```c
#include "andrew_clientFuncs.h"


void reservationPortal(int sock){
      //printf("\nclient's reservation portal called\n");

      int intBuffer = 0; //temp buffer to hold int from customer input to send
       to server

      char stringBuffer[STRING_BUFFER_MAX];

      //RECEIVE LOOP FROM SERVER
      //will be receiving fixed sized buffer strings from server until
       received string == "inputstring" or int is if received string ==
       "inputint"
      //if received message is "end" or "receipt" custom activity ensues
      while (1){
            recv(sock, stringBuffer, sizeof(stringBuffer),0); //receives next
             message from server, stores in fixed size buffer

            if (strcmp(stringBuffer, "end") == 0){  //server send end message,
             indicating client sent exit program to main menu
                  printf("\nReceived end code from server.\n"); //for debugging
                  strcpy(stringBuffer,"");
                  sleep(1);
                  close(sock);
                  exit(0);
            }
            if (strcmp(stringBuffer, "needstring") == 0){ //server will send
             this message when string input needed from client needed
                  //printf("\nReceived needstring code from server.\n"); //for
                   debugging
                  scanf("%s",stringBuffer);
                  send(sock, stringBuffer, sizeof(stringBuffer),0);
            }
            if (strcmp(stringBuffer, "needint") == 0){
                  //printf("\nReceived need needint code from server.\n");
                   //for debugging
                  strcpy(stringBuffer,"");
                  scanf("%d",&intBuffer);
                  send(sock, &intBuffer, sizeof(int),0);
            }
            if (strcmp(stringBuffer, "receipt") == 0){
                  strcpy(stringBuffer,"");
                  acceptReceipt(sock); //function that opens file and prints
                   recieved data (receipt) to
            }
            else {//diplay server messages
                  printf("%s",stringBuffer);
```

```c
                strcpy(stringBuffer,"");
            }
        }
}



//called when client reads "receipt" string sent to buffer from server via tcp
//creates/opens receipt file
//receives receipt strings from server and fprints to receipt file until
 "receiptend" code from server read into buffer
void acceptReceipt(int sock){
    printf("\nAccept receipt called\n"); //for debugging
    char stringBuffer[STRING_BUFFER_MAX]; //buffer to hold string sent from
     server via tcp

    FILE *fp;
    fp = fopen ("My Receipt", "a");

    while(1){
        recv(sock, stringBuffer, sizeof(stringBuffer),0); //receives next
         message from server, stores in fixed size buffer
        if (strcmp(stringBuffer, "endreceipt") == 0){ //received
         endreceipt signal from server
            fclose(fp);//close file
            return;
        }
        fprintf(fp,"%s",stringBuffer); //prints file to receipt
    }
}
```