Here’s the draft I came up with for method names and an example corresponding server reference [in the method itself and in the main()] to the method names

Name Struct

static struct rpc\_operations {

string chmod = "rpc\_chmod",

string readdir = "rpc\_readdir",

string open = "rpc\_open",

string create = "rpc\_create",

string rmdir = "rpc\_rmdir",

string read = "rpc\_read",

string write = "rpc\_write",

};

\*\* note: we don’t include fuse dependencies for P6, so this is just the names we’d use. this example just lists the method names that would get mapped to (.chmod, .readdir, etc.) in later

rpc\_read method implementation in server – just the signature

static xmlrpc\_value\* rpc\_read(xmlrpc\_env \* const envP, ...) {}

Main() references – readinfo (method\_info3 struct) used in adding method to server registry so clients can call rpc.read()

struct xmlrpc\_method\_info3 const readInfo = {

.methodName = rpc\_operations->read

.methodFunction = &rpc\_read,

};