

Socket Programming_Phase 1 readme

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Environment

Ubuntu 20.04.1 LTS (on Windows 10 WSL)

Language

c++, c

Compile & Execute

1. In terminal (Ubuntu \ windows Powershell wsl), type in `cd` `/[file's name]` to change direction to file directory.
2. Type in `make` command, and then `client` binary file will appear.
3. After successful compilation, type in `./client` command.
4. Follow the instructions on the screen.

Description

In this system, it has two layers of contents.

The first one is:

| Choose a function:

- 1.Register

- 2.Log in

The account can only be logged in after registration.

After logging in, you will see the second one:

- Choose a function:

- 1.Query Accounts information

- 2.Exit / Log out

- 3.Micropayment transaction

After logging out, you will be directed to "register or login" again.

In this socket programming_phase 1, I use `fork()` to implement `micropayment transaction`.

When a user logs in, the system will fork to parent and child. Parent's process for connecting with other clients, and child's process for binding and accepting other clients' requests.

Reference

TCP Socket Programming 學習筆記