Sagui library

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Modules

- Utilities
- String
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5.1.1 Detailed Description

The API reference grouped by feature.

5.2 Utilities

Typedefs

- typedef void(∗ sg_err_cb) (void ∗cls, const char ∗err)
- typedef size_t(∗ sg_write_cb) (void ∗handle, uint64_t offset, const char ∗buf, size_t size)
- typedef ssize_t(∗ sg_read_cb) (void ∗handle, uint64_t offset, char ∗buf, size_t size)
- typedef void(∗ sg_free_cb) (void ∗handle)
- typedef int(∗ sg_save_cb) (void ∗handle, bool overwritten)
- typedef int(∗ sg_save_as_cb) (void ∗handle, const char ∗path, bool overwritten)

Functions

- unsigned int sg_version (void)
- const char ∗ sg_version_str (void)
- void ∗ sg_alloc (size_t size) __attribute__((malloc))
- void ∗ sg_realloc (void ∗ptr, size_t size) __attribute__((malloc))
- void sg_free (void ∗ptr)
- char ∗ sg_strerror (int errnum, char ∗str, size_t len)
- bool sg_is_post (const char ∗method)
- char ∗ sg_tmpdir (void)

5.2.1 Detailed Description

All utility functions of the library.

5.2.2 Typedef Documentation

5.2.2.1 sg_err_cb

```
typedef void(* sg_err_cb) (void *cls, const char *err)
```

Callback signature used by functions that handle errors.

Parameters

out	*cls*	User-defined closure.
out	*err*	Error message.

5.2.2.2 sg_write_cb

```
typedef size_t(* sg_write_cb) (void *handle, uint64_t offset, const char *buf, size_t size)
```

Callback signature used by functions that write streams.

Parameters

out	*handle*	Stream handle.
out	*offset*	Current stream offset.
out	*buf*	Current buffer to be written.
out	*size*	Size of the current buffer to be written.

Returns

Total written buffer.

5.2.2.3 sg_read_cb

```
typedef ssize_t(* sg_read_cb) (void *handle, uint64_t offset, char *buf, size_t size)
```

Callback signature used by functions that read streams.

Parameters

out	*handle*	Stream handle.
out	*offset*	Current stream offset.
out	*buf*	Current read buffer.
out	*size*	Size of the current read buffer.

Returns

Total read buffer.

5.2.2.4 sg_free_cb

```
typedef void(* sg_free_cb) (void *handle)
```

Callback signature used by functions that free streams.

Parameters

out	*handle*	Stream handle.

5.2.2.5 sg_save_cb

```
typedef int(* sg_save_cb) (void *handle, bool overwritten)
```

Callback signature used by functions that save streams.

Parameters

out	*handle*	Stream handle.
out	*overwritten*	Overwrite an already existed stream.

Return values

0	- Success.
E<ERROR>	- User-defined error to abort the saving.

5.2.2.6 sg_save_as_cb

```
typedef int(* sg_save_as_cb) (void *handle, const char *path, bool overwritten)
```

Callback signature used by functions that save streams. It allows to specify the destination file path.

Parameters

out	*handle*	Stream handle.
out	*path*	Absolute path to store the stream.
out	*overwritten*	Overwrite an already existed stream.

Return values

0	- Success.
E<ERROR>	- User-defined error to abort the saving.

5.2.3 Function Documentation

5.2.3.1 sg_version()

```
unsigned int sg_version (
            void  )
```

Returns the library version number.

Returns

Library version packed into a single integer.

5.2.3.2 sg_version_str()

```
const char* sg_version_str (
            void  )
```

Returns the library version number as string.

Returns

Library version packed into a null-terminated string.

5.2.3.3 sg_alloc()

```
void* sg_alloc (
            size_t size )
```

Allocates a new zero-initialize memory space.

Parameters

in	*size*	Memory size to be allocated.

Returns

Pointer of the zero-initialized allocated memory.

Return values

NULL	If size is 0 or no memory space.

Examples:

example_httpsrv_tls_cert_auth.c.

5.2.3.4 sg_realloc()

```
void* sg_realloc (
            void * ptr,
            size_t size )
```

Reallocates an existing memory block.

Parameters

in,out	*ptr*	Pointer of the memory to be reallocated.
in	*size*	Memory size to be reallocated.

Returns

Pointer of the reallocated memory.

Note

Equivalent to `realloc(3)`.

5.2.3.5 sg_free()

```
void sg_free (
            void * ptr )
```

Frees a memory space previously allocated by sg_alloc() or sg_realloc().

Parameters

in	*ptr*	Pointer of the memory to be freed.

Examples:

example_httpsrv_tls_cert_auth.c.

5.2.3.6 sg_strerror()

```
char* sg_strerror (
            int errnum,
            char * str,
            size_t len )
```

Returns string describing an error number.

Parameters

in	*errnum*	Error number.
in	*str*	Pointer of a string to store the error message.
in	*len*	Length of the error message.

Returns

Pointer to `str`.

Examples:

example_httpsrv_tls_cert_auth.c, and example_httpuplds.c.

5.2.3.7 sg_is_post()

```
bool sg_is_post (
            const char * method )
```

Checks if a string is a HTTP post method.

Parameters

in	*method*	Null-terminated string.

Returns

`true` if `method` is `POST`, `PUT`, `DELETE` or `OPTIONS`.

5.2.3.8 sg_tmpdir()

```
char* sg_tmpdir (
            void  )
```

Returns the system temporary directory.

Returns

Temporary directory as null-terminated string.

Return values

NULL	If no memory space is available.

Examples:

example_httpuplds.c.

5.3 String

Data Structures

- struct sg_str

Functions

- struct sg_str * sg_str_new (void) __attribute__((malloc))
- void sg_str_free (struct sg_str *str)
- int sg_str_write (struct sg_str *str, const char *val, size_t len)
- int sg_str_printf_va (struct sg_str *str, const char *fmt, va_list ap)
- int sg_str_printf (struct sg_str *str, const char *fmt,...) __attribute__((format(printf
- int const char * sg_str_content (struct sg_str *str)
- size_t sg_str_length (struct sg_str *str)
- int sg_str_clear (struct sg_str *str)

5.3.1 Detailed Description

String handle and its related functions.

5.3.2 Function Documentation

5.3.2.1 sg_str_new()

```
struct sg_str* sg_str_new (
            void  )
```

Creates a new zero-initialized string handle.

Returns

String handle.

Warning

It exits the application if called when no memory space is available.

Examples:

example_httpupldsc, and example_str.c.

5.3.2.2 sg_str_free()

```
void sg_str_free (
            struct sg_str * str )
```

Frees the string handle previously allocated by sg_str_new().

Parameters

in	*str*	Pointer of the string handle to be freed.

Examples:

example_httpuplds.c, and example_str.c.

5.3.2.3 sg_str_write()

```
int sg_str_write (
            struct sg_str * str,
            const char * val,
            size_t len )
```

Writes a null-terminated string to the string handle `str`. All strings previously written are kept.

Parameters

in	*str*	String handle.
in	*val*	String to be written.
in	*len*	Length of the string to be written.

Return values

0	- Success.
EINVAL	- Invalid argument.

5.3.2.4 sg_str_printf_va()

```
int sg_str_printf_va (
            struct sg_str * str,
            const char * fmt,
            va_list ap )
```

Prints a null-terminated formatted string from the argument list to the string handle `str`.

Parameters

in	*str*	String handle.
in	*fmt*	Formatted string (following the same `printf()` format specification).
in	*ap*	Arguments list (handled by `va_start()`/`va_end()`).

Return values

0	- Success.

Return values

EINVAL	- Invalid argument.

5.3.2.5 sg_str_printf()

```
int sg_str_printf (
            struct sg_str * str,
            const char * fmt,
             ...  )
```

Prints a null-terminated formatted string to the string handle `str`. All strings previously written are kept.

