```
** Sample outputs below running multiple clients and one server **
Outside source used:
   A. https://www.youtube.com/watch?v=SMeDw2GDMsE
   B. <a href="https://www.youtube.com/watch?v=sP50GHDmfhy">https://www.youtube.com/watch?v=sP50GHDmfhy</a>
Purpose of sources
   A. Understanding named pipes
   B. Understanding named pipes
//-----
// Name
              : source.cpp
// Author
             : Andrew Jordan | Adam Moses
// Version
             : 5.0
// Institution : CS415 Athens State University
// Instructor : Dr.Adam Lewis
// Description : Client simulation using: Pthreads|Semaphores|Pipes|Shared Memory
// command line build with proper flags: g++ source.cpp -o client.out -lpthread
// start program from command line: ./client.out
//-----
/*
Client Design:
Start Client
- Generate random 5 digit ID for the client.
- Open named pipe to server with preset name "/tmp/demo fifo" -> Write only permission.
- Open/Create named pipe with ID for receiving back output from server.
- Open/Create semaphore with ID for locking and unlocking shared memory between
client/server.
Begin User Input
- Prompt input from user.
- Grab input from command line and save it.
- Send client ID to the server over named pipe.
- Client ID is sent each time a client sends a command to the server
      so that the server knows who to send the output back to.
- **Design change:
      - Server contains the parser because if a command from a client request input
redirection from
      a file, the server must be able to parse the command from a file, execute it
appropriately,
      and send the results back to the client. The parsing of input commands from the
client
      have been reassigned to the server to eliminate unneeded duplication of both
client and
      server parsing the same commands, speed executing commands, and set assigned roles.
**
- Open/Create shared memory between client/server.
- Shared memory is created based on client ID.
- Lock semaphore between client/server.
- Copy client input to shared memory between client/server.
- Unlock semaphore for the server to be able to read the shared memory.
- exit sending.
- Once command has been sent, client listens to its named pipe, based on ID, to receive
output from server.
- Output is displayed on the clients terminal.
- Repeat client/server | send ID/write to shared memory/receive output | until exit is
sent.
- exit command sends signal to the server to delete its id from the known client list
      and the server sends back a char $ that signals the client that the server is
      disconnected and then the client terminates.
```

*/

```
// Name
          : source.cpp
// Author
          : Andrew Jordan | Adam Moses
// Version
           : 5.0
// Institution : CS415 Athens State University
// Instructor : Dr.Adam Lewis
// Description : Server simulation using: Pthreads | Semaphores | Pipes | Shared Memory
// command line build with proper flags: g++ source.cpp -o server.out -lpthread
// start program from command line: ./server.out
//-----
/*
Server Design:
Start Server
- Open named pipe to server with preset name "/tmp/demo fifo" -> Read only permission.
```

|Executing User Input|

- Listen on named pipe for client ID.
- Read client ID once it is sent into the named pipe.
- Store client ID into vector of known client IDS on server.
- Start thread for the work of receive/parse/execute/send of client commands.
- Open shared memory between server/client based on client ID.
- **Design change:
- Server contains the parser because if a command from a client request input redirection from $% \left(1\right) =\left(1\right) +\left(1\right) +\left($
- a file, the server must be able to parse the command from a file, execute it appropriately,
- and send the results back to the client. The parsing of input commands from the client

have been reassigned to the server to eliminate unneeded duplication of both client and $% \left(1\right) =\left(1\right) \left(1\right) +\left(1\right) +\left(1\right) \left(1\right) +\left(1$

server parsing the same commands, speed executing commands, and set assigned roles.

- Acess semaphore between server/client based on client ID.
- Lock semaphore.
- Read shared memory between server/client and save commands.
- Unlock semaphore for client writing to shared memory later on.
- Open named pipe back to client based on clients ID.
- Redirect STD out to named pipe back to client.
- Parse commands -> fork() -> execute -> output is automatically sent back to client.
- if command is cd/pwd -> change dir -> send present working directory back to client.
- Send char NULL back to client to signal output is finished.
- Redirect STD out back to server console.
- exit sending.
- Once command has been sent, Server listens to named pipe "/tmp/demo_fifo" for next client
- Repeat server/client | receive clint ID/parse/execute/send output | until exit is sent.
- exit_ command sends signal to the server to delete the client id who sent it from the

client list and the server sends back a char \$ that signals the client that the server is

disconnected and then the client terminates.

