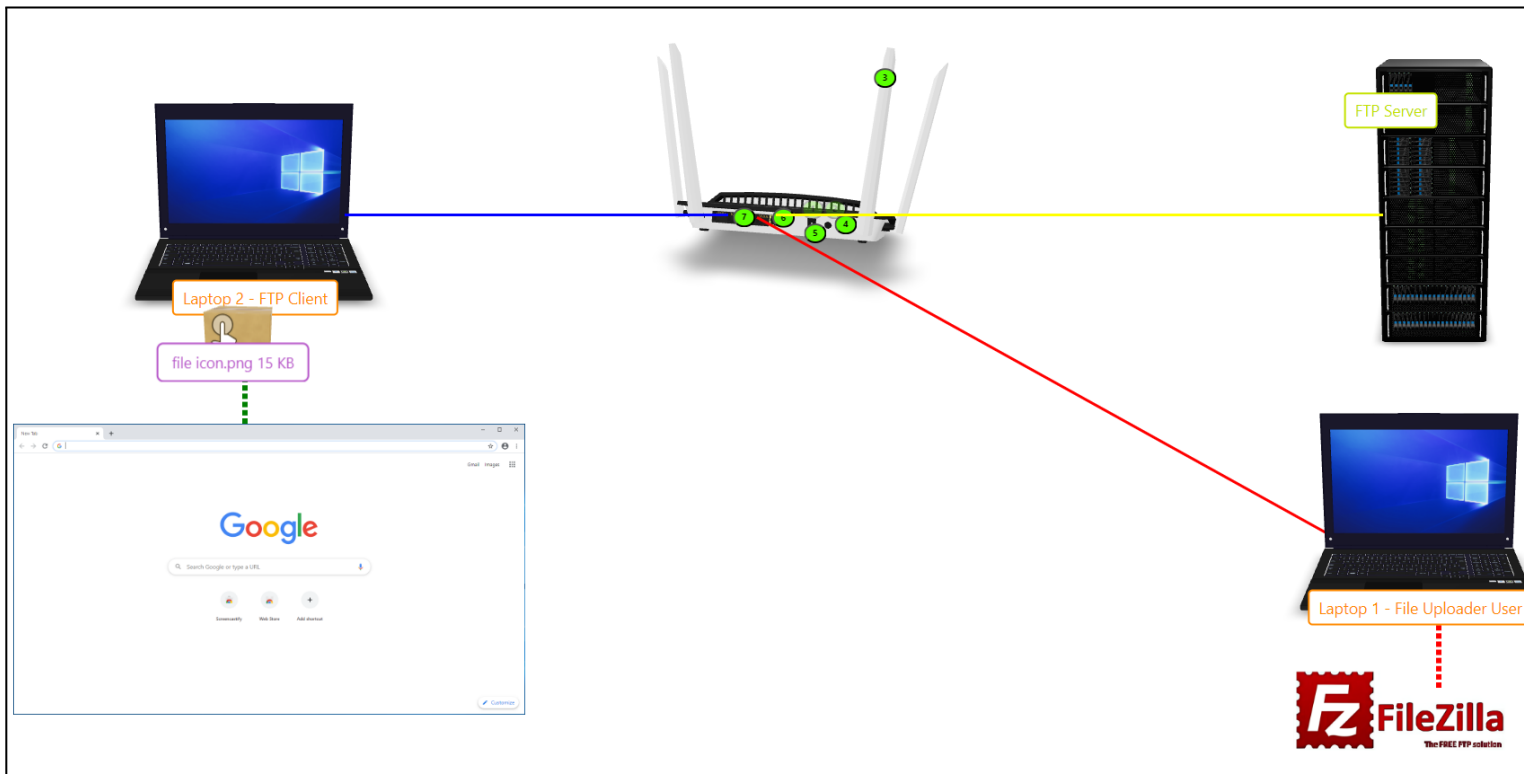
19. You will get a message to enter Server IP Address enter there **ftp://10.10.10.2** to get that file.



