

Instructions to open my source code and Run

1. I implemented this Assignment in Visual Studio 2019. To open and run my program, Visual Studio 2017 or 2019 should be installed on your system.

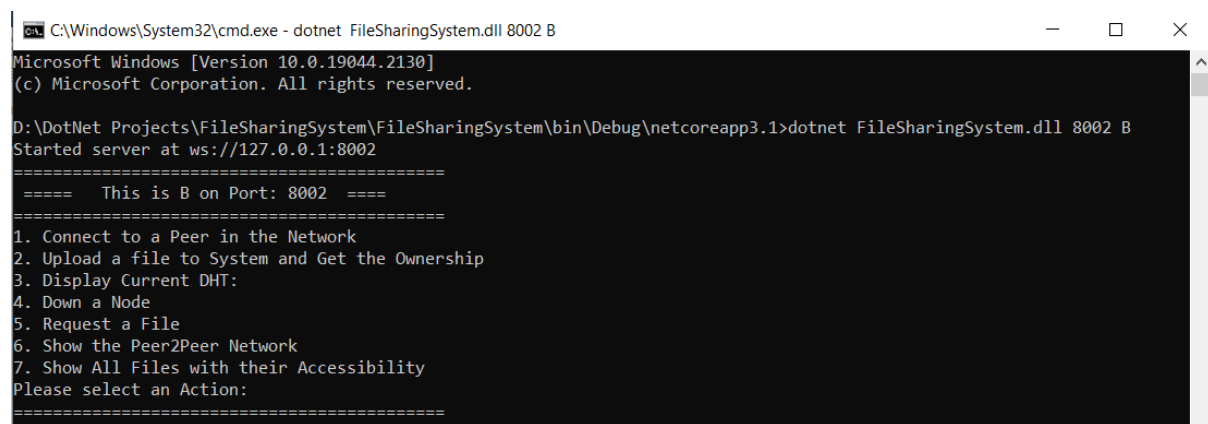
When you unzip the folder named SourceCode, then go to FilesharingSystem folder and run the FilesharingSystem.sln

2. when you run the program, I set the first one to be Node A on Port 8001.

3. To run other samples of my program to be set as different node on another port, go to **\bin\Debug\netcoreapp3.1** directory of my project in Command Prompt and run this command:

```
> dotnet FileSharingSystem.dll 8002 B
```

This command creates a node named B on port 8002.



```
C:\Windows\System32\cmd.exe - dotnet FileSharingSystem.dll 8002 B
Microsoft Windows [Version 10.0.19044.2130]
(c) Microsoft Corporation. All rights reserved.

D:\DotNet Projects\FileSharingSystem\FileSharingSystem\bin\Debug\netcoreapp3.1>dotnet FileSharingSystem.dll 8002 B
Started server at ws://127.0.0.1:8002
=====
=====  This is B on Port: 8002  =====
=====
1. Connect to a Peer in the Network
2. Upload a file to System and Get the Ownership
3. Display Current DHT:
4. Down a Node
5. Request a File
6. Show the Peer2Peer Network
7. Show All Files with their Accessibility
Please select an Action:
=====
```

4. Now if you want to add more nodes, you should repeat phases 2 and 3 with different names and ports.

5. To form a P2P network, you should connect created nodes by choosing action#1 and connecting nodes to each other.

6. I put some demo files in the File directory in my project including 1.txt, 2.txt, 3.txt, 4.txt.

If you want to upload some files into the network, you should specify the path of the files in the variable FilePath in the line of 33 of the class Program in my project like this:

```
FilePath = @"D:\DotNet Projects\FileSharingSystem\FileSharingSystem\Files\"
```