Bahria University,

Karachi Campus



LAB EXPERIMENT NO.

\_\_\_\_\_\_\_6\_\_\_\_\_\_\_

LIST OF TASKS

|  |  |
| --- | --- |
| TASK NO | OBJECTIVE |
| 1 | **Write a program that pass your information to client side by using all above mentioned client and server function.**   * + **Your information message must contain following details.**     - **“student\_information**     - **Name = arooba**     - **Section = A/b**     - **Department = software “** |

Submitted On:

\_\_\_\_\_\_\_\_\_\_\_

(Date: DD/MM/YY)

**Task # 01: Write a program that pass your information to client side by using all above mentioned client and server function.**

**Your information message must contain following details.**

* + - **“student\_information**
    - **Name = arooba**
    - **Section = A/b**
    - **Department = software “**

**Server Code:**

#define UNICODE

#include<Windows.h>

#include<windowsx.h>

#include<iostream>

using namespace std;

int main() {

    HANDLE fFileMap;

    BOOL bResult;

    PCHAR lpBuffer = NULL;

    char Buffer[1024] = ".........Hi..........";

    char c[1024]="\t\"Student Information\"\nName: Talha\nSection: B\nDepartment: Software";

    size\_t szBuffer = sizeof(c);

    //step 1

    fFileMap = CreateFileMapping(INVALID\_HANDLE\_VALUE, NULL, PAGE\_READWRITE, 0, 256, L"Local\\MyFile");

    if (fFileMap == NULL) {

        cout << "Creating file Mapping error no: " << GetLastError() << endl;

    }

    cout << "creating file mapped successful " << endl;

    //step 2  map view file

    lpBuffer = (PCHAR)MapViewOfFile(fFileMap, FILE\_MAP\_ALL\_ACCESS, 0, 0, 256);

    if (lpBuffer == NULL) {

        cout << "Map view file error no: " << GetLastError() << endl;

    }

    cout << "Map view file success" << endl;

    //step 3 copy map view file

    CopyMemory(lpBuffer, c, szBuffer);

    //step 4 Unmapped

    bResult = UnmapViewOfFile(lpBuffer);

    if (bResult == false) {

        cout << "Unmapped view file error no" << GetLastError() << endl;

    }

    cout << "Unmapped Success" << endl;

    system("PAUSE");

    return 0;

}

**Client Code:**

#define UNICODE

#include<Windows.h>

#include<windowsx.h>

#include<iostream>

using namespace std;

int main() {

    cout << "file\_mapping client side" << endl;

    HANDLE fFileMap;

    BOOL bResult;

    PCHAR lpBuffer = NULL;

    //step 1

    fFileMap = OpenFileMapping(FILE\_MAP\_ALL\_ACCESS, FALSE, L"Local\\MyFile");

    if (fFileMap == NULL) {

        cout << "Creating file Mapping error no: " << GetLastError() << endl;

    }

    else{

    cout << "creating file mapped successful " << endl;

    }

    //step 2

    lpBuffer = (PCHAR)MapViewOfFile(fFileMap, FILE\_MAP\_ALL\_ACCESS, 0, 0, 256);

    if (lpBuffer == NULL) {

        cout << "Map view file error no: " << GetLastError() << endl;

    }

    else{

    cout << "Map view file success" << endl;

    }

    //step 3

    cout << "Data Reading from server\n" <<lpBuffer<< endl;

    //step 4

    bResult = UnmapViewOfFile(lpBuffer);

    if (bResult == false) {

        cout << "Unmapped view file error no" << GetLastError() << endl;

    }

    else{

    cout << "\n\nUnmapped Success" << endl;

    }

    CloseHandle(fFileMap);

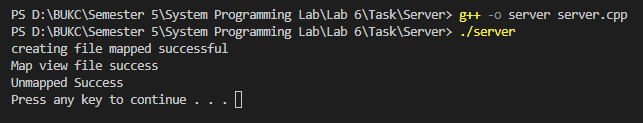
    system("PAUSE");

    return 0;

}

**Output:**

**Server:**



**Client:**

