Pratica 1

Servidor de Arquivo

Programe o Servidor de Arquivo apresentado no modulo Cliente-Servidor incluindo suas quatro funcionalidades: Criar Arquivo, Apagar Arquivo, Ler Arquivo e Escrever Arquivo. Considerar que toda operação realizada é menor que 1K Byte.

Pseudo Código do Servidor:

```
void main (void)
{  struct message m1, m2;
    int r;
    while (1) {
                receive (FILE_SERVER, &m1);
                switch (m1.opcode) {
                        case CREATE:    r = do_create (&m1, &m2);   break;
                        case READ:       r = do_read (&m1, &m2);    break;
                        case WRITE:       r = do_write (&m1, &m2);   break;
                        case DELETE:    r = do_delete(&m1, &m2);   break;
                        default:               r = E_BAD_OPCODE;  }
                m2.result = r;
                send (m1.source, &m2);  }
}
```

Material de Apoio:

   1- **Programa para apagar um arquivo**

```
#include<stdio.h>

Int main(void)
```

```c
{
    int status;
    char file_name[25];

    printf("Enter the name of file you wish to delete\n");
    gets(file_name);

    status = remove(file_name);

    if( status == 0 )
       printf("%s file deleted successfully.\n",file_name);
    else
    {
       printf("Unable to delete the file\n");
       perror("Error");
    }

    return 0;
}
```

2- Programa para ler e escrever arquivo

```c
void main(void)
{
char buf[100];
FILE *fp;

// r  - open for reading
// w  - open for writing (file need not exist)
// a  - open for appending (file need not exist)
// r+ - open for reading and writing, start at beginning
// w+ - open for reading and writing (overwrite file)
// a+ - open for reading and writing (append if file exists)
//fp=fopen("c:\\test.txt", "a+");
fp=fopen("test.txt", "a+");

fprintf(fp, "Testing...\n");

rewind(fp);
fscanf(fp, "%s",buf);

printf("string lida: %s\n", buf);

fclose(fp);
}
```

3- Programa para ler arquivo

```c
void main(void)
{
char buf[100];
FILE *fp;
```

```c
// r  - open for reading
// w  - open for writing (file need not exist)
// a  - open for appending (file need not exist)
// r+ - open for reading and writing, start at beginning
// w+ - open for reading and writing (overwrite file)
// a+ - open for reading and writing (append if file exists)
//fp=fopen("c:\\test.txt", "a+");
fp=fopen("test.txt", "r+");

fscanf(fp, "%s",buf);

printf("string lida: %s\n", buf);

fclose(fp);
}
```