Parameters

`in`	*str*	String handle.
`in`	*fmt*	Formatted string (following the same `printf()` format specification).
`in`	...	Additional arguments (following the same `printf()` arguments specification).

Return values

0	- Success.
EINVAL	- Invalid argument.

Examples:

example_httpuplds.c, and example_str.c.

5.3.2.6 sg_str_content()

```
int const char* sg_str_content (
            struct sg_str * str )
```

Returns the null-terminated string content from the string handle `str`.

Parameters

`in`	*str*	String handle.

Returns

Content as null-terminated string.

Return values

NULL	If the `str` is null and sets the `errno` to `EINVAL`.

Examples:

example_httpuplds.c, and example_str.c.

5.3.2.7 sg_str_length()

```
size_t sg_str_length (
            struct sg_str * str )
```

Returns the total string length from the handle `str`.

Parameters

`in`	*str*	String handle.

Returns

Total string length.

Return values

EINVAL	- Invalid argument.

5.3.2.8 sg_str_clear()

```
int sg_str_clear (
            struct sg_str * str )
```

Cleans all existing content in the string handle `str`.

Parameters

`in`	*str*	String handle.

Return values

0	- Success.
EINVAL	- Invalid argument.

Examples:

example_httpuplds.c.

5.4 String map

Data Structures

- struct sg_strmap

Typedefs

- typedef int(∗ sg_strmap_iter_cb) (void ∗cls, struct sg_strmap ∗pair)
- typedef int(∗ sg_strmap_sort_cb) (void ∗cls, struct sg_strmap ∗pair_a, struct sg_strmap ∗pair_b)

Functions

- const char ∗ sg_strmap_name (struct sg_strmap ∗pair)
- const char ∗ sg_strmap_val (struct sg_strmap ∗pair)
- int sg_strmap_add (struct sg_strmap ∗∗map, const char ∗name, const char ∗val)
- int sg_strmap_set (struct sg_strmap ∗∗map, const char ∗name, const char ∗val)
- int sg_strmap_find (struct sg_strmap ∗map, const char ∗name, struct sg_strmap ∗∗pair)
- const char ∗ sg_strmap_get (struct sg_strmap ∗map, const char ∗name)
- int sg_strmap_rm (struct sg_strmap ∗∗map, const char ∗name)
- int sg_strmap_iter (struct sg_strmap ∗map, sg_strmap_iter_cb cb, void ∗cls)
- int sg_strmap_sort (struct sg_strmap ∗∗map, sg_strmap_sort_cb cb, void ∗cls)
- unsigned int sg_strmap_count (struct sg_strmap ∗map)
- int sg_strmap_next (struct sg_strmap ∗∗next)
- void sg_strmap_cleanup (struct sg_strmap ∗∗map)

5.4.1 Detailed Description

String map handle and its related functions.

5.4.2 Typedef Documentation

5.4.2.1 sg_strmap_iter_cb

```
typedef int(* sg_strmap_iter_cb) (void *cls, struct sg_strmap *pair)
```

Callback signature used by sg_strmap_iter() to iterate pairs of strings.

Parameters

out	*cls*	User-defined closure.
out	*pair*	Current iterated pair.

5.4.2.2 sg_strmap_sort_cb

```
typedef int(* sg_strmap_sort_cb) (void *cls, struct sg_strmap *pair_a, struct sg_strmap *pair↩
_b)
```

Callback signature used by sg_strmap_sort() to sort pairs of strings.

Parameters

out	*cls*	User-defined closure.
out	*pair↩ _a*	Current left pair (A).
out	*pair↩ _b*	Current right pair (B).

5.4.3 Function Documentation

5.4.3.1 sg_strmap_name()

```
const char* sg_strmap_name (
            struct sg_strmap * pair )
```

Returns a name from the `pair`.

Parameters

in	*pair*	Pair of name-value.

Returns

Name as null-terminated string.

Return values

NULL	If the `pair` is null and sets the `errno` to `EINVAL`.

Examples:

example_strmap.c.

5.4.3.2 sg_strmap_val()

```
const char* sg_strmap_val (
            struct sg_strmap * pair )
```

Returns a value from the `pair`.

Parameters

in	*pair*	Pair of name-value.

Returns

Value as null-terminated string.

Return values

NULL	If the pair is null and sets the errno to EINVAL.

Examples:

example_strmap.c.

5.4.3.3 sg_strmap_add()

```
int sg_strmap_add (
            struct sg_strmap ** map,
            const char * name,
            const char * val )
```

Adds a pair of name-value to the string map.

Parameters

in,out	*map*	Pairs map pointer to add a new pair.
in	*name*	Pair name.
in	*val*	Pair value.

Return values

0	- Success.
EINVAL	- Invalid argument.

Note

It cannot check if a name already exists in a pair added to the map, then the uniqueness must be managed by the application.

Warning

It exits the application if called when no memory space is available.

5.4.3.4 sg_strmap_set()

```
int sg_strmap_set (
            struct sg_strmap ** map,
            const char * name,
            const char * val )
```

Sets a pair of name-value to the string `map`.

Parameters

in,out	*map*	Pairs map pointer to set a new pair.
in	*name*	Pair name.
in	*val*	Pair value.

Return values

0	- Success.
EINVAL	- Invalid argument.

Note

If a name already exists in a pair previously added into the `map`, then the function replaces its value, otherwise it is added as a new pair.

Warning

It exits the application if called when no memory space is available.

Examples:

example_strmap.c.

5.4.3.5 sg_strmap_find()

```
int sg_strmap_find (
            struct sg_strmap * map,
            const char * name,
            struct sg_strmap ** pair )
```

Finds a pair by name.

Parameters

in	*map*	Pairs map.
in	*name*	Name to find the pair.
in,out	*pair*	Pointer to store the found pair.

Return values

0	- Success.
EINVAL	- Invalid argument.
ENOENT	- Pair not found.

Examples:

example_strmap.c.

5.4.3.6 sg_strmap_get()

```
const char* sg_strmap_get (
            struct sg_strmap * map,
            const char * name )
```

Gets a pair by name and returns the value.

Parameters

in	*map*	Pairs map.
in	*name*	Name to get the pair.

Returns

Pair value.

Return values

NULL	If `map` or `name` is null or pair is not found.

Examples:

example_httpcookie.c, and example_httpuplds.c.

5.4.3.7 sg_strmap_rm()

```
int sg_strmap_rm (
            struct sg_strmap ** map,
            const char * name )
```

Removes a pair by name.

Parameters

in	*map*	Pointer to the pairs map.
in	*name*	Name to find and then remove the pair.

Return values

0	- Success.
EINVAL	- Invalid argument.
ENOENT	- Pair already removed.

5.4.3.8 sg_strmap_iter()

```
int sg_strmap_iter (
            struct sg_strmap * map,
            sg_strmap_iter_cb cb,
            void * cls )
```

Iterates over pairs map.

Parameters

`in`	*map*	Pairs map.
`in`	*cb*	Callback to iterate the pairs.
`in,out`	*cls*	User-specified value.

Return values

0	- Success.
EINVAL	- Invalid argument.

Returns

Callback result when it is different from `0`.

Examples:

example_strmap.c.

5.4.3.9 sg_strmap_sort()

```
int sg_strmap_sort (
            struct sg_strmap ** map,
            sg_strmap_sort_cb cb,
            void * cls )
```

Sorts the pairs map.

Parameters

`in,out`	*map*	Pointer to the pairs map.
`in`	*cb*	Callback to sort the pairs.
`in,out`	*cls*	User-specified value.

Return values

0	- Success.
EINVAL	- Invalid argument.

Examples:

example_strmap.c.

5.4.3.10 sg_strmap_count()

```
unsigned int sg_strmap_count (
            struct sg_strmap * map )
```

Counts the total pairs in the map.

Parameters

in	*map*	Pairs map.

Returns

Total of pairs.

Return values

0	If the list is empty or null.

5.4.3.11 sg_strmap_next()

```
int sg_strmap_next (
            struct sg_strmap ** next )
```

Returns the next pair in the map.

Parameters

in,out	*next*	Pointer to the next pair.

Return values

0	- Success.
EINVAL	- Invalid argument.

5.4.3.12 sg_strmap_cleanup()

```
void sg_strmap_cleanup (
            struct sg_strmap ** map )
```

Cleans the entire map.

Parameters

in	*map*	Pointer to the pairs map.

Examples:

example_strmap.c.

5.5 HTTP server

Data Structures

- struct sg_httpauth
- struct sg_httpupld
- struct sg_httpreq
- struct sg_httpres
- struct sg_httpsrv

Macros

- #define sg_httpres_send(res, val, content_type, status) sg_httpres_sendbinary((res), (void *) (val), ((val != NULL) ? strlen((val)) : 0), (content_type), (status))

Typedefs

- typedef bool(* sg_httpauth_cb) (void *cls, struct sg_httpauth *auth, struct sg_httpreq *req, struct sg_httpres *res)
- typedef int(* sg_httpupld_cb) (void *cls, void **handle, const char *dir, const char *field, const char *name, const char *mime, const char *encoding)
- typedef int(* sg_httpuplds_iter_cb) (void *cls, struct sg_httpupld *upld)
- typedef void(* sg_httpreq_cb) (void *cls, struct sg_httpreq *req, struct sg_httpres *res)

Functions

- int sg_httpauth_set_realm (struct sg_httpauth *auth, const char *realm)
- const char * sg_httpauth_realm (struct sg_httpauth *auth)
- int sg_httpauth_deny (struct sg_httpauth *auth, const char *justification, const char *content_type)
- int sg_httpauth_cancel (struct sg_httpauth *auth)
- const char * sg_httpauth_usr (struct sg_httpauth *auth)
- const char * sg_httpauth_pwd (struct sg_httpauth *auth)
- int sg_httpuplds_iter (struct sg_httpupld *uplds, sg_httpuplds_iter_cb cb, void *cls)
- int sg_httpuplds_next (struct sg_httpupld **upld)
- unsigned int sg_httpuplds_count (struct sg_httpupld *uplds)
- void * sg_httpupld_handle (struct sg_httpupld *upld)
- const char * sg_httpupld_dir (struct sg_httpupld *upld)
- const char * sg_httpupld_field (struct sg_httpupld *upld)
- const char * sg_httpupld_name (struct sg_httpupld *upld)
- const char * sg_httpupld_mime (struct sg_httpupld *upld)
- const char * sg_httpupld_encoding (struct sg_httpupld *upld)
- uint64_t sg_httpupld_size (struct sg_httpupld *upld)
- int sg_httpupld_save (struct sg_httpupld *upld, bool overwritten)
- int sg_httpupld_save_as (struct sg_httpupld *upld, const char *path, bool overwritten)
- struct sg_strmap ** sg_httpreq_headers (struct sg_httpreq *req)
- struct sg_strmap ** sg_httpreq_cookies (struct sg_httpreq *req)
- struct sg_strmap ** sg_httpreq_params (struct sg_httpreq *req)
- struct sg_strmap ** sg_httpreq_fields (struct sg_httpreq *req)
- const char * sg_httpreq_version (struct sg_httpreq *req)
- const char * sg_httpreq_method (struct sg_httpreq *req)
- const char * sg_httpreq_path (struct sg_httpreq *req)
- struct sg_str * sg_httpreq_payload (struct sg_httpreq *req)

- bool sg_httpreq_is_uploading (struct sg_httpreq *req)
- struct sg_httpupld * sg_httpreq_uploads (struct sg_httpreq *req)
- int sg_httpreq_set_user_data (struct sg_httpreq *req, void *data)
- void * sg_httpreq_user_data (struct sg_httpreq *req)
- struct sg_strmap ** sg_httpres_headers (struct sg_httpres *res)
- int sg_httpres_set_cookie (struct sg_httpres *res, const char *name, const char *val)
- int sg_httpres_sendbinary (struct sg_httpres *res, void *buf, size_t size, const char *content_type, unsigned int status)
- int sg_httpres_sendfile (struct sg_httpres *res, size_t block_size, uint64_t max_size, const char *filename, bool rendered, unsigned int status)
- int sg_httpres_sendstream (struct sg_httpres *res, uint64_t size, size_t block_size, sg_read_cb read_cb, void *handle, sg_free_cb free_cb, unsigned int status)
- struct sg_httpsrv * sg_httpsrv_new2 (sg_httpauth_cb auth_cb, void *auth_cls, sg_httpreq_cb req_cb, void *req_cls, sg_err_cb err_cb, void *err_cls) __attribute__((malloc))
- struct sg_httpsrv * sg_httpsrv_new (sg_httpreq_cb cb, void *cls) __attribute__((malloc))
- void sg_httpsrv_free (struct sg_httpsrv *srv)
- bool sg_httpsrv_listen (struct sg_httpsrv *srv, uint16_t port, bool threaded)
- int sg_httpsrv_shutdown (struct sg_httpsrv *srv)
- uint16_t sg_httpsrv_port (struct sg_httpsrv *srv)
- bool sg_httpsrv_is_threaded (struct sg_httpsrv *srv)
- int sg_httpsrv_set_upld_cbs (struct sg_httpsrv *srv, sg_httpupld_cb cb, void *cls, sg_write_cb write_cb, sg_free_cb free_cb, sg_save_cb save_cb, sg_save_as_cb save_as_cb)
- int sg_httpsrv_set_upld_dir (struct sg_httpsrv *srv, const char *dir)
- const char * sg_httpsrv_upld_dir (struct sg_httpsrv *srv)
- int sg_httpsrv_set_post_buf_size (struct sg_httpsrv *srv, size_t size)
- size_t sg_httpsrv_post_buf_size (struct sg_httpsrv *srv)
- int sg_httpsrv_set_payld_limit (struct sg_httpsrv *srv, size_t limit)
- size_t sg_httpsrv_payld_limit (struct sg_httpsrv *srv)
- int sg_httpsrv_set_uplds_limit (struct sg_httpsrv *srv, uint64_t limit)
- uint64_t sg_httpsrv_uplds_limit (struct sg_httpsrv *srv)
- int sg_httpsrv_set_thr_pool_size (struct sg_httpsrv *srv, unsigned int size)
- unsigned int sg_httpsrv_thr_pool_size (struct sg_httpsrv *srv)
- int sg_httpsrv_set_con_timeout (struct sg_httpsrv *srv, unsigned int timeout)
- unsigned int sg_httpsrv_con_timeout (struct sg_httpsrv *srv)
- int sg_httpsrv_set_con_limit (struct sg_httpsrv *srv, unsigned int limit)
- unsigned int sg_httpsrv_con_limit (struct sg_httpsrv *srv)
- ssize_t sg_httpread_end (bool err)

5.5.1 Detailed Description

Fast event-driven HTTP server.

5.5.2 Macro Definition Documentation

5.5.2.1 sg_httpres_send

```
#define sg_httpres_send(
              res,
              val,
              content_type,
              status ) sg_httpres_sendbinary((res), (void *) (val), ((val != NULL) ? strlen((val))
:  0), (content_type), (status))
```

Sends a null-terminated string content to the client.

Parameters

in	*res*	Response handle.
in	*val*	Null-terminated string.
in	*content_type*	`Content-Type` of the content.
in	*status*	HTTP status code.

Return values

0	- Success.
EINVAL	- Invalid argument.
EALREADY	- Operation already in progress.

Warning

It exits the application if called when no memory space is available.

Examples:

example_httpauth.c, example_httpcookie.c, example_httpsrv.c, example_httpsrv_tls_cert_auth.c, and example_httpuplds.c.

5.5.3 Typedef Documentation

5.5.3.1 sg_httpauth_cb

```
typedef bool(* sg_httpauth_cb) (void *cls, struct sg_httpauth *auth, struct sg_httpreq *req,
struct sg_httpres *res)
```

Callback signature used to grant or deny the user access to the server resources.

Parameters

out	*cls*	User-defined closure.
out	*auth*	Authentication handle.
out	*req*	Request handle.
out	*res*	Response handle.

Return values

true	Grants the user access.
false	Denies the user access.

5.5.3.2 sg_httpupld_cb

```
typedef int(* sg_httpupld_cb) (void *cls, void **handle, const char *dir, const char *field,
```

```
const char *name, const char *mime, const char *encoding)
```

Callback signature used to handle uploaded files and/or fields.

Parameters

out	*cls*	User-defined closure.
in,out	*handle*	Stream handle pointer.
out	*dir*	Directory to store the uploaded files.
out	*field*	Posted field.
out	*name*	Uploaded file name.
out	*mime*	Uploaded file content-type (e.g.: `text/plain`, `image/png`, `application/json` etc.).
out	*encoding*	Uploaded file transfer-encoding (e.g.: `chunked`, `deflate`, `gzip` etc.).

Return values

0	- Success.
E<ERROR>	- User-defined error to refuse the upload.

5.5.3.3 sg_httpuplds_iter_cb

```
typedef int(* sg_httpuplds_iter_cb) (void *cls, struct sg_httpupld *upld)
```

Callback signature used to iterate uploaded files.

Parameters

out	*cls*	User-defined closure.
out	*upld*	Current upload item.

Return values

0	- Success.
E<ERROR>	- User-defined error to stop list iteration.

5.5.3.4 sg_httpreq_cb

```
typedef void(* sg_httpreq_cb) (void *cls, struct sg_httpreq *req, struct sg_httpres *res)
```

Callback signature used to handle requests and responses.

Parameters

out	*cls*	User-defined closure.
out	*req*	Request handle.
out	*res*	Response handle.

5.5.4 Function Documentation

5.5.4.1 sg_httpauth_set_realm()

```
int sg_httpauth_set_realm (
            struct sg_httpauth * auth,
            const char * realm )
```

Sets the authentication protection space (realm).

Parameters

in	*auth*	Authentication handle.
in	*realm*	Realm string.

Return values

0	- Success.
EINVAL	- Invalid argument.
EALREADY	- Realm already set.

Warning

It exits the application if called when no memory space is available.

Examples:

example_httpauth.c.

5.5.4.2 sg_httpauth_realm()

```
const char* sg_httpauth_realm (
            struct sg_httpauth * auth )
```

Gets the authentication protection space (realm).

Parameters

in	*auth*	Authentication handle.

Returns

Realm as null-terminated string.

Return values

NULL	If `auth` is null and sets the `errno` to `EINVAL`.

5.5.4.3 sg_httpauth_deny()

```
int sg_httpauth_deny (
            struct sg_httpauth * auth,
            const char * justification,
            const char * content_type )
```

Deny the authentication sending a justification to the user.

Parameters

`in`	*auth*	Authentication handle.
`in`	*justification*	Justification message.
`in`	*content_type*	`Content-Type` of the justification.

Return values

0	- Success.
EINVAL	- Invalid argument.
EALREADY	- Already denied.

Examples:

example_httpauth.c.

5.5.4.4 sg_httpauth_cancel()

```
int sg_httpauth_cancel (
            struct sg_httpauth * auth )
```

Cancels the authentication loop while the user is trying to acess the server.

Parameters

`in`	*auth*	Authentication handle.

Return values

0	- Success.
EINVAL	- Invalid argument.

5.5.4.5 sg_httpauth_usr()

```
const char* sg_httpauth_usr (
            struct sg_httpauth * auth )
```

Returns the authentication user.

Parameters

in	*auth*	Authentication handle.

Returns

User as null-terminated string.

Return values

NULL	If `auth` is null and sets the `errno` to `EINVAL`.

Examples:

example_httpauth.c.

5.5.4.6 sg_httpauth_pwd()

```
const char* sg_httpauth_pwd (
            struct sg_httpauth * auth )
```

Returns the authentication password.

Parameters

in	*auth*	Authentication handle.

Returns

Password as null-terminated string.

Return values

NULL	If `auth` is null and sets the `errno` to `EINVAL`.

Examples:

example_httpauth.c.

5.5.4.7 sg_httpuplds_iter()

```
int sg_httpuplds_iter (
            struct sg_httpupld * uplds,
            sg_httpuplds_iter_cb cb,
            void * cls )
```

Iterates over all the upload items in the `uplds` list.

Parameters

in	*uplds*	Uploads list handle.
in	*cb*	Callback to iterate over upload items.
in	*cls*	User-defined closure.

Return values

0	- Success.
EINVAL	- Invalid argument.
E<ERROR>	- User-defined error to abort the list iteration.

5.5.4.8 sg_httpuplds_next()

```
int sg_httpuplds_next (
            struct sg_httpupld ** upld )
```

Gets the next upload item starting from the first item pointer `upld`.

Parameters

in,out	*upld*	Next upload item starting from the first item pointer.

Return values

0	- Success.
EINVAL	- Invalid argument.

Examples:

example_httpuplds.c.

5.5.4.9 sg_httpuplds_count()

```
unsigned int sg_httpuplds_count (
            struct sg_httpupld * uplds )
```

Counts the total upload items in the list `uplds`.

Parameters

in	*uplds*	Uploads list.

Returns

Total of items.

Return values

0	If the list is empty or null.

5.5.4.10 sg_httpupld_handle()

```
void* sg_httpupld_handle (
            struct sg_httpupld * upld )
```

Returns the stream handle of the upload handle `upld`.

Parameters

in	*upld*	Upload handle.

Returns

Stream handle.

Return values

NULL	If `upld` is null and sets the `errno` to `EINVAL`.

5.5.4.11 sg_httpupld_dir()

```
const char* sg_httpupld_dir (
            struct sg_httpupld * upld )
```

Returns the directory of the upload handle `upld`.

Parameters

in	*upld*	Upload handle.

Returns

Upload directory as null-terminated string.

Return values

NULL	If `upld` is null and sets the `errno` to `EINVAL`.

5.5.4.12 sg_httpupld_field()

```
const char* sg_httpupld_field (
            struct sg_httpupld * upld )
```

Returns the field of the upload handle `upld`.

Parameters

`in`	*upld*	Upload handle.

Returns

Upload field as null-terminated string.

Return values

NULL	If `upld` is null and sets the `errno` to `EINVAL`.

5.5.4.13 sg_httpupld_name()

```
const char* sg_httpupld_name (
            struct sg_httpupld * upld )
```

Returns the name of the upload handle `upld`.

Parameters

`in`	*upld*	Upload handle.

Returns

Upload name as null-terminated string.

Return values

NULL	If `upld` is null and sets the `errno` to `EINVAL`.

Examples:

example_httpuplds.c.

5.5.4.14 sg_httpupld_mime()

```
const char* sg_httpupld_mime (
            struct sg_httpupld * upld )
```

Returns the MIME (content-type) of the upload.

Parameters

in	*upld*	Upload handle.

Returns

Upload MIME as null-terminated string.

Return values

NULL	If `upld` is null and sets the `errno` to `EINVAL`.

5.5.4.15 sg_httpupld_encoding()

```
const char* sg_httpupld_encoding (
            struct sg_httpupld * upld )
```

Returns the encoding (transfer-encoding) of the upload.

Parameters

in	*upld*	Upload handle.

Returns

Upload encoding as null-terminated string.

Return values

NULL	If `upld` is null and sets the `errno` to `EINVAL`.

5.5.4.16 sg_httpupld_size()

```
uint64_t sg_httpupld_size (
            struct sg_httpupld * upld )
```

Returns the size of the upload.

Parameters

in	*upld*	Upload handle.

Returns

Upload size into `uint64`. If `upld` is null, sets the `errno` to `EINVAL`.

5.5.4.17 sg_httpupld_save()

```
int sg_httpupld_save (
            struct sg_httpupld * upld,
            bool overwritten )
```

Saves the uploaded file defining the destination path by upload name and directory.