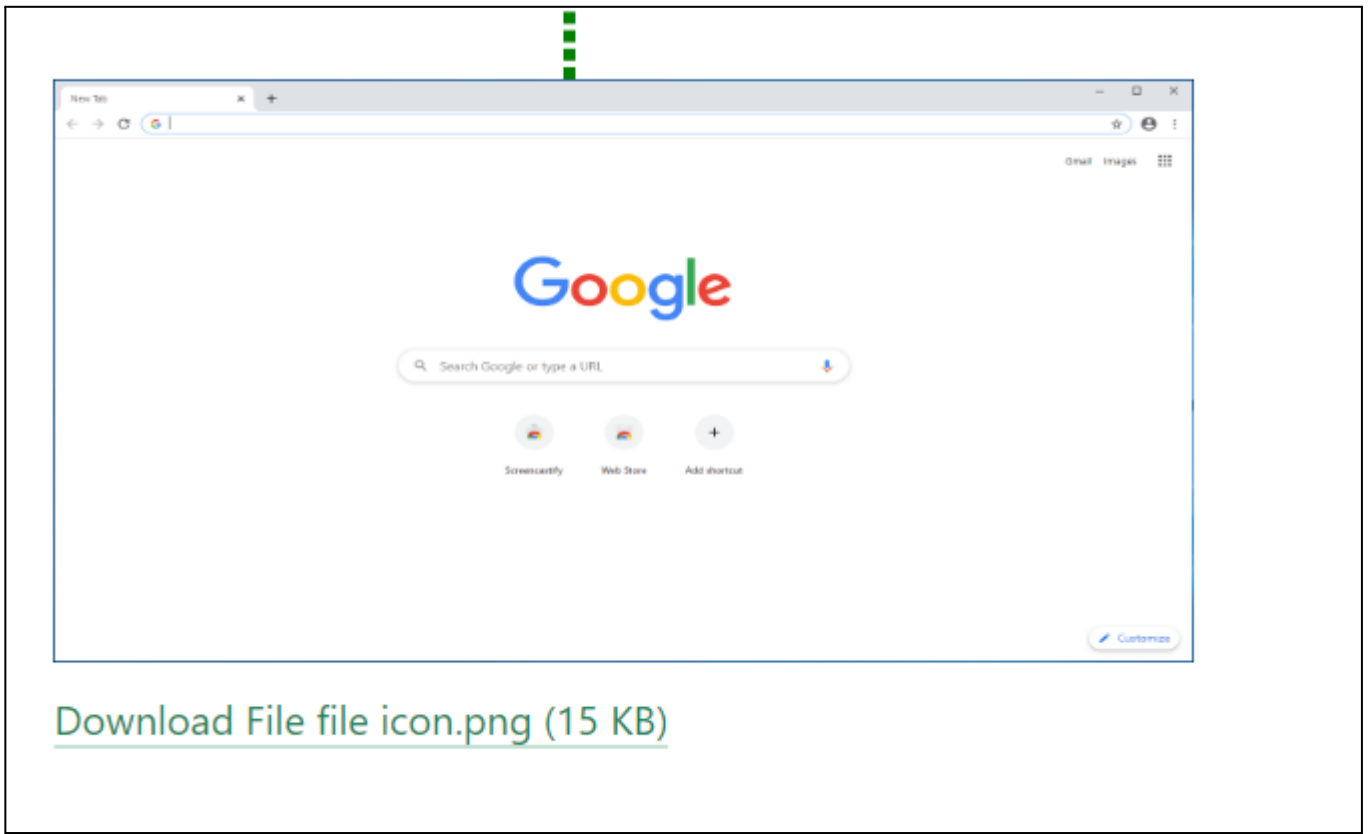
20. You get a successful message that you're connected to FTP Server.



