Laboratory 5

This laboratory will result in your ability to build a simple program that passes data structures in messages between a client and server program.

Objective:

Write a client that sends a message containing two integers and a character representing the operation to a server. The server computes the numeric value for the result of the numbers and the given operation, and then returns a message containing a structure as the result. The client will pass the two numbers as integer members of an "input parameters" struct and the operation as a character value in the struct. The server will reply with a different struct containing a double, a flag representing whether or not an error occurred (or would have occurred if the operation had been attempted), and a character string of up to 128 bytes containing the error description. (You can use your imagination for the string content but try to cover all types of errors.)

The operation should be one of: '+', '-', 'x', and '/'. (Note: that is an 'x' not a '*'). The input integer values could be any valid integer. The <u>server</u> must check for division by 0. The client must validate the number of command-line arguments. If the number of command-line arguments does not equal 5 (exactly) then:

Display a usage message to stdout

exit with EXIT_FAILURE

Start the server in the background (use the '&' symbol) and print its process_id (PID). Then multiple client applications could be run in the foreground that use a command-line argument on the client application to pass the PID of the server which they want to use to perform the operation.

The client program will block until receiving the result message from the server program and then the client program will output the result (or error condition) to the console. You can find an example below.

Example:

#./calc_server &

CalcServer PID: 77234

#./calc client 77234 2 + 3

The server has calculated the result of 2 + 3 as 5.00

Steps:

- 1. Create a new Momentics workspace named: cst8244_lab5
- 2. Create two new projects named **calc_server** and **calc_client**. Create both projects as QNX Projects > QNX Executable.
- 3. Download the include file "calc_message.h" (src: Brightspace) to define the typedefs to be used for sending requests and receiving responses. Only one copy of the header file should appear in your Momentics.IDE workspace. Put the header file in the calc_server project space. The client (calc_client) is to reference the header file.
- 4. Create the calc server and calc client programs.
- 5. Test your programs: run the acceptance-test.sh script file.

Deliverables

Before making the zip-file deliverable (next item), please action:

- Format your source code to make it easier for me to read. Momentics IDE will do this for you:
 Source -> Format
- Verify your projects build cleanly. Please action: a) Project -> Clean... and b) Project -> Build All

Prepare a zip-file archive that contains the following items:

1. Export your projects as a zip-archive file.

Momentics IDE provides a wizard to export your project:

File > Export... > General > Archive File > Next > Select All > Click 'Browse..." > Save As: cst8244_lab5_yourAlgonquinCollegeUsername.zip > Save > Finish

- 2. Take one (1), single composite screenshot that captures the output from running the acceptance-test.sh script.
 - i. Compare your screenshot to the Reference Screenshot (see below).
 - ii. The acceptance-test.sh script is posted on Brightspace.
- 3. A "README.txt" file reporting the status of your lab. Follow this template:

Title {give your work a title}

Status

{Tell me that status of your project. Does your program meet all of the requirements of the specification? Does your program run, more importantly, does your program behave as expected? Does your program terminate unexpectantly due to a run-time error? Any missing requirements? A small paragraph is sufficient.}

Known Issues

{Tell me of any known issues that you've encountered.}

Expected Grade

{Tell me your expected grade.}

Upload your zip-file to Brightspace before the due date.

Reference Screenshot

Your screenshot is to match mine:

