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//Andrew Ingle 04/08/2021 - Team I - Final Project
//general client main

#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <unistd.h>
#include <sys/types.h>
#include <sys/socket.h>
#include <arpa/inet.h>
#include <netinet/in.h>
#include <netdb.h> //for hstend struct to use gethostbyname func
 hostent.h_addr_list should have ip addresses

#include "andrew_clientFuncs.h"

#define STRING_BUFFER_MAX 300//for tcp

void reservationPortal(int);
void acceptReceipt(int);

int main() {
   printf("\nClient says hello\n"); //for debugging

   //client side socket creation
   int sock;
   sock = socket(AF_INET,SOCK_STREAM,0); // for tcp
   if (sock == -1){
        printf("Could not create socket");
    }
   struct sockaddr_in server_address;
   server_address.sin_family = AF_INET;

   server_address.sin_port = htons(8001); //for local connections

   server_address.sin_addr.s_addr = INADDR_ANY; //for local
   //server_address.sin_addr.s_addr = inet_addr("10.203.72.24"); //for when
    connecting to remote server ip for csx0.cs.okstate.edu

   //for connecting to receive from Server
   printf("\nclient going to attempt to connect\n");
   int connection = connect(sock,(struct sockaddr *) &server_address,
    sizeof(server_address));
   if (connection == -1){
       printf("There is an issue with connection!!!\n");
       close(sock);
       return 0;
    }
    printf("\nWaiting to connect with server...\n");

   //client function that takes all input and sends responses to server
```

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    reservationPortal(sock); //will close socket and exit from within


    return 0;
}
```