

Database

<u>Services</u>	
PK	<u>hostname (string: 20)</u>
PK	<u>service_type (string:15)</u>
	protocol (string:5)
	interface (string:10)
	port (int)
	TXTDATA (string:20)
	TTL (int)
	advertised (bool)
	questioned (bool)

<u>myServices</u>	
PK	<u>hostname (string: 20)</u>
PK	<u>service_type (string:15)</u>
	protocol (string:5)
	interface (string:10)
	port (int)
	TXTDATA (string:20)
	TTL (int)
	advertised (bool)
	questioned (bool)

<u>requestedServices</u>	
PK	<u>id (int)</u>
	service_type (string:15)

<u>DNSTable</u>	
PK	<u>hostname (string: 20)</u>
PK	<u>interface (string:10)</u>
	ip (string:40)

Functions:

service[] getServices() :

service[] getMyServices(): both return an array of structs service (which contains the fields described on previous tables) from the corresponding table.

int addService(service): accepts a service and adds it to the table Services.

int removeService(hostname, service_type): accepts a service's hostname and service_type and removes it from the table Services

int removeServiceByHost(hostname): removes all services from the table Services corresponding to the specific hostname.

char getRequestedService()**: returns an array of strings containing the service_type records

int getServicesNum(): returns an integer equal to the number of records in myServices table

note: application layer should add a corresponding record in myServices table for each service the device offers

int addDnsRecord(hostname, interface, ip): adds a record in DNSTable

int removeDnsRecord(hostname, interface): removes a record from DNSTable

int updateDnsRecord(hostname, interface, ip): updates the ip of the record having hostname and interface given with the ip given