/\* AniTool.c \*/

/\* 헤더 파일 \*/

#include "AniTool.h"

#include "Error.h"

#include "/home/stud17/16101361/.TeamProject/menu/security.h"

// security 관련 헤더 파일

/\* 전역 변수 \*/

char filewd[S\_BUFSIZE]; // 프로그램의 원래 디렉터리

static isExcuting = 1;

struct termios default\_tm;

// kbhit에서 사용하는 터미널속성을 atexit에서 처리하기위한 변수

int main(int argc, char\* argv[])

{

/\* security 체크 \*/

char\* const rkey = argv[0];

char\* uid;

int is\_root = 0;

if (check\_logfile(argv[0]) == -1) {

usrErr\_Exit(2, "check\_logfile\n");

}

uid = getenv("USRID");

if (!strcmp(uid, ROOTID))

{

is\_root = 1;

}

/\*-------------------------------------------\*/

/\* 종료 관련 처리 \*/

tcgetattr(STDIN\_FILENO, &default\_tm); // 기존 터미널 정보 저장

if (atexit(set\_default\_tm) != 0) {

perr\_Exit(1, "atexit error in main\n");

}

if (atexit(default\_Cur) != 0) {

perr\_Exit(1, "atexit error in main\n");

}

if (atexit(reveal\_Cur) != 0) {

perr\_Exit(1, "atexit error in main\n");

}

if (atexit(default\_wd) != 0) {

perr\_Exit(1, "atexit error in main\n");

}

if (signal(SIGINT, sig\_int) == SIG\_ERR)

{

perr\_Exit(1, "signal error in anitool\n");

}

/\* 전역변수에 현재 working directory 등록 \*/

if (getcwd(filewd, S\_BUFSIZE) == NULL) {

perr\_Exit(1, "getcwd error\n");

}

/\* 지역 변수 \*/

pthread\_t nthread = 0; // nthread : thread 식별번호 저장

void\* thr\_exitcode = NULL;

short int cursor = 1;

hide\_Cur();

print\_Opening();

while (true)

{

print\_OpeningCur(cursor);

cntl\_Opening(&cursor, &nthread);

if (nthread != 0)

{

if (pthread\_join(nthread, &thr\_exitcode) != 0) {

perr\_Exit(1, "can't join with thread");

}

nthread = 0;

print\_Opening();

}

}

}

void\* thr\_NewFile(void \*arg)

{

Point Cursor;

Ptr\_AniList Header = NULL;

AniList\* pCurrent = (AniList\*)malloc(sizeof(AniList));

init\_Cur(&Cursor);

init\_AniList(pCurrent, &Header);

while (true)

{

screen\_Tool(\*pCurrent, Cursor);

pCurrent = control\_Tool(pCurrent, &Header, &Cursor);

}

pthread\_exit((void\*)0);

}

void\* thr\_ExcuteFile(void \*arg)

{

pthread\_t nthread = 0;

void\* thr\_exitcode = NULL;

Point Cursor = { OUT, OUT };

Ptr\_AniList Header = NULL;

AniList\* pCurrent = NULL;

pCurrent = load(pCurrent, &Header);

if (pCurrent == NULL) {

// 파일을 열 수 없습니다

pthread\_exit((void\*)0);

}

if (pthread\_create(&nthread, NULL, thr\_Kbhit, NULL) != 0) {

perr\_Exit(1, "thread create error in thr\_ExcuteFile");

}

while (isExcuting)

{

pCurrent = screen\_Excute(\*pCurrent, Header, Cursor);

}

if (pthread\_join(nthread, &thr\_exitcode) != 0) {

perr\_Exit(1, "thread join error in thr\_ExcuteFile");

}

isExcuting = 1;

pthread\_exit((void\*)0);

}

void\* thr\_Kbhit()

{ // thr\_ExcuteFile에 종속

if (isExcuting == 0) {

usrErr\_Exit(2, "isExcuting is 0 before kbhit in thr\_Kbhit");

}

press\_Key();

isExcuting = 0;

pthread\_exit((void\*)0);

}

void sig\_int(int signo)

{

exit(1);

}