- Server exits once all clients have left or maximum threads have been used. $^{*\prime}$

Client

```
#include <iostream>
#include <sys/wait.h>
#include <dirent.h>
#include <string>
#include <ctype.h>
#include <algorithm>
#include <string.h>
#include <signal.h>
#include <signal.h>
// Used in named pipe
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <sys/types.h>
#include <sys/stat.h>
#include <fcntl.h>
#include <string.h>
// Used in IPC
#include<sys/ipc.h>
#include<sys/shm.h>
// Used in semaphore
#include<semaphore.h>
using namespace std;
void send(char *, int); // Opens shared memory to send input to server
char* S2C(string, int);// Converts a string to a cstring, returns a char*
void sig_handler(int);// Catches ctrl-C and calls quit_process()
void quit_process(); // Terminates current process with kill(pid,SIGTERM)
sem_t *sem_id;
char *id;
int fd;
int socket;
int main(void)
{
       srand((int)time(0));
       // Create random ID for client from 10000 - 19999
       int rnd id = 10000 + rand() % 9999;
       string string id = std::to string(rnd id);
       id = S2C(string_id, string_id.size()); // Store client id
       cout << "|Client:" << id << " starting up.|" << endl;</pre>
       // Create fifo for receiving output from server
       string temppath = "/tmp/" + std::string(id);
       const char *charpath = S2C(temppath, temppath.size()); // convert string path to
char*
```

```
// Create semaphore name
       string SEM NAME = "/sem-" + std::string(id);
       const char *sempath = S2C(SEM NAME, SEM NAME.size()); // convert string path to
char*
       // Create semaphore on client
       sem id = sem open(sempath, 0 CREAT, 0660, 0);
       if (sem id == SEM FAILED)
              perror("sem_open");
              exit(1);
       }
       //Open fifo for receving output
       int code = mkfifo(charpath, 0666);
       // Error of fifo is already open
       if (code == -1)
              perror("mkfifo returned an error for receving - file may already exist");
       // Open pipe for receiving
       socket = open(charpath, O RDWR);
       if (socket == -1)
       {
              perror("Cannot open fifo");
              exit(1);
       }
       // Create buffer to hold input from client
       char input[500];
       //Open fifo for write
       fd = open("/tmp/demo_fifo", O_WRONLY);
       if (fd == -1)
       {
              perror("Cannot open fifo");
              return EXIT_FAILURE;
       }
       while (true)
              if (signal(SIGINT, sig_handler) == SIG_ERR)
              {
                     cout << "Signal not caught" << endl;</pre>
              for (int i = 0; i<500; i++)</pre>
                     input[i] = '\0';
              cout << ">>> |Please enter a command to the server: | " << endl;</pre>
              fgets(input, 500, stdin);
              // Send id of client to the server
              write(fd, id, strlen(id));
              // Send arguments via shared memory
              send(input, rnd_id);
              // Wait for reply from server
              char temp;
              while (true)
                     read(socket, &temp, 1); // Read size of command
```

```
if (temp == '\0')
                            break;
                     if (temp == '$')
                            quit_process();
                     cout << temp;</pre>
              cout << ">> | Command returned successful. | " << endl;</pre>
       }// end infinite while
       return 0;
}
void send(char *input, int id_connection)
       // Used in creating shared memory
       int shared_size = 1000;
       int shmid;
       key_t key = id_connection;
       void *sharedptr;
       void *startptr;
       // Create shared memory
       shmid = shmget(key, shared_size, IPC_CREAT | 0666);
       if (shmid <0)</pre>
       {
              perror("shmget");
              exit(1);
       }
       // Attach shared memory
       sharedptr = shmat(shmid, NULL, 0);
       if (sharedptr == (char *)-1)
              perror("shmat");
              exit(1);
       // Set a pointer to the start of shared memory
       startptr = sharedptr;
       cout << "Sending:" << input << endl;</pre>
       //Send length of c-string
       *(int*)startptr = strlen(input);
       //Bump pointer
       startptr += sizeof(int);
       //Copy c-string into shared memory
       strcpy((char*)startptr, input);
       //Unblock server
       if (sem_post(sem_id) == -1)
              perror("sem_post: sem_id");
}//end send()
char* S2C(string segment, int mysize)
{
       //grab new memory for cstring
       char *temp = new char[mysize + 1];
       // transfer characters from string to new char array
       for (int i = 0; i < mysize; i++)</pre>
              temp[i] = segment[i];
       temp[mysize] = '\0';
       return temp;
void sig_handler(int sig)
```

