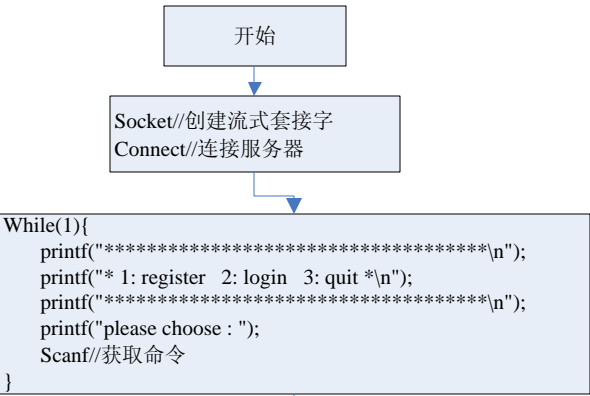
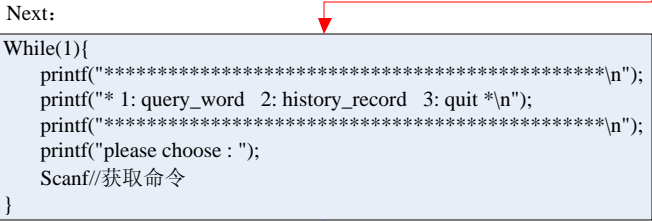


```
typedef struct {
    int type;
    char name[N];
    char data[256]; // password or word
} MSG;
```



```
switch ( n )
{
case 1 :
    printf("\n");
    do_register(socketfd, &msg);
    printf("\n");
    break;
case 2 :
    printf("\n");
    if (do_login(socketfd, &msg) == 1)
    {
        printf("\n");
        goto next;
    }
    printf("\n");
    break;
case 3 :
    close(socketfd);
    exit(0);
}
```



```
switch ( n )
{
case 1 :
    printf("\n");
    do_query(socketfd, &msg);
    printf("\n");
    break;
case 2 :
    printf("\n");
    do_history(socketfd, &msg);
    printf("\n");
    break;
case 3 :
    close(socketfd);
    exit(0);
}
```

