

Client Side

Generated by Doxygen 1.8.14

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Chapter 1

File Index

1.1 File List

Here is a list of all files with brief descriptions:

Die_with_error.c	3
HTTPClient.c	3

Chapter 2

File Documentation

2.1 Die_with_error.c File Reference

```
#include <stdio.h>
#include <stdlib.h>
```

Functions

- void [DieWithError](#) (char *errorMessage)

2.1.1 Function Documentation

2.1.1.1 DieWithError()

```
void DieWithError (
    char * errorMessage )
```

2.2 HTTPClient.c File Reference

```
#include <stdio.h>
#include <sys/socket.h>
#include <arpa/inet.h>
#include <stdlib.h>
#include <string.h>
#include <unistd.h>
#include <fcntl.h>
#include <sys/stat.h>
#include <sys/sendfile.h>
#include <asm/errno.h>
#include <errno.h>
#include "Die_with_error.c"
```

Macros

- `#define RCVBUFSIZE 10240 /* Size of receive buffer */`
- `#define PIPELINE 50`

Functions

- void `handleGetResponse` (char *filename, int socket)
- void `handlePostResponse_Request` (char *filename, int socket, int fofd)
- int `isOk` (char *msg)
- void `sendFileToServer` (char *filename, int socket, int filefd)
- void `startConnection` (char *command, char *command_type, char *file_name, char *host_name, int port↔_num, int sock)
- void `print` (char *str)
- int `get_file_size` (char *filename)
- int `main` (int argc, char *argv[])

2.2.1 Macro Definition Documentation

2.2.1.1 PIPELINE

```
#define PIPELINE 50
```

2.2.1.2 RCVBUFSIZE

```
#define RCVBUFSIZE 10240 /* Size of receive buffer */
```

2.2.2 Function Documentation

2.2.2.1 `get_file_size()`

```
int get_file_size (  
    char * filename )
```


2.2.2.2 handleGetResponse()

```
void handleGetResponse (
    char * filename,
    int socket )
```

2.2.2.3 handlePostResponse_Request()

```
void handlePostResponse_Request (
    char * filename,
    int socket,
    int fifd )
```

2.2.2.4 isOK()

```
int isOK (
    char * msg )
```

2.2.2.5 main()

```
int main (
    int argc,
    char * argv[] )
```

2.2.2.6 print()

```
void print (
    char * str )
```

2.2.2.7 sendFileToServer()

```
void sendFileToServer (
    char * filename,
    int socket,
    int filefd )
```

2.2.2.8 startConnection()

```
void startConnection (
    char * command,
    char * command_type,
    char * file_name,
    char * host_name,
    int port_num,
    int sock )
```


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