Parameters

in	*upld*	Upload handle.
in	*overwritten*	Overwrite upload file if it exists.

Return values

0	- Success.
EINVAL	- Invalid argument.
EEXIST	- File already exists (if `overwritten` is `false`).
EISDIR	- Destination file is a directory.

Examples:

example_httpuplds.c.

5.5.4.18 sg_httpupld_save_as()

```
int sg_httpupld_save_as (
            struct sg_httpupld * upld,
            const char * path,
            bool overwritten )
```

Saves the uploaded file allowing to define the destination path.

Parameters

in	*upld*	Upload handle.
in	*path*	Absolute destination path.
in	*overwritten*	Overwrite upload file if it exists.

Return values

0	- Success.
EINVAL	- Invalid argument.
EEXIST	- File already exists (if `overwritten` is `true`).
EISDIR	- Destination file is a directory.

5.5.4.19 sg_httpreq_headers()

```
struct sg_strmap** sg_httpreq_headers (
            struct sg_httpreq * req )
```

Returns the client headers into sg_strmap map.

Parameters

in	*req*	Request handle.

Returns

Reference to the client headers map.

Return values

NULL	If `req` is null and sets the `errno` to `EINVAL`

Note

The headers map is automatically freed by the library.

5.5.4.20 sg_httpreq_cookies()

```
struct sg_strmap** sg_httpreq_cookies (
            struct sg_httpreq * req )
```

Returns the client cookies into sg_strmap map.

Parameters

in	*req*	Request handle.

Returns

Reference to the client cookies map.

Return values

NULL	If `req` is null and sets the `errno` to `EINVAL`

Note

The cookies map is automatically freed by the library.

Examples:

example_httpcookie.c.

5.5.4.21 sg_httpreq_params()

```
struct sg_strmap** sg_httpreq_params (
            struct sg_httpreq * req )
```

Returns the query-string into sg_strmap map.

Parameters

in	*req*	Request handle.

Returns

Reference to the query-string map.

Return values

NULL	If `req` is null and sets the `errno` to `EINVAL`

Note

The query-string map is automatically freed by the library.

Examples:

example_httpuplds.c.

5.5.4.22 sg_httpreq_fields()

```
struct sg_strmap** sg_httpreq_fields (
            struct sg_httpreq * req )
```

Returns the fields of a HTML form into sg_strmap map.

Parameters

in	*req*	Request handle.

Returns

Reference to the form fields map.

Return values

NULL	If `req` is null and sets the `errno` to `EINVAL`

Note

The form fields map is automatically freed by the library.

5.5.4.23 sg_httpreq_version()

```
const char* sg_httpreq_version (
            struct sg_httpreq * req )
```

Returns the HTTP version.

Parameters

in	*req*	Request handle.

Returns

HTTP version as null-terminated string.

Return values

NULL	If `req` is null and sets the `errno` to `EINVAL`.

5.5.4.24 sg_httpreq_method()

```
const char* sg_httpreq_method (
            struct sg_httpreq * req )
```

Returns the HTTP method.

Parameters

in	*req*	Request handle.

Returns

HTTP method as null-terminated string.

Return values

NULL	If `req` is null and sets the `errno` to `EINVAL`.

5.5.4.25 sg_httpreq_path()

```
const char* sg_httpreq_path (
            struct sg_httpreq * req )
```

Returns the path component.

Parameters

in	*req*	Request handle.

Returns

Path component as null-terminated string.

Return values

NULL	If `req` is null and sets the `errno` to `EINVAL`.

Examples:

example_httpcookie.c.

5.5.4.26 sg_httpreq_payload()

```
struct sg_str* sg_httpreq_payload (
            struct sg_httpreq * req )
```

Returns the posting payload into a sg_str instance.

Parameters

in	*req*	Request handle.

Returns

Instance of the payload.

Return values

NULL	If `req` is null and sets the `errno` to `EINVAL`.

Note

The form payload instance is automatically freed by the library.

5.5.4.27 sg_httpreq_is_uploading()

```
bool sg_httpreq_is_uploading (
            struct sg_httpreq * req )
```

Checks if the client is uploading data.

Parameters

in	*req*	Request handle.

Returns

`true` if the client is uploading data, `false` otherwise. If `req` is null, sets the `errno` to `EINVAL`.

Examples:

example_httpuplds.c.

5.5.4.28 sg_httpreq_uploads()

```
struct sg_httpupld* sg_httpreq_uploads (
            struct sg_httpreq * req )
```

Returns the list of the uploaded files.

Parameters

in	*req*	Request handle.

Returns

List of the uploaded files.

Return values

NULL	If `req` is null and sets the `errno` to `EINVAL`.

Note

The uploads list is automatically freed by the library.

Examples:

example_httpuplds.c.

5.5.4.29 sg_httpreq_set_user_data()

```
int sg_httpreq_set_user_data (
            struct sg_httpreq * req,
            void * data )
```

Sets user data to the request handle.

Parameters

`in`	*req*	Request handle.
`in`	*data*	User data pointer.

Return values

0	- Success.
EINVAL	- Invalid argument.

5.5.4.30 sg_httpreq_user_data()

```
void* sg_httpreq_user_data (
            struct sg_httpreq * req )
```

Gets user data from the request handle.

Parameters

`in`	*req*	Request handle.

Returns

User data pointer.

Return values

NULL	If `req` is null and sets the `errno` to `EINVAL`.

5.5.4.31 sg_httpres_headers()

```
struct sg_strmap** sg_httpres_headers (
            struct sg_httpres * res )
```

Returns the server headers into sg_strmap map.

Parameters

`in`	*res*	Response handle.

Returns

Reference to the server headers map.

Return values

NULL	If `res` is null and sets the `errno` to `EINVAL`

Note

The headers map is automatically freed by the library.

5.5.4.32 sg_httpres_set_cookie()

```
int sg_httpres_set_cookie (
            struct sg_httpres * res,
            const char * name,
            const char * val )
```

Sets server cookie to the response handle.

Parameters

`in`	*res*	Response handle.
`in`	*name*	Cookie name.
`in`	*val*	Cookie value.

Return values

0	- Success.
EINVAL	- Invalid argument.

Warning

It exits the application if called when no memory space is available.

Examples:

example_httpcookie.c.

5.5.4.33 sg_httpres_sendbinary()

```
int sg_httpres_sendbinary (
            struct sg_httpres * res,
            void * buf,
            size_t size,
            const char * content_type,
            unsigned int status )
```

Sends a binary content to the client.

Parameters

in	*res*	Response handle.
in	*buf*	Binary content.
in	*size*	Content size.
in	*content_type*	`Content-Type` of the content.
in	*status*	HTTP status code.

Return values

0	- Success.
EINVAL	- Invalid argument.
EALREADY	- Operation already in progress.

Warning

It exits the application if called when no memory space is available.

5.5.4.34 sg_httpres_sendfile()

```
int sg_httpres_sendfile (
            struct sg_httpres * res,
```

```
            size_t block_size,
            uint64_t max_size,
            const char * filename,
            bool rendered,
            unsigned int status )
```

Sends a file to the client.

Parameters

in	*res*	Response handle.
in	*block_size*	Preferred block size for file loading.
in	*max_size*	Maximum allowed file size.
in	*filename*	Path of the file to be sent.
in	*rendered*	If `true` the file is rendered, otherwise downloaded.
in	*status*	HTTP status code.

Return values

0	- Success.
EINVAL	- Invalid argument.
EALREADY	- Operation already in progress.
EISDIR	- Is a directory.
EBADF	- Bad file number.
EFBIG	- File too large.

Warning

It exits the application if called when no memory space is available.

Examples:

example_httpuplds.c.

5.5.4.35 sg_httpres_sendstream()

```
int sg_httpres_sendstream (
            struct sg_httpres * res,
            uint64_t size,
            size_t block_size,
            sg_read_cb read_cb,
            void * handle,
            sg_free_cb free_cb,
            unsigned int status )
```

Sends a stream to the client.