Server

```
#include <iostream>
#include <sys/wait.h>
#include <dirent.h>
#include <string>
#include <ctype.h>
#include <algorithm>
#include <string.h>
#include <signal.h>
#include <queue>
#include <signal.h>
// Used in fifo
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <sys/types.h>
#include <sys/stat.h>
#include <fcntl.h>
#include <string.h>
// Used in IPC
#include<sys/ipc.h>
#include<sys/shm.h>
// Used in semaphore
#include<semaphore.h>
#include <pthread.h>
#include <stdlib.h>
using namespace std;
struct args
       int argc;
       char **argv;
       char *id;
       char *connection;
       sem_t *sem_id;
       void *shdmem;
};
```

```
struct client
       char *id;
       char *connection;
       sem_t *sem_id;
       void *shdmem;
};
void *branch(void*);
                                   // Start commands for each new thread
void restore_output(int, int);
                                  // Restore output to server
void set_connection(client*);  // Set std out to client
void set_semaphore(client*);  // Set semaphore for client to read shared memory
                                          // Read shared memory from client
args* receive(client*);
int output(args*, int);
                                          // Redirect output to specific file
                                          // Append output to specific file
int append(args*, int);
int input(args*, int);
                                          // Redirect std in from file
args* parser(char*); // Parses arguments and stores them inside an args struct
char* S2C(string, int);// Converts a string to a cstring, returns a char* to be stored in
args
bool dir(args*);
                       // Changes and displays directories
                      // Displays current working directory
void USER_PWD();
void sig_handler(int);// Catches ctrl-C and calls quit_process()
void quit_process(); // Terminates current process with kill(pid,SIGTERM)
void add client(args*);
                                   // Adds client to list of users on server
void remove_client(args*); // Removes client from list of users active
int from_client;
std::vector<int> clients;
int main(void)
{
       pthread_t SERVERpool[20]; //Number of threads used
       int pid = 0;
       puts(">> |Server is opening connection.|");
       //Open fifo for write
       int code = mkfifo("/tmp/demo_fifo", 0666);
       // Error of fifo is already open
       if (code == -1)
              perror("mkfifo returned an error - file may already exist");
       puts(">> |Connection to /tmp/demo_fifo is now open.|");
       // Open a temp file for the server to receive connections
       from_client = open("/tmp/demo_fifo", O_RDONLY);
       // Fifo not opended, exit
       if (from client == -1)
       {
              perror("Cannot open FIFO for read");
              return EXIT FAILURE;
       }
       while (true)
              client *client1 = new client;
```

```
char *idbuff = new char[6];
              idbuff[5] = '\0';
              // Read information
              read(from client, idbuff, 5);  // Read and store id of client
                                                               // Save client id in struct
              client1->id = idbuff;
                                                       // Set connection back to client
              set connection(client1);
              set semaphore(client1);
                                                               // Set semaphore between
processes
              args *aptr = receive(client1);
                                                       // Read and store commands from
client
              // Copy arguments over
              aptr->connection = client1->connection;
              aptr->id = client1->id;
              aptr->sem_id = client1->sem_id;
              aptr->shdmem = client1->shdmem;
              add client(aptr);
                                                               // Adds client to list of
active users
              // Begin work
              pthread_create(&SERVERpool[pid], NULL, &branch, aptr); //Send thread to do
work
              pthread_join(SERVERpool[pid], NULL);
             pid++;
       // Mark thread as used
              cout << ">> | Server executed successfully. | " << endl;</pre>
              cout << ">>> " << endl;</pre>
              // Quit if all clients are off OR no more threads
              if (clients.size() == 0 || pid == 20)
                     quit_process();
       }//end infinite while
}//end main
void *branch(void *data_in)
       args *aptr = (args*)data_in;
       cout << ">>> Server executing command from:" << aptr->id << endl;</pre>
       * A. Save stdout file descriptor
       * B. Open connection to client
       * C. Redirect stdout to client
       * D. Once cd or child finishes, redirect output to stdout
       */
       bool CDcmd = true; // Save if command was cd or execvp
       bool exitcond = false;
       int save_out = dup(STDOUT_FILENO);// Save file descriptor of stdout
       int newfd = open(aptr->connection, O_WRONLY);// Open fifo to send back output
       fflush(stdout);
                                          // Clear out std output
       close(STDOUT FILENO);
                                 // Close std output
       dup2(newfd, STDOUT_FILENO);// Redirect output to fifo client
       // Variables for error checking
       int checkEXEC = 0;
       int m = 0;
       // Check if exit command
```

```
if (aptr->argv[0] == std::string("exit_"))
       cout << '$' << endl; // Send exit signal to client</pre>
       restore_output(newfd, save_out); // Restore output
       remove_client(aptr);
       exitcond = true;
}
// Check if command changes directories
CDcmd = dir(aptr);
// If command changed directory then restore std output
if (CDcmd)
{
       restore_output(newfd, save_out);
       pthread_exit(NULL);
// If no cd command -> fork() then execvp()
if (!CDcmd && !exitcond)
{
       /* Fork here and create child process
       * MYID > 0 : In parrent
       * MYID == 0 :In child
       * MYID == -1:Error
       */
       pid_t MYID = fork();
       if (MYID > 0)
              if (wait(0) == -1)
                     perror("wait");
              restore_output(newfd, save_out); // Restore output
              cout << ">>> | Parent process " << MYID << " continuing|" << endl;</pre>
              cout << ">> |Child process exiting|" << endl;</pre>
              kill(MYID, SIGTERM);
       }
       if (MYID == -1)
              perror("fork");
              exit(1);
       if (MYID == 0)
              cout << ">> | Child on server executing | " << endl;</pre>
              for (int i = 0; i < aptr->argc; i++)
              {
                     if (aptr->argv[i] == std::string(">") ||
                             aptr->argv[i] == std::string("<") ||</pre>
                             aptr->argv[i] == std::string("<<") ||</pre>
                            aptr->argv[i] == std::string(">>"))
                     {
                            m = i;
              }//end for
              if (aptr->argv[m] == std::string(">"))
                     checkEXEC = output(aptr, m);
              if (aptr->argv[m] == std::string(">>"))
                     checkEXEC = append(aptr, m);
```

```
if (aptr->argv[m] == std::string("<"))</pre>
                            checkEXEC = input(aptr, m);
                     if (m == 0)
                            checkEXEC = execvp(aptr->argv[0], aptr->argv);
                     if (checkEXEC == -1)
                            perror("exec");
              }//if MYID == 0
       }//else not cd command or exit command
       pthread exit(NULL);
}//end branch
void restore output(int newfd, int save out)
{
       char L = ' \ 0';
       write(newfd, &L, 1);// Disconnect client by sending null
                           // Clear out std output
       fflush(stdout);
       close(newfd); // Close redirected output
       dup2(save out, STDOUT FILENO);// Restore output to console
void set connection(client *aptr)
       string temppath = "/tmp/" + std::string(aptr->id); // Make string of path to
client
       aptr->connection = S2C(temppath, temppath.size()); // convert string path to char*
}
void set_semaphore(client *aptr)
       // Create semaphore name
       string temppath = "/sem-" + std::string(aptr->id);
       const char *sempath = S2C(temppath, temppath.size()); // convert string path to
char*
       // Create semaphore on client
       aptr->sem_id = sem_open(sempath, O_CREAT, 0660, 0);
       if (aptr->sem id == SEM FAILED)
              perror("sem_open");
              exit(1);
       }
args* receive(client *client1)
       int id_connection = atoi(client1->id);
       int shared_size = 1000;
       int counter = 0;
       string temp = "";
       // Used in opening connection
       int shmid;
       key_t key = id_connection;
       void *sharedptr;
       void *startptr;
       // Create shared memory
       shmid = shmget(key, shared_size, IPC_CREAT | O_RDONLY);
       if (shmid <0)</pre>
       {
```

```
perror("shmget");
              exit(1);
       // Attach shared memory
       sharedptr = shmat(shmid, NULL, 0);
       if (sharedptr == (char *)-1)
              perror("shmat");
              exit(1);
       }
       // Set a pointer to the start of shared memory
       startptr = sharedptr;
       client1->shdmem = sharedptr;
       // Lock semaphore
       if (sem wait(client1->sem id) == -1)
              perror("sem_wait: sem_id");
       // Grab length of argument
       counter = *(int*)startptr;
       // Bump pointer
       startptr += sizeof(int);
       // Set char to start of argument
       char *a = (char*)startptr;
       // Build argument string
       for (int i = 0; i<counter; i++)</pre>
              temp += *(a + i);
       // Convert string to char*
       char *newarg = S2C(temp, temp.size());
       cout << ">>> Server received: " << newarg << " from client:" << id_connection <<</pre>
endl;
       return parser(newarg);
}// end receive()
int output(args *aptr, int m)
{
       int newfd = open(aptr->argv[m + 1], O_CREAT | O_WRONLY | O_TRUNC, 0644);
       close(STDOUT FILENO);
       dup2(newfd, 1);
       aptr->argv[m] = NULL;
       return execvp(aptr->argv[0], aptr->argv);
int append(args *aptr, int m)
       int newfd = open(aptr->argv[m + 1],
              O_CREAT | O_WRONLY | O_APPEND, 0644);
       close(STDOUT_FILENO);
       dup2(newfd, 1);
       aptr->argv[m] = NULL;
       return execvp(aptr->argv[0], aptr->argv);
int input(args *aptr, int m)
{
       char buffer[1000];
       for (int i = 0; i < 1000; i++)
              buffer[i] = '\0';
       auto newID = open(aptr->argv[m + 1], O_CREAT | O_RDONLY, 0644);
       if (read(newID, buffer, 1000) == -1)
              exit(-1);
       // Parse commands from file and update args
```

