

zappy\_server

0.1.0

Generated by Doxygen 1.9.1



---

<b>1 Class Index</b>	<b>1</b>
1.1 Class List . . . . .	1
<b>2 Class Documentation</b>	<b>3</b>
2.1 arguments_s Struct Reference . . . . .	3
2.2 client_s Struct Reference . . . . .	3
2.3 data_s Struct Reference . . . . .	4
2.4 flag_binding_s Struct Reference . . . . .	4
2.5 server_s Struct Reference . . . . .	4
<b>Index</b>	<b>5</b>



# Chapter 1

## Class Index

### 1.1 Class List

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

<a href="#">arguments_s</a>	3
<a href="#">client_s</a>	3
<a href="#">data_s</a>	4
<a href="#">flag_binding_s</a>	4
<a href="#">server_s</a>	4



## 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



# Index

arguments\_s, [3](#)

client\_s, [3](#)

data\_s, [4](#)

flag\_binding\_s, [4](#)

server\_s, [4](#)