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```
$Id: asg5-client-server.mm,v 1.54 2015-06-03 13:14:01-07 - - $  
PWD: /afs/cats.ucsc.edu/courses/cms109-wm/Assignments/asg5-client-server  
URL: http://www2.ucsc.edu/courses/cms109-wm/:/Assignments/asg5-client-server/
```

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## 1. Overview

This project will implement a client/server application using sockets. A daemon (**cixd**) listens on a socket for client connection requests. Each connection will cause the server to fork a child process to serve the client. The daemon runs in an infinite loop listening. The server exits when the client disconnects. A client (**cix**) connects to a server and can send files, receive files, and get a summary listing of all files present.

A socket is a two-way means of communication between processes, not necessarily running on the same host. An IPv4 host is known by a 4-octet sequence such as 128.114.108.152, and a port is an unsigned 16-bit number (0 to 65535). Communication will be done via TCP/IP over IPv4 sockets.

## 2. Programs

In this project, two main programs are to be written for the three parts of the project: the daemon and server, and the client. There will also be several library files written to be used by the programs. The general function is similar to **sftp**(1).

### **cixd**

Usage: **cixd** [*port*]

Creates a server socket and goes into an infinite loop: When it accepts a client socket, it uses **fork**(2) to create a child process, which functions as the server to communicate with the client.

The daemon listens for connections on the given port, if specified. If not, the environment variable **CIX\_SERVER\_PORT** is used to determine the port. There is no default port.

The server is forked with an open socket communicating with the client. Its loop repeatedly reads commands and information from the client and acts on those commands, returning information back to the client. Its loop will be a receive followed by a send, responding to client requests. It exits when the client closes the socket. It does no terminal I/O except possibly for debugging purposes.

### **cix**

Usage: **cix** [*host*] [*port*]

The client interacts with the user. Commands are read from the terminal (or redirect), each of which is executed one at a time by communicating with the server. Results are then displayed at the terminal.

The client connects to the given host, if specified. If not specified, the environment variable **CIX\_SERVER\_HOST** is used as the host to connect to. If not specified, **localhost** is used. It tries to connect to the given port, if specified. If not, the environment variable **CIX\_SERVER\_PORT** is used to determine the port. There is no default port.

### 3. Interactive Commands

The **cix** client responds to commands read from the standard output and writes output to the standard output and error and accesses files. In the syntax below, **Courier Bold** are literal characters actually typed in, while *Roman Italic* stands for appropriate substitutions.

**exit**

Quit the program. An end of file marker or Control/D is equivalent.

**get** *filename*

Copy the file named *filename* on the remote server and create or overwrite a file of the same name in the current directory.

**help**

A summary of available commands is printed.

**ls**

Causes the remote server to execute the command **ls -l** and prints the output to the user's terminal.

**put** *filename*

Copies a local file into the socket and causes the remote server to create that file in its directory.

**rm** *filename*

Causes the remote server to remove the file.

### 4. Protocol used by the cix\* programs

In order for the client and server to communicate, a protocol needs to be established. This means that each message needs to be framed in terms of a header and a payload. The header always consists of a **struct** of size 64 bytes. All messages between client and server consist of these 64 bytes, possibly followed by a payload. For alignment purposes, the **nbytes** field is first. Before filling in the fields, use **memset(3)** to clear the struct.

```
enum cix_command {CIX_ERROR = 0, CIX_EXIT,
                  CIX_GET, CIX_HELP, CIX_LS, CIX_PUT, CIX_RM,
                  CIX_FILE, CIX_LSOUT, CIX_ACK, CIX_NAK};

struct cix_header {
    uint32_t cix_nbytes;
    uint8_t cix_command;
    char cix_filename[59];
};
```

The purposes of the fields are as follows:

**uint32\_t cix\_nbytes;**

The number of bytes in the payload if there is any payload. Otherwise it must be zero (MBZ). This field is sent in network byte order and so must use the functions **ntohl(3)** and **htonl(3)** when loading and storing data.

**uint8\_t cix\_command;**

A single byte containing one of the **cix\_command** constants.