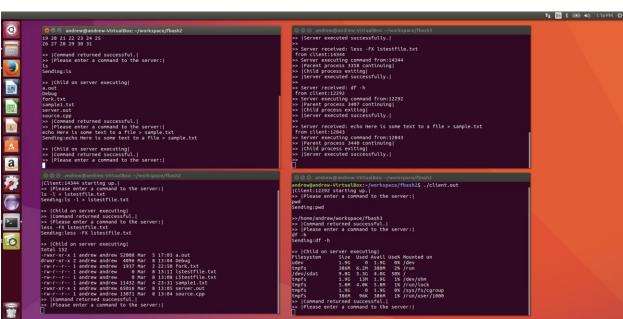
```
args *temp = parser(buffer);
        args *newarguments = new args;
       newarguments->argv = new char*[(temp->argc) + 2];
       newarguments->argv[0] = aptr->argv[m - 1];
       for (int i = 1; i< (temp->argc) + 1; i++)
               newarguments->argv[i] = temp->argv[i - 1];
       newarguments->argv[(temp->argc) + 1] = '\0';
        //execute new args
       return execvp(newarguments->argv[0], newarguments->argv);
args* parser(char* argv)
       args *arguments = new args;
        string segment = "";
       int segment_size = 0;
        int i = 0;
       char *GGRTR = new char[3]{'>', '>', '\0'};
char *LLESS = new char[3]{'<', '<', '\0'};
char *GRTR = new char[2]{'>', '\0'};
char *LESS = new char[2]{'<', '\0'};</pre>
        bool store_command = false;
       queue<char*> Qcommands;
       while (argv[i] != '\0')
               while ((argv[i] != ' ')
                       && (argv[i] != '\n')
                       && (argv[i] != '\r')
                       && (argv[i] != '\t')
                       && (argv[i] != '>')
                       && (argv[i] != '<'))
               {
                       segment += argv[i];
                       segment_size++;
                       i++;
                       store_command = true;
               if (store_command)
                       Qcommands.push(S2C(segment, segment_size));
                       segment = "";
                       segment_size = 0;
                       store_command = false;
               }
               if (argv[i] == '>')
                       int double_check = i;
                       if (argv[double_check + 1] == '>')
                       {
                               Qcommands.push(GGRTR);
                               i++;
                       if (argv[double_check + 1] != '>')
                               Qcommands.push(GRTR);
               }//end if >
```