Parameters

in	*res*	Response handle.
in	*size*	Size of the stream.

Parameters

in	*block_size*	Preferred block size for stream loading.
in	*read_cb*	Callback to read data from stream handle.
in	*handle*	Stream handle.
in	*free_cb*	Callback to free the stream handle.
in	*status*	HTTP status code.

Return values

0	- Success.
EINVAL	- Invalid argument.
EALREADY	- Operation already in progress.

Note

Use `size = 0` if the stream size is unknown.

Warning

It exits the application if called when no memory space is available.

5.5.4.36 sg_httpsrv_new2()

```
struct sg_httpsrv* sg_httpsrv_new2 (
            sg_httpauth_cb auth_cb,
            void * auth_cls,
            sg_httpreq_cb req_cb,
            void * req_cls,
            sg_err_cb err_cb,
            void * err_cls )
```

Creates a new HTTP server handle.

Parameters

in	*auth_cb*	Callback to grant/deny user access to the server resources.
in	*auth_cls*	User-defined closure for `auth_cb`.
in	*req_cb*	Callback to handle requests and responses.
in	*req_cls*	User-defined closure for `req_cb`.
in	*err_cb*	Callback to handle server errors.
in	*err_cls*	User-defined closure for `err_cb`.

Returns

New HTTP server handle.

Return values

NULL	If the `req_cb` or `err_cb` is null and sets the `errno` to `EINVAL`.

Examples:

example_httpauth.c.

5.5.4.37 sg_httpsrv_new()

```
struct sg_httpsrv* sg_httpsrv_new (
            sg_httpreq_cb cb,
            void * cls )
```

Creates a new HTTP server handle.

Parameters

`in`	*cb*	Callback to handle requests and responses.
`in`	*cls*	User-defined closure.

Returns

New HTTP server handle.

Return values

NULL	If the `cb` is null and sets the `errno` to `EINVAL`.

Examples:

example_httpcookie.c, example_httpsrv.c, example_httpsrv_tls_cert_auth.c, and example_httpuplds.c.

5.5.4.38 sg_httpsrv_free()

```
void sg_httpsrv_free (
            struct sg_httpsrv * srv )
```

Frees the server handle previously allocated by sg_httpsrv_new() or sg_httpsrv_new2().

Parameters

`in`	*srv*	Pointer of the server to be freed.

Note

If the server is running it stops before being freed.

Examples:

example_httpauth.c, example_httpcookie.c, example_httpsrv.c, example_httpsrv_tls_cert_auth.c, and example_httpuplds.c.

5.5.4.39 sg_httpsrv_listen()

```
bool sg_httpsrv_listen (
            struct sg_httpsrv * srv,
            uint16_t port,
            bool threaded )
```

Starts the HTTP server.

Parameters

in	*srv*	Server handle.
in	*port*	Port for listening to connections.
in	*threaded*	Enable/disable the threaded model. If `true`, the server creates one thread per connection.

Returns

`true` if the server is started, `false` otherwise. If `srv` is null, sets the `errno` to `EINVAL`.

Note

If port is `0`, the operating system will assign randomly an unused port.

Examples:

example_httpauth.c, example_httpcookie.c, example_httpsrv.c, and example_httpuplds.c.

5.5.4.40 sg_httpsrv_shutdown()

```
int sg_httpsrv_shutdown (
            struct sg_httpsrv * srv )
```

Stops the server not to accept new connections.

Parameters

in	*srv*	Server handle.

Returns

`0` if the server is stopped. If `srv` is null, sets the `errno` to `EINVAL`.

5.5.4.41 sg_httpsrv_port()

```
uint16_t sg_httpsrv_port (
            struct sg_httpsrv * srv )
```

Returns the server listening port.

Parameters

`in`	*srv*	Server handle.

Returns

Server listening port, `0` otherwise. If `srv` is null, sets the `errno` to `EINVAL`.

Examples:

example_httpauth.c, example_httpcookie.c, example_httpsrv.c, example_httpsrv_tls_cert_auth.c, and example_httpuplds.c.

5.5.4.42 sg_httpsrv_is_threaded()

```
bool sg_httpsrv_is_threaded (
            struct sg_httpsrv * srv )
```

Checks if the server was started in threaded model.

Parameters

`in`	*srv*	Server handle.

Returns

`true` if the server is in threaded model, `false` otherwise. If `srv` is null, sets the `errno` to `EINVAL`.

5.5.4.43 sg_httpsrv_set_upld_cbs()

```
int sg_httpsrv_set_upld_cbs (
            struct sg_httpsrv * srv,
            sg_httpupld_cb cb,
            void * cls,
```

```
            sg_write_cb write_cb,
            sg_free_cb free_cb,
            sg_save_cb save_cb,
            sg_save_as_cb save_as_cb )
```

Sets the server uploading callbacks.

Parameters

in	*srv*	Server handle.
in	*cb*	Callback to handle uploaded files and/or fields.
in	*cls*	User-defined closure.
in	*write_cb*	Callback to write the stream of the uploaded files.
in	*free_cb*	Callback to free stream of the uploaded files.
in	*save_cb*	Callback to save the uploaded files.
in	*save_as_cb*	Callback to save the uploaded files defining their path.

Return values

0	- Success.
EINVAL	- Invalid argument.

5.5.4.44 sg_httpsrv_set_upld_dir()

```
int sg_httpsrv_set_upld_dir (
            struct sg_httpsrv * srv,
            const char * dir )
```

Sets the directory to save the uploaded files.

Parameters

in	*srv*	Server handle.
in	*dir*	Directory as null-terminated string.

Return values

0	- Success.
EINVAL	- Invalid argument.

5.5.4.45 sg_httpsrv_upld_dir()

```
const char* sg_httpsrv_upld_dir (
            struct sg_httpsrv * srv )
```

Gets the directory of the uploaded files.

Parameters

in	*srv*	Server handle.

Returns

Directory as null-terminated string.

Return values

NULL	If the `srv` is null and sets the `errno` to `EINVAL`.

5.5.4.46 sg_httpsrv_set_post_buf_size()

```
int sg_httpsrv_set_post_buf_size (
            struct sg_httpsrv * srv,
            size_t size )
```

Sets a size to the post buffering.

Parameters

in	*srv*	Server handle.
in	*size*	Post buffering size.

Return values

0	- Success.
EINVAL	- Invalid argument.

5.5.4.47 sg_httpsrv_post_buf_size()

```
size_t sg_httpsrv_post_buf_size (
            struct sg_httpsrv * srv )
```

Gets the size of the post buffering.

Parameters

in	*srv*	Server handle.

Returns

Post buffering size.

Return values

0	If the `srv` is null and sets the `errno` to `EINVAL`.

5.5.4.48 sg_httpsrv_set_payld_limit()

```
int sg_httpsrv_set_payld_limit (
            struct sg_httpsrv * srv,
            size_t limit )
```

Sets a limit to the total payload.

Parameters

`in`	*srv*	Server handle.
`in`	*limit*	Payload total limit.

Return values

0	- Success.
EINVAL	- Invalid argument.

5.5.4.49 sg_httpsrv_payld_limit()

```
size_t sg_httpsrv_payld_limit (
            struct sg_httpsrv * srv )
```

Gets the limit of the total payload.

Parameters

`in`	*srv*	Server handle.

Returns

Payload total limit.

Return values

0	If the `srv` is null and sets the `errno` to `EINVAL`.

5.5.4.50 sg_httpsrv_set_uplds_limit()

```
int sg_httpsrv_set_uplds_limit (
```

```
            struct sg_httpsrv * srv,
            uint64_t limit )
```

Sets a limit to the total uploads.

Parameters

in	*srv*	Server handle.
in	*limit*	Uploads total limit.

Return values

0	- Success.
EINVAL	- Invalid argument.

