

NAME

netsck – network utility tool

DESCRIPTION

netsck is a network utility tool which enables to prototype or test network things. It provides a shell inside which runs a javascript engine. This manual will present the *netsck_Javascript_API* inside the shell.

Note that, shell supports multiline input with trailing escape '\ ' character.

ENGINE

Uses *QJSEngine* class to evaluate javascript codes so anything which QJSEngine supports available to the user.

METHODS

help(topic : string = base-api)

Opens the man page according to the topic. If topic isn't given then opens this man page.

run(file_path : string)

Executes the lines inside the file.

dump(object : any)

Prints the content of any object to the stdout.

sleep(duration : int)

Sleeps current thread for specified duration. Unit is milliseconds.

wait_key(timeout : int)

Waits for user to input a key and returns the value. Key value is the value returned from **std::getchar()**. If timeout expires function returns -1. Unit of timeout is milliseconds. Note that if timeout is -1 it works like there is no timeout.

CLASSES

Detailed class documentations can be found through **help()** with their class names.

For example, **help("udp_socket")**.

- PascalCase naming means the class is **singleton**.
- snake_case naming means the class is **instantiable**.

socket

Base class which provides an abstract base for socket classes.

udp_socket

Socket class which enables to send or receive udp datagrams.

Hex

Singleton hexadecimal utility class which prints QByteArray as hexadecimal or creates a QByteArray from hexadecimal string.

EXAMPLE

```
// Create a 'send.js' and write some js code in it to make it worked
run( "send.js" );

var an_object = { \
  user : "Ozan" , \
  repo : "netsck" \
};
dump( an_object )
```

SEE ALSO

socket (7) , **udp_socket** (7) , **Hex** (7)

SEE ALSO (JS Shell)

help("socket") , **help**("udp_socket") , **help**("Hex")

NAME

socket : abstract class

DESCRIPTION

socket is an **abstract class which udp_socket** inherits. Common socket methods are contained in this class. It is binding of **QAbstractSocket** class. It is not instantiable.

METHODS

stdout_enabled() -> bool

Returns a value which indicates whether info messages are enabled.

enable_stdout(value : bool = true)

Enables/Disables info messages according to the 'value' parameter.
Default value is true.

addr() -> string

Returns host address of local socket. It is equivalent to **QAbstractSocket::localAddress**.

port() -> int

Returns the host port numberr of the local socket. It is equivalent to **QAbstractSocket::localPort**.

close() Closes the socket. It is equivalent to **QAbstractSocket::close**

bind(addr : string , port : int = 0 , mode : enum) -> bool

Binds sockets according to the parameters. It is equivalent to **AbstractSocket::bind**.
If port is '0' so the socket selects an arbitrary empty port.
Returns true if an operation is successful, otherwise false.

flush(timeout : int = -1) -> bool

Flushes write buffer. It is equivalent to **QAbstractSocket::waitForBytesWritten**. Returns true if bytes have been written, otherwise false

bind(port : int = 0 , mode : enum) -> bool

Dispatchs to **bind('0.0.0.0',port,mode)** and returns its result.

wait(duration : int = -1) -> bool

Waits for the datagrams by duration. Unit of duration is milliseconds. It is equivalent to **QAbstractSocket::waitForReadyRead**.
If duration is '-1' so it waits until some datagram is received.
Returns true if new data has arrived, otherwise false.

wait_a_bit(duration : int = 0) -> bool

If some datagrams waits on the OS buffer, it just fetches so waits_a_bit. It is equivalent to **QAbstractSocket::waitForReadyRead**.
Returns true if new data has arrived, otherwise false.

error() -> enum

Returns the last error. It is equivalent to **QAbstractSocket::error**.

SEE ALSO**udp_socket** (7)**SEE ALSO (JS Shell)****help**("udp_socket")

NAME**udp_socket** : class**DESCRIPTION**

udp_socket is a concrete class which inherits **socket**. It is binding of QUdpSocket class. All methods of **socket** class is usable.

EXAMPLE

```
var echo_srv = new udp_socket()
var client  = new udp_socket()

echo_srv.bind( "127.0.0.1" , 12000 )
// Send 'echo' to echo_srv

client.send( "echo" , "127.0.0.1" , 12000 )

echo_srv.wait()

var dgram = echo_srv.read_datagram()
dump( dgram )
echo_srv.send( dgram.data , dgram.sender_addr , dgram.sender_port )

client.wait()
dump( client.read_datagram() )
```

OBJECTS**datagram** : object

```
{
  sender_addr : string ,
  sender_port : int ,
  dest_addr   : string ,
  dest_port   : int ,
  data        : QByteArray ,
  data_utf8   : string ,
  hop_limit   : int ,
  iface_idx   : int
}
```

It is returned from **read_datagram()** method.

METHODS**has_datagram()** -> bool

Returns true if has pending datagram, otherwise false. It is equivalent to **QUdpSocket::hasPendingDatagrams()**.

read_datagram() -> datagram

Returns the pending datagram. If there is not datagram returns an 'undefined'. It is equivalent to **QUdpSocket::receiveDatagram**.

clear() Discards all pending datagrams.

send(data : QByteArray , addr : string , port : int) -> qint64

Sends 'data' to 'addr:port' as udp packet. Returns how many bytes have been written. It is equivalent to **QUdpSocket::writeDatagram**

SIGNALS**datagram()**

Emitted when a new datagram has come. It is equivalent to **QUdpSocket::readyRead**.

NAME

Hex : singleton class

DESCRIPTION

Hex is a **singleton** class. Prints **QByteArray** as hexadecimal in table format. Also constructs a **QByteArray** from hexadecimal string.

EXAMPLE

```
Hex.print( Hex.from( "ab 01 23 11 14 78 64 77 34 24 12 09 08" ) )
Hex.print( Hex.from( "ab012311147864773424120908" ) )
Hex.print( "This is a test string." )
```

METHODS

print(data : QByteArray)

Prints the data as hexadecimal in table format.

from(hex_data : QByteArray) -> QByteArray

Constructs a **QByteArray** from hex string. It is equivalent to **QByteArray::fromHex**.