21. Now your file will start downloading to other device Laptop 2 - FTP Client



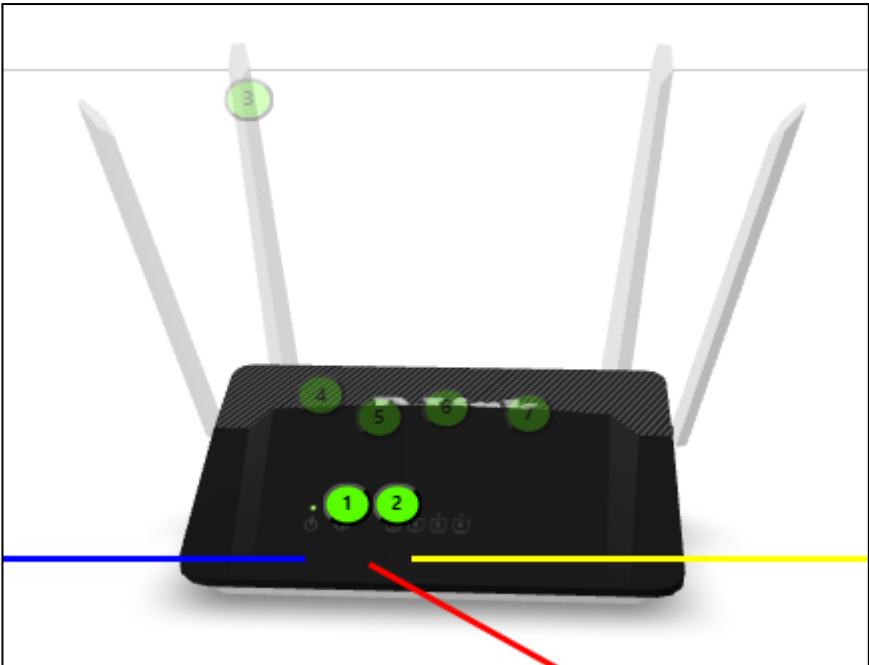
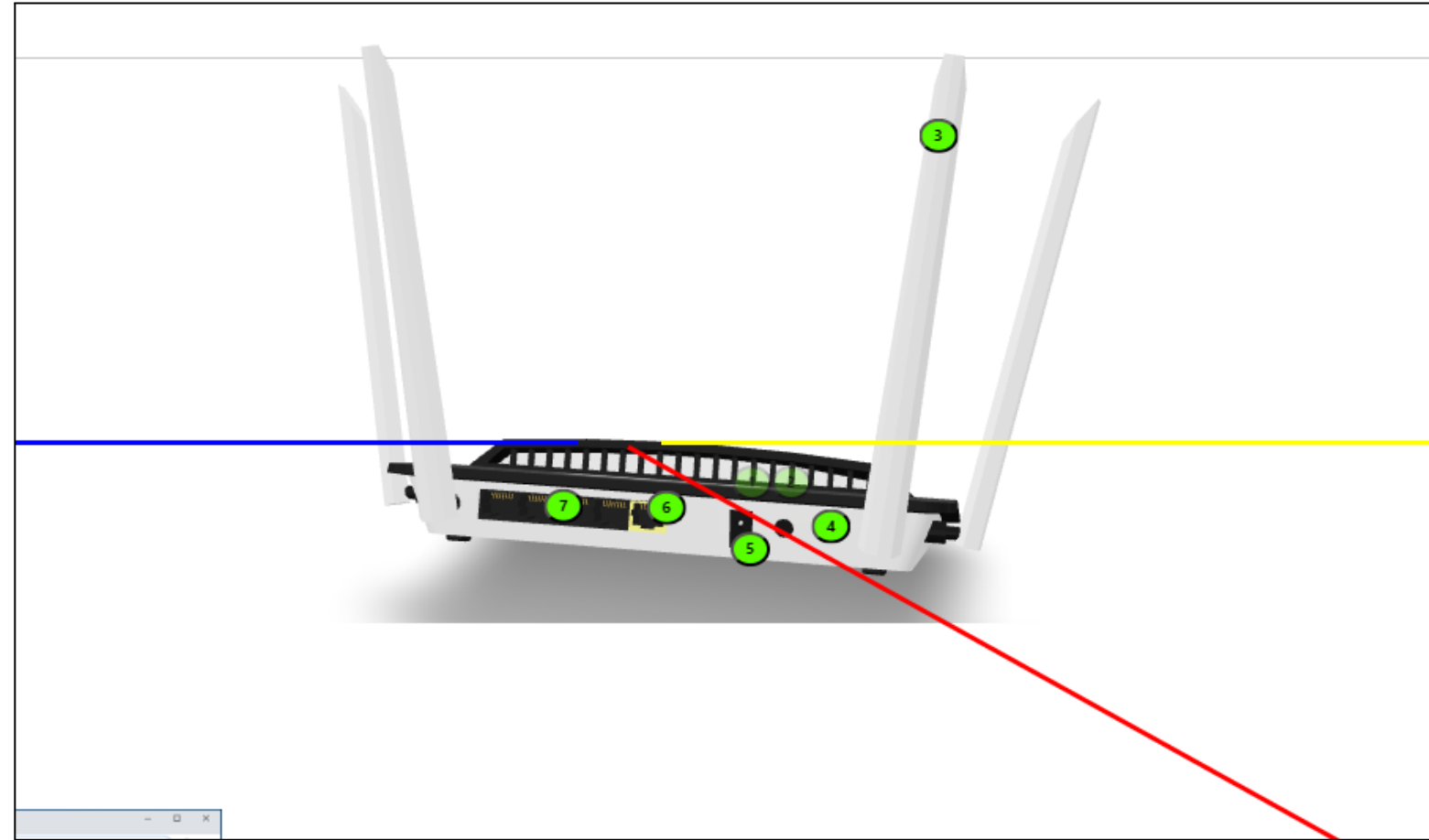
22. You will get the link of File Received Successfully. Now Click on the Green Color link to download the file to your device. This is how FTP works in the real world shown similarly in Augmented Reality.





23. You can explore more in AR not till file transferring only!! You can view how the router looks and zoom in with the mouse.

24. Click on green circles to know the parts of Router.



## WAN/Internet Port



Connect modem or transceiver to link home network to internet.



Okay