

zappy\_server

0.1.0

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# Chapter 1

## Class Index

### 1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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## Chapter 2

# Class Documentation

### 2.1 arguments\_s Struct Reference

#### Public Attributes

- `u_int16_t port`
- `int width`
- `int height`
- `int nb_teams`
- `int clients_nb`
- `int freq`
- `char ** team_names`

The documentation for this struct was generated from the following file:

- `include/Server/arguments.h`

### 2.2 client\_s Struct Reference

#### Public Attributes

- `int max_fd`
- `fd_set master_fds`
- `fd_set read_fds`
- `socklen_t client_len`
- `struct sockaddr_in socket`
- `data\_t clients [MAX_CLIENTS]`

The documentation for this struct was generated from the following file:

- `include/Server/client.h`

## 2.3 data\_s Struct Reference

### Public Attributes

- int **fd**
- struct sockaddr\_in **socket**

The documentation for this struct was generated from the following file:

- include/Server/client.h

## 2.4 flag\_binding\_s Struct Reference

### Public Attributes

- int **flag**
- bool(\* **binding** )(arguments\_t \*args, char \*arg)

The documentation for this struct was generated from the following file:

- include/Server/arguments.h

## 2.5 server\_s Struct Reference

### Public Attributes

- int **fd**
- uint16\_t **port**
- int **max\_clients**
- struct sockaddr\_in **socket**
- struct protoent \* **pe**

The documentation for this struct was generated from the following file:

- include/Server/server.h



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