5.5.4.51 sg_httpsrv_uplds_limit()

```
uint64_t sg_httpsrv_uplds_limit (
            struct sg_httpsrv * srv )
```

Gets the limit of the total uploads.

Parameters

in	*srv*	Server handle.

Returns

Uploads total limit.

Return values

0	If the `srv` is null and sets the `errno` to `EINVAL`.

5.5.4.52 sg_httpsrv_set_thr_pool_size()

```
int sg_httpsrv_set_thr_pool_size (
            struct sg_httpsrv * srv,
            unsigned int size )
```

Sets the size for the thread pool.

Parameters

in	*srv*	Server handle.
in	*size*	Thread pool size.

Return values

0	- Success.
EINVAL	- Invalid argument.

5.5.4.53 sg_httpsrv_thr_pool_size()

```
unsigned int sg_httpsrv_thr_pool_size (
            struct sg_httpsrv * srv )
```

Gets the size of the thread pool.

Parameters

in	*srv*	Server handle.

Returns

Thread pool size.

Return values

0	If the `srv` is null and sets the `errno` to `EINVAL`.

5.5.4.54 sg_httpsrv_set_con_timeout()

```
int sg_httpsrv_set_con_timeout (
            struct sg_httpsrv * srv,
            unsigned int timeout )
```

Sets the inactivity time to a client get time out.

Parameters

in	*srv*	Server handle.
in	*timeout*	Timeout (in seconds).

Return values

0	- Success.
EINVAL	- Invalid argument.

5.5.4.55 sg_httpsrv_con_timeout()

```
unsigned int sg_httpsrv_con_timeout (
            struct sg_httpsrv * srv )
```

Gets the inactivity time to a client get time out.

Parameters

in	*srv*	Server handle.

Returns

Timeout (in seconds).

Return values

0	If the `srv` is null and sets the `errno` to `EINVAL`.

5.5.4.56 sg_httpsrv_set_con_limit()

```
int sg_httpsrv_set_con_limit (
            struct sg_httpsrv * srv,
            unsigned int limit )
```

Sets the limit of concurrent connections.

Parameters

in	*srv*	Server handle.
in	*limit*	Concurrent connections limit.

Return values

0	- Success.
EINVAL	- Invalid argument.

5.5.4.57 sg_httpsrv_con_limit()

```
unsigned int sg_httpsrv_con_limit (
            struct sg_httpsrv * srv )
```

Gets the limit of concurrent connections.

Parameters

in	*srv*	Server handle.

Returns

Concurrent connections limit.

Return values

0	If the `srv` is null and sets the `errno` to `EINVAL`.

5.5.4.58 sg_httpread_end()

```
ssize_t sg_httpread_end (
            bool err )
```

Returns a value to end a stream reading processed by sg_httpres_sendstream().

Parameters

`in`	*err*	`true` to return a value indicating a stream reading error.

Returns

Value to end a stream reading.

6 Data Structure Documentation

6.1 sg_httpauth Struct Reference

`#include <sagui.h>`

6.1.1 Detailed Description

Handle for the HTTP basic authentication.

Examples:

example_httpauth.c.

The documentation for this struct was generated from the following file:

- sagui.h

6.2 sg_httpreq Struct Reference

`#include <sagui.h>`

6.2.1 Detailed Description

Handle for the request handling. It contains headers, cookies, query-string, fields, payloads, uploads and other data sent by the client.

Examples:

example_httpauth.c, example_httpcookie.c, example_httpsrv.c, example_httpsrv_tls_cert_auth.c, and example_httpuplds.c.

The documentation for this struct was generated from the following file:

- sagui.h

6.3 sg_httpres Struct Reference

`#include <sagui.h>`

6.3.1 Detailed Description

Handle for the response handling. It dispatches headers, contents, binaries, files and other data to the client.

Examples:

example_httpauth.c, example_httpcookie.c, example_httpsrv.c, example_httpsrv_tls_cert_auth.c, and example_httpuplds.c.

The documentation for this struct was generated from the following file:

- sagui.h

6.4 sg_httpsrv Struct Reference

```
#include <sagui.h>
```

6.4.1 Detailed Description

Handle for the fast event-driven HTTP server.

Examples:

example_httpauth.c, example_httpcookie.c, example_httpsrv.c, example_httpsrv_tls_cert_auth.c, and example_httpuplds.c.

The documentation for this struct was generated from the following file:

- sagui.h

6.5 sg_httpupld Struct Reference

```
#include <sagui.h>
```

6.5.1 Detailed Description

Handle for the upload handling. It is used to represent a single upload or a list of uploads.

Examples:

example_httpuplds.c.

The documentation for this struct was generated from the following file:

- sagui.h

6.6 sg_str Struct Reference

```
#include <sagui.h>
```

6.6.1 Detailed Description

Handle for the string structure used to represent a HTML body, POST payload and more.

Examples:

example_httpuplds.c, and example_str.c.

The documentation for this struct was generated from the following file:

- sagui.h

6.7 sg_strmap Struct Reference

```
#include <sagui.h>
```

6.7.1 Detailed Description

Handle for hash table that maps name-value pairs. It is useful to represent posting fields, query-string parameter, client cookies and more.

Examples:

example_httpcookie.c, example_httpuplds.c, and example_strmap.c.

The documentation for this struct was generated from the following file:

- sagui.h

7 File Documentation

7.1 example_httpauth.h File Reference

7.2 example_httpcookie.h File Reference

7.3 example_httpsrv.h File Reference

7.4 example_httpsrv_tls.h File Reference

7.5 example_httpsrv_tls_cert_auth.h File Reference

7.6 example_httpuplds.h File Reference

7.7 example_str.h File Reference

7.8 example_strmap.h File Reference

7.9 sagui.h File Reference

```
#include <stdio.h>
#include <stddef.h>
#include <stdbool.h>
#include <stdint.h>
#include <stdarg.h>
#include <string.h>
#include <time.h>
```

Macros

- #define sg_httpres_send(res, val, content_type, status) sg_httpres_sendbinary((res), (void *) (val), ((val != NULL) ? strlen((val)) : 0), (content_type), (status))

Typedefs

- typedef void(* sg_err_cb) (void *cls, const char *err)
- typedef size_t(* sg_write_cb) (void *handle, uint64_t offset, const char *buf, size_t size)
- typedef ssize_t(* sg_read_cb) (void *handle, uint64_t offset, char *buf, size_t size)
- typedef void(* sg_free_cb) (void *handle)
- typedef int(* sg_save_cb) (void *handle, bool overwritten)
- typedef int(* sg_save_as_cb) (void *handle, const char *path, bool overwritten)
- typedef int(* sg_strmap_iter_cb) (void *cls, struct sg_strmap *pair)
- typedef int(* sg_strmap_sort_cb) (void *cls, struct sg_strmap *pair_a, struct sg_strmap *pair_b)
- typedef bool(* sg_httpauth_cb) (void *cls, struct sg_httpauth *auth, struct sg_httpreq *req, struct sg_httpres *res)
- typedef int(* sg_httpupld_cb) (void *cls, void **handle, const char *dir, const char *field, const char *name, const char *mime, const char *encoding)
- typedef int(* sg_httpuplds_iter_cb) (void *cls, struct sg_httpupld *upld)
- typedef void(* sg_httpreq_cb) (void *cls, struct sg_httpreq *req, struct sg_httpres *res)