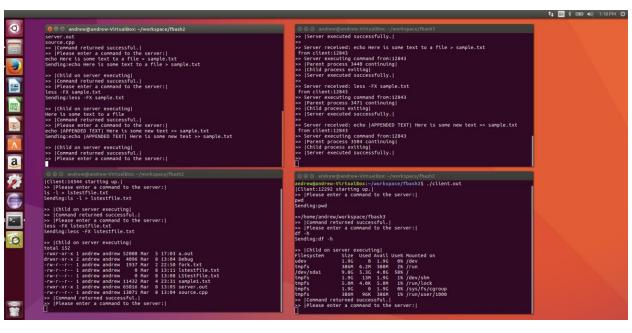
```
if (argv[i] == '<')</pre>
                     int double check = i;
                     if (argv[double_check + 1] == '<')</pre>
                            Qcommands.push(LLESS);
                     }
                     if (argv[double check + 1] != '<')</pre>
                            Qcommands.push(LESS);
              }//end if <
              i++;
       }//end while
       //Allocate memory for arguments inside of struct
       int counter = Qcommands.size();
       arguments->argc = counter;
       arguments->argv = new char*[counter + 1];
       // Transfer commands into struct
       for (int i = 0; i < counter; i++, Qcommands.pop())</pre>
              arguments->argv[i] = Qcommands.front();
       arguments->argv[counter] = '\0';
       //return pointer containing arguments
       return arguments;
}
char* S2C(string segment, int mysize)
       //grab new memory for cstring
       char *temp = new char[mysize + 1];
       // transfer characters from string to new char array
       for (int i = 0; i < mysize; i++)</pre>
              temp[i] = segment[i];
       temp[mysize] = '\0';
       return temp;
bool dir(args *cmdptr)
       int changedir_test = 0;
       bool temp = false;
       // cycle through commands
       for (int i = 0; i<cmdptr->argc; i++)
              if (cmdptr->argv[i] == std::string("cd"))
                     if (cmdptr->argv[i + 1] == '\0')
                            changedir_test = 1;
                     else if (cmdptr->argv[i + 1] == std::string(".."))
                            changedir_test = chdir("..");
                     else if (cmdptr->argv[i + 1] == std::string("../.."))
                            changedir_test = chdir("../..");
                     else if (cmdptr->argv[i + 1] != '\0')
                            changedir test = chdir(cmdptr->argv[i + 1]);
                     if (changedir test == -1)
                            cout << ">>Error:Did not change directories." << endl;</pre>
                     if (changedir_test != -1)
```

