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# Whack Byte-A System for Transmitting Data Files

B. Subhash Chandra Naidu<sup>1</sup>, B. Akhilesh<sup>2</sup>, G. Megha<sup>3</sup>, S. Avinash<sup>4</sup>

<sup>1, 2, 3</sup> B. Tech, CSE, TKREC, Hyderabad

<sup>4</sup>M.Tech, CSE, Assistant Professor TKREC, Hyderabad

**Abstract:** *Whack Byte app gives the accessibility of Local storage in advanced mobile phones with PC through LAN. Android clients can copy, stick, erase records from phone by interfacing it with the PC .Data is exchanged over your Wi-Fi affiliation which mean they don't count toward your versatile data constrain. This also suggests records are traded prodigiously, rapidly and adeptly. Whack Byte helps you to chief your basic records and documents in your phone on the PC over remote affiliation. No USB connection is required. It also helps you to administrator documents in your phone on the PC over remote association. Whack Byte relates generally to data communication in a wireless environment and, in particular, to a method and system for enabling a general-purpose subscriber unit, such as a portable computer, to receive and transmit information via a wireless network.*

**Keywords:** LAN, Data, Wi-Fi, Mobile, PC, USB, Wireless, Network

## I. INTRODUCTION

'Whack' generally refers to Portion of data and 'Byte' means unit of memory size. This system relates generally to data communication in a wireless environment and, in particular, to a method and system for enabling a general-purpose subscriber unit, such as a portable computer, to receive and transmit messages via a wireless network with no requirement for a direct real-time interface to the such network.

### A. Objective

Whack Byte gives answer for the android clients who need to associate their portable with PC without interfacing an information link or wire. It gives the network of cell phone with PC through Wi-Fi. Client can duplicate or erase records from mobile by interfacing it with computer. It is the quickest approach to share data, applications and more crosswise over gadgets without system charges. No requirement for link or Bluetooth, no requirement of cell association and completely free of information use. This app allows for a free exchange of information across a wireless network without requiring that an application using the invention contain any information about the network being used to deliver the messages. The only requirement is that the application contains or a user has access to the remote mobile address or addresses of the receiving party. The invention receives messages from other mobile devices without direct involvement of any application and utilizes the file system on the device running the invention as a common interface between the application and itself. Therefore, to use the invention an application developer utilizes normal file system calls to interact with any communication network, including wireless networks.

### B. Scope

The application has utility in facilitating file and information exchange between personal computers or personal communicating devices over a wireless data network. Messages are delivered by the program in the form of files to designated remote systems connected through same LAN. The files are saved in a form particular to the physical computer and operating system delivering to the remote computer system. In accordance with the invention, the receiving computer running the invention saves the incoming data in a file associated with the receiving computer and operating system thus enabling the applications on the receiving computer to read and process the information.

## II. PROBLEM STATEMENT

File sharing system is available in PC's connected to a LAN where the files are placed in a shared folder and their access permission is controlled. Another method of file sharing is by means of cloud storage. The files to be shared are uploaded to a server so that they can be accessed from anywhere provided authentication is provided. This method is typically useful when a file is to be shared with a large number of distributed users. On mobile devices, Files are transferred by means of wireless hotspot created by sender. Sender selects among the available users in the vicinity. The receiver then connects to the same network and receives the file.

### III. PROPOSED SYSTEM

Our proposed application has ability to exchange data in a wireless environment, overcoming the delays and link speeds encountered in a wired data network. Unlike the existing file sharing modules, our proposed system's Host should only have this application where in the receiver can access the file storage of the sender. URL will be generated which is used for the authentication for file transferring. There is no limit for speed of file transmission, where LAN speed will be the transmission speed. With this system, multiple users can access a single file system explicitly.