Functions

- unsigned int sg_version (void)
- const char * sg_version_str (void)
- void * sg_alloc (size_t size) __attribute__((malloc))
- void * sg_realloc (void *ptr, size_t size) __attribute__((malloc))
- void sg_free (void *ptr)
- char * sg_strerror (int errnum, char *str, size_t len)
- bool sg_is_post (const char *method)
- char * sg_tmpdir (void)
- struct sg_str * sg_str_new (void) __attribute__((malloc))
- void sg_str_free (struct sg_str *str)
- int sg_str_write (struct sg_str *str, const char *val, size_t len)
- int sg_str_printf_va (struct sg_str *str, const char *fmt, va_list ap)
- int sg_str_printf (struct sg_str *str, const char *fmt,...) __attribute__((format(printf
- int const char * sg_str_content (struct sg_str *str)
- size_t sg_str_length (struct sg_str *str)
- int sg_str_clear (struct sg_str *str)
- const char * sg_strmap_name (struct sg_strmap *pair)
- const char * sg_strmap_val (struct sg_strmap *pair)
- int sg_strmap_add (struct sg_strmap **map, const char *name, const char *val)
- int sg_strmap_set (struct sg_strmap **map, const char *name, const char *val)
- int sg_strmap_find (struct sg_strmap *map, const char *name, struct sg_strmap **pair)
- const char * sg_strmap_get (struct sg_strmap *map, const char *name)
- int sg_strmap_rm (struct sg_strmap **map, const char *name)
- int sg_strmap_iter (struct sg_strmap *map, sg_strmap_iter_cb cb, void *cls)
- int sg_strmap_sort (struct sg_strmap **map, sg_strmap_sort_cb cb, void *cls)
- unsigned int sg_strmap_count (struct sg_strmap *map)
- int sg_strmap_next (struct sg_strmap **next)
- void sg_strmap_cleanup (struct sg_strmap **map)
- int sg_httpauth_set_realm (struct sg_httpauth *auth, const char *realm)
- const char * sg_httpauth_realm (struct sg_httpauth *auth)
- int sg_httpauth_deny (struct sg_httpauth *auth, const char *justification, const char *content_type)
- int sg_httpauth_cancel (struct sg_httpauth *auth)
- const char * sg_httpauth_usr (struct sg_httpauth *auth)
- const char * sg_httpauth_pwd (struct sg_httpauth *auth)
- int sg_httpuplds_iter (struct sg_httpupld *uplds, sg_httpuplds_iter_cb cb, void *cls)
- int sg_httpuplds_next (struct sg_httpupld **upld)
- unsigned int sg_httpuplds_count (struct sg_httpupld *uplds)
- void * sg_httpupld_handle (struct sg_httpupld *upld)
- const char * sg_httpupld_dir (struct sg_httpupld *upld)
- const char * sg_httpupld_field (struct sg_httpupld *upld)
- const char * sg_httpupld_name (struct sg_httpupld *upld)
- const char * sg_httpupld_mime (struct sg_httpupld *upld)
- const char * sg_httpupld_encoding (struct sg_httpupld *upld)
- uint64_t sg_httpupld_size (struct sg_httpupld *upld)
- int sg_httpupld_save (struct sg_httpupld *upld, bool overwritten)
- int sg_httpupld_save_as (struct sg_httpupld *upld, const char *path, bool overwritten)
- struct sg_strmap ** sg_httpreq_headers (struct sg_httpreq *req)
- struct sg_strmap ** sg_httpreq_cookies (struct sg_httpreq *req)
- struct sg_strmap ** sg_httpreq_params (struct sg_httpreq *req)
- struct sg_strmap ** sg_httpreq_fields (struct sg_httpreq *req)
- const char * sg_httpreq_version (struct sg_httpreq *req)
- const char * sg_httpreq_method (struct sg_httpreq *req)
- const char * sg_httpreq_path (struct sg_httpreq *req)

- struct sg_str * sg_httpreq_payload (struct sg_httpreq *req)
- bool sg_httpreq_is_uploading (struct sg_httpreq *req)
- struct sg_httpupld * sg_httpreq_uploads (struct sg_httpreq *req)
- int sg_httpreq_set_user_data (struct sg_httpreq *req, void *data)
- void * sg_httpreq_user_data (struct sg_httpreq *req)
- struct sg_strmap ** sg_httpres_headers (struct sg_httpres *res)
- int sg_httpres_set_cookie (struct sg_httpres *res, const char *name, const char *val)
- int sg_httpres_sendbinary (struct sg_httpres *res, void *buf, size_t size, const char *content_type, unsigned int status)
- int sg_httpres_sendfile (struct sg_httpres *res, size_t block_size, uint64_t max_size, const char *filename, bool rendered, unsigned int status)
- int sg_httpres_sendstream (struct sg_httpres *res, uint64_t size, size_t block_size, sg_read_cb read_cb, void *handle, sg_free_cb free_cb, unsigned int status)
- struct sg_httpsrv * sg_httpsrv_new2 (sg_httpauth_cb auth_cb, void *auth_cls, sg_httpreq_cb req_cb, void *req_cls, sg_err_cb err_cb, void *err_cls) __attribute__((malloc))
- struct sg_httpsrv * sg_httpsrv_new (sg_httpreq_cb cb, void *cls) __attribute__((malloc))
- void sg_httpsrv_free (struct sg_httpsrv *srv)
- bool sg_httpsrv_listen (struct sg_httpsrv *srv, uint16_t port, bool threaded)
- int sg_httpsrv_shutdown (struct sg_httpsrv *srv)
- uint16_t sg_httpsrv_port (struct sg_httpsrv *srv)
- bool sg_httpsrv_is_threaded (struct sg_httpsrv *srv)
- int sg_httpsrv_set_upld_cbs (struct sg_httpsrv *srv, sg_httpupld_cb cb, void *cls, sg_write_cb write_cb, sg_free_cb free_cb, sg_save_cb save_cb, sg_save_as_cb save_as_cb)
- int sg_httpsrv_set_upld_dir (struct sg_httpsrv *srv, const char *dir)
- const char * sg_httpsrv_upld_dir (struct sg_httpsrv *srv)
- int sg_httpsrv_set_post_buf_size (struct sg_httpsrv *srv, size_t size)
- size_t sg_httpsrv_post_buf_size (struct sg_httpsrv *srv)
- int sg_httpsrv_set_payld_limit (struct sg_httpsrv *srv, size_t limit)
- size_t sg_httpsrv_payld_limit (struct sg_httpsrv *srv)
- int sg_httpsrv_set_uplds_limit (struct sg_httpsrv *srv, uint64_t limit)
- uint64_t sg_httpsrv_uplds_limit (struct sg_httpsrv *srv)
- int sg_httpsrv_set_thr_pool_size (struct sg_httpsrv *srv, unsigned int size)
- unsigned int sg_httpsrv_thr_pool_size (struct sg_httpsrv *srv)
- int sg_httpsrv_set_con_timeout (struct sg_httpsrv *srv, unsigned int timeout)
- unsigned int sg_httpsrv_con_timeout (struct sg_httpsrv *srv)
- int sg_httpsrv_set_con_limit (struct sg_httpsrv *srv, unsigned int limit)
- unsigned int sg_httpsrv_con_limit (struct sg_httpsrv *srv)
- ssize_t sg_httpread_end (bool err)

8 Example Documentation

8.1 example_httpauth.c

Simple example showing the Basic authentication feature.

```
/*
 *                  _
 *   ___  __ _  __ _ _   _(_)
 *  / __|/ _` |/ _` | | | | |
 *  \__ \ (_| | (_| | |_| | |
 *  |___/\__,_|\__, |\__,_|_|
 *             |___/
 *
 *   -- an ideal C library to develop cross-platform HTTP servers.
 *
 * Copyright (c) 2016-2018 Silvio Clecio <silvioprog@gmail.com>
 *
```

```
 * This file is part of Sagui library.
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 * the Free Software Foundation, either version 3 of the License, or
 * (at your option) any later version.
 *
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 * but WITHOUT ANY WARRANTY; without even the implied warranty of
 * MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.  See the
 * GNU Lesser General Public License for more details.
 *
 * You should have received a copy of the GNU Lesser General Public License
 * along with Sagui library.  If not, see <http://www.gnu.org/licenses/>.
 */

#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <sagui.h>

/* NOTE: Error checking has been omitted for clarity. */

static bool strmatch(const char *s1, const char *s2) {
    if (!s1 || !s2)
        return false;
    return strcmp(s1, s2) == 0;
}

static bool auth_cb(__SG_UNUSED void