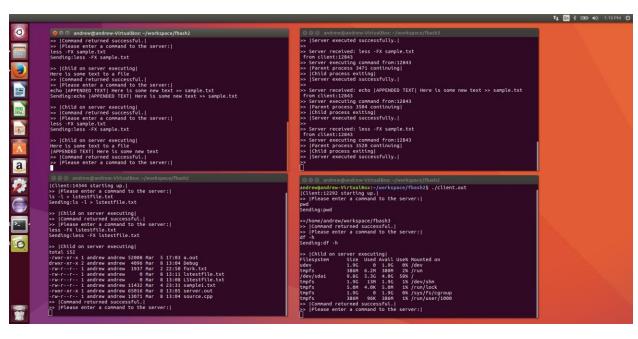
```
{
                             USER PWD();
                             return true;
              }// if cd
              if (cmdptr->argv[i] == std::string("pwd"))
                     USER_PWD();
                      return true;
       }// end for
       return temp;
}// end non_exe
void USER_PWD()
       char buffer[200];
       char *newpath = getcwd(buffer, 200);
       string currpath = newpath;
       cout << ">>>" << currpath << endl;</pre>
void sig_handler(int sig)
{
       if (sig == SIGINT)
              quit_process();
void quit_process()
       close(from_client);
       cout << "\nExiting.." << endl;</pre>
       pid_t myid = getpid();
       kill(myid, SIGTERM);
       exit(0);
void add_client(args *aptr)
       bool add_client = true;
       int id = atoi(aptr->id);
       for (unsigned int i = 0; i<clients.size(); i++)</pre>
              if (clients[i] == id)
                      add_client = false;
       if (add_client)
              clients.push_back(id);
void remove_client(args *aptr)
       int id = atoi(aptr->id);
       if (shmdt(aptr->shdmem) < 0)</pre>
              cout << "|Error: detaching shared memory|" << endl;</pre>
       cout << ">>> |Client:" << id << " Exiting.|" << endl;</pre>
       for (unsigned int i = 0; i<clients.size(); i++)</pre>
              if (clients[i] == id)
              clients.erase(clients.begin() + i);
              break;
```

