

Assignment 2 - Advanced Track

Logging in Servers is crucial so as to debug the state of Server. Logging is basically storing a few metadata in a file periodically or when any specific event occurs, e.g. Saving the User-Agent (or other Request Headers) in a file as soon as a client connects.

Now, You need to write a server file, which takes two arguments as command line arguments. First is the port number it listens on. Second is the absolute location of a file (assume file is not created yet) where you need to log (save) the following Request Headers as soon as a client connects-

1. User-Agent
2. Referer
3. Accept-Language
4. Accept-Encoding
5. Host

Also, when a client connects from the browser to the port, he should get the login (index.html) page as a response. Note that for implementing it, you also need to handle requests which ask for a static resource such as an image file or a css file or a javascript file. You may assume that there will be only three types of static files for now, ending with .jpg/.png, .css and .js.

The required index.html file to send on the requests is given in the main directory. The static files are given under assets folder (images under img, css files under css and javascript files under js folder). You are free to include any standard C library. You are also free to change the structure of the assets directory or its subdirectories according to your choice.