```
char cix_filename[59];
```

The name of the file being transferred or removed. The filename may not have any slash ('/') characters in it and must be null-terminated (with '\0'). All bytes following the null must also be null. Pathnames with slashes and filenames longer than 58 characters are prohibited.

Following are the meanings of each of the `cix_command` values. Each is either client to server (C→S) or server to client (S→C), but never both.

**CIX\_ERROR**

An error flag to indicate an invalid header. Used internally.

**CIX\_EXIT**

Internal to `cix`, not used in communication.

**CIX\_GET (C→S)**

Request a file from the server. The filename is used both remotely and locally. The payload length is 0.

**CIX\_HELP**

Internal to `cix`, not used in communication.

**CIX\_LS (C→S)**

Request file (`ls`) information. The payload length and filename are zeroed.

**CIX\_PUT (C→S)**

The length of the payload is the number of bytes in the file. The contents of the file immediately follow the header. The bytes of the payload are unstructured and may contain null bytes. Binary files are acceptable.

**CIX\_RM (C→S)**

Request to remove a file. The payload length is 0.

**CIX\_FILE (S→C)**

Response to a `CIX_GET`. The filename is the same as in the request and the payload length reflects the number of bytes in the file. The payload consists of the bytes of the file.

**CIX\_LSOUT (S→C)**

Response to a `CIX_LS`. The filename is zeroed and the payload length is the number of bytes sent in the payload. The payload is the output of the command `ls -l`.

**CIX\_ACK (S→C)**

Response to either a `CIX_PUT` or a `CIX_RM` indicating that the request was successfully completed.

**CIX\_NAK (S→C)**

Response to any request that fails. There is no payload. The filename field is the same as was in the original request. The payload field is set to the value of `errno` in the server's attempt to preform a task.

## 5. Procedures

Each of the above commands requires procedures for accessing files, including reading files from disk and writing files to disk, as well as accessing directories. When

any of the system calls fails in the server, the server immediately terminates the operation and sends the value of `errno` back to the client in a `CIX_NAK` message.

- (a) For the client or server to send a file it must first be read into a buffer. Binary files must be properly handled, so protocols which assume text files won't work. To load a file from disk, use `istream::read()`, collecting characters into a buffer. Read the entire file into a buffer then close it. After that, it may be sent down the socket. Alternatively, `stat(2)` the file to see how large it is, and send the file down the socket piecemeal.
- (b) When receiving a file from the socket, Receive the header and determine the size of the file. Create an `ostream` and use `ostream::write()` to write the parts of the file as they are received from the socket. A C++ stream is closed when the variable goes out of scope, or you can call `close`.
- (c) To delete a file for the `CIX_RM` command, use `unlink(2)`:  

```
rc = unlink (filename);
```
- (d) To execute the `CIX_LS` command use `popen(2)` and `pclose(2)` to create a pipe stream from the `ls(1)` command  

```
FILE* pipe = popen ("ls -l", "r");
```

Then read the characters from the pipe in the easiest way, probably by using `fgets(3)`. Finally, `pclose(pipe)`. Then send the output back the client in a `CIX_LSOUT` message.

## 6. Modules

There will need to be several modules in this suite of programs. Each of the programs, of course, will have its own source file with a main function in it.

The `sockets` module will be a useful inclusion into the program as its own module.

There should also be a `cix_protocol` module to implement the protocols and contain code for accessing files and sockets, since these will be used by both the client and the server.

## 7. Use of ports

If your daemon listens on a port that has been bound by another process, you will get the message "Address already in use" because only one process at any given time is allowed to listen on a particular process. To avoid this, choose a port number not being used by anyone else on the same server.

To avoid having to type in a port number every time you start your server, put the following line in your `.bashrc` or `.bash_profile` file:

```
export CIX_CLIENT_PORT 60000
```

except that each person in class should use a different number. You should pick a dynamic or private port number from the range 49152 through 65535 (0xC000 through 0xFFFF).

## 8. Runaway Processes

Be careful in using `fork(2)` so that you don't accidentally create a fork-bomb. The command `pkill(1)` can be used to kill all processes matching a particular pattern. So the command

```
pkill cix
```

will kill all of your processes whose executables contain the string “cix”. A really quick way to log out is to use `kill(1)`:

```
kill -9 -1
```

```
kill -s KILL -1
```

will send `SIGKILL` to all of your processes, thus logging you out.

## 9. What to Submit

Submit **Makefile** which builds the three programs, all necessary C++ header and implementation files. And if doing pair programming, the **PARTNER** file. When the grader uses the command **make** in the submit directory, the three binaries should be built.