### IV. SYSTEM ARCHITECTURE

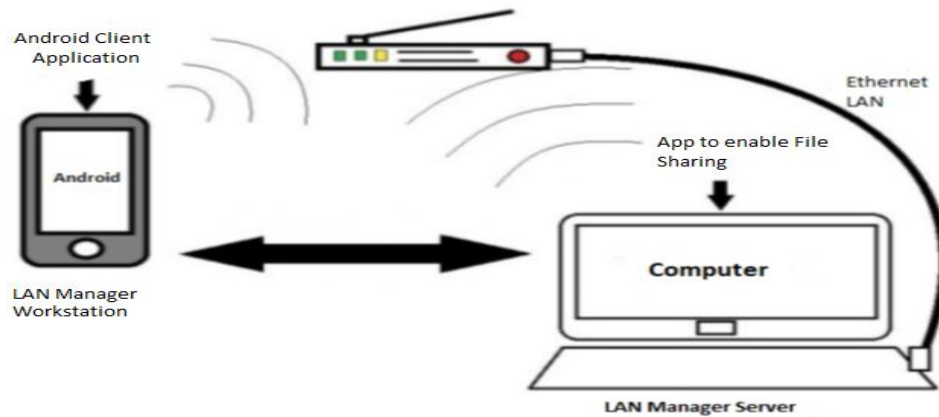


Fig 1: Architecture

The diagram depicts the complete setup of accessing files on desktop using android. The three main components in this architecture are Android Phone Personal Computer LAN. The android phone here is the client from where the actual process starts. It has an application where you need to connect to LAN and then after URL is generated. After connecting next step is to type the URL in the Browser to get access to the local storage of the respective android phone. Once the connection is established you can access the phone remotely and perform required operations.

### V. TECHNIQUE

Data exchange has been important from the early days of computing. A popular means of data exchange is connecting computers to one another. The File Transfer Protocol (FTP) is used to transfer files between two computers over a network and Internet. In this article we will look at how to work with a FTP client. Auto FTP Manager is an advanced FTP client that automates file transfers between your computer and the FTP server.

#### A. What is FTP?

When you want to copy files between two computers that are on the same local network, often you can simply "share" a drive or folder, you would probably use your Internet connection. However, for security reasons, it is very uncommon to share folders over the Internet. File transfers over the Internet use special techniques, of which one of the oldest and most widely-used is FTP. FTP stands for "File Transfer Protocol," can transfer files between any computers that have an Internet connection, and also works between computers using totally different operating systems. Transferring files from a client computer to a server computer is called "uploading" and transferring from a server to a client is "downloading".

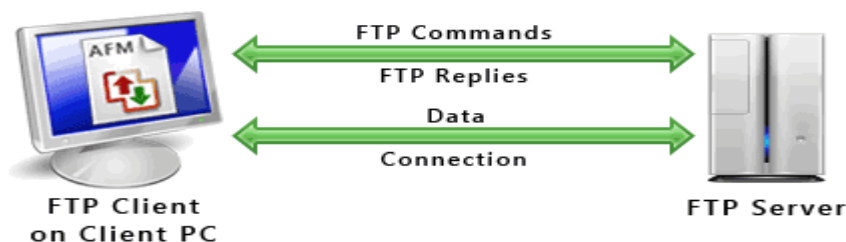


Fig 2: FTP between Client and Server

**B. FTP and Internet Connections**

FTP uses one connection for commands and the other for sending and receiving data. FTP has a standard port number on which the FTP server "listens" for connections. A port is a "logical connection point" for communicating using the Internet Protocol (IP). The standard port number used by FTP servers is 21 and is used only for sending commands. Port 21 is used exclusively for sending commands; this port is referred to as a command port. For example, to get a list of folders and files present on the FTP server, the FTP Client issues a "LIST" command. The FTP server then sends a list of all folders and files back to the FTP Client. The port that is used for transferring data is referred to as a data port. The number of the data port will vary depending on the "mode" of the connection. There are two modes Active mode and Passive mode. The FTP server may support Active or Passive connections or both. In an Active FTP connection, the client opens a port and listens and the server actively connects to it. In a Passive FTP connection, the server opens a port and listens (passively) and the client connects to it. You must grant Auto FTP Manager Access to the Internet and to choose the right type of FTP Connection Mode.

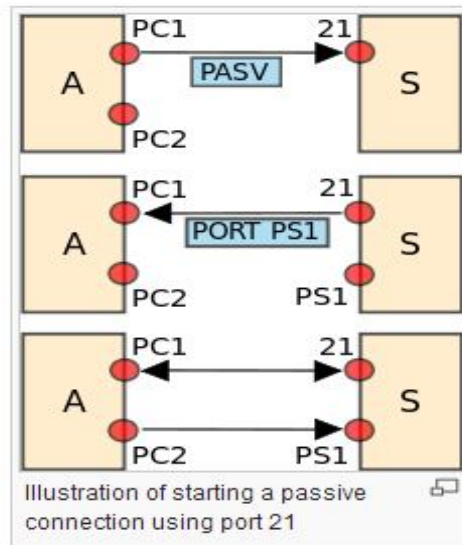


Fig 3: Illustration of Port 21

**C. Requirements for using FTP**

- 1) An FTP client like Auto FTP Manager installed on your computer
- 2) Certain information about the FTP server you want to connect to:
  - a) The FTP server address. This looks a lot like the addresses you type to browse web sites.  
Example: Server address is "ftp.videodesk.net".

Sometimes the server address will be given as a numeric address, like "64.185.225.87".

- b) A user name and password. Some FTP servers let you connect to them anonymously.

For anonymous connections, you do not need a user name and password.

To transfer files, provide your client software (Auto FTP Manager) with the server address, user name, and password. After connecting to the FTP server, you can use Auto FTP Manager's File Manager to upload, download and delete files. Using the File Manager is a lot like working with Windows Explorer.

**VI. MODULES**

**A. Application**

Application creates the interface to transfer data between two devices using port 21. Port 21 specially for accepting commands.

**B. Network**

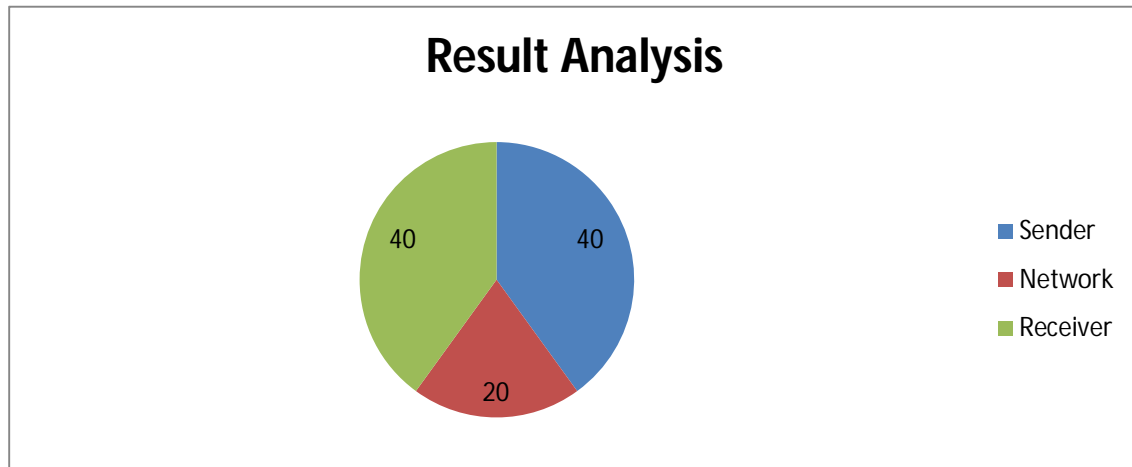
Both the sender and receiver should connect to same network to establish a connection for transmission where it is one way communication .

### C. Receiver

Receiver can access the data files of sender on successful connection establishment. The receiver can download and view desired files.

## VII. RESULT ANALYSIS

This android application therefore, is convincing and easy to use with the precision and absolute file transfer. One device's files can be easily accessed to many authenticated users. This process follows firstly with generating the FTP of the respective address of the LAN and makes an URL that acts as the authentication i.e., The URL acts as the implicit permission for the access of the other device connected to the LAN.



## VIII. CONCLUSION

After going through certain parameters, it is identified that FTP based sharing application is the best suited for file sharing. Hence a wireless system to control files on your phone from a browser is proposed and appropriate protocols have been compared and used.

## IX. FUTURE ENHANCEMENTS

This android application provides you with the ease of accessing the files on the browser, However it can also be extended to access the different services on your device without physically connecting to it.

## X. ACKNOWLEDGEMENT

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