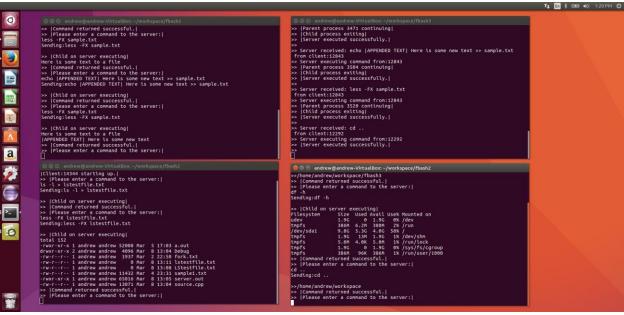
cout << ">> | " << clients.size() << " online. | " << endl;</pre>

}









```
t₁ En 🕴 🖦 •0) 1:21 PM 💠
 0
                                                                                                                                                                                                                                                  from client:12843
>> Server executing command from:12843
>> Parent process 3584 continuing|
>> [child process extiting|
>> [Server executed successfully.|
                                >> |Command returned successful.|
>> |Please enter a command to the server:|
less -FX sample.txt
Sending:less -FX sample.txt
    3
                                > ICHIU on server securing|
here is some cont to a file
>> Icommand returned successful,
>> Icommand returned successful,
>> |Please enter a command to the server;
echo |APPENDED TEXT| Here is some new text >> sample.txt
Sending:echo |APPENDED TEXT| Here is some new text >> sample.txt
                                                                                                                                                                                                                                                        | Server exectived lockssidity|
| Server received: les -FX sample.txt
| FX server executing command from:12643
| Parent process 3520 continuing|
| Ichild process exiting|
| Server executed successfully.
 =
                                >> |Child on server executing|
>> |Command returned successful.|
>> |Please enter a command to the server:|
less -FX sample.txt
Sending:less -FX sample.txt
                                                                                                                                                                                                                                                   >>
>> Server received: cd ..
from client:12292
>> Server executing command from:12292
>> |Server executed successfully.|
  >> |Child on server executing|
Here is some text to a file
|APPENDED TEXT| Here is some new text
>> |Command returned successful.|
>> |Please enter a command to the server:|
                                                                                                                                                                                                                                                 >> Server received: cd ../..
from client:12292
>> Server executing command from:12292
>> [Server executed successfully.]
a
                                                                                                                                                                                                                                                 [Client:14344 starting up.]
>> Please enter a command to the server:|
1s -l > Istestfile.txt
Sending:1s -l > Istestfile.txt
>> |Child on server executing|
>> |Command returned successful.|
>> |Please enter a command to the server:|
less -FX lstestfile.txt
Sending:less -FX lstestfile.txt
                              0
                                                                                                                                                                                                                                                        nding:cd ..
                                                                                                                                                                                                                                                  >>/home/andrew/workspace
>> [Command returned successful.]
>> [Please enter a command to the server:]
cd ../..
Sending:cd ../..
                                                                                                                                                                                                                                                  >>/home
>> |Command returned successful.|
>> |Please enter a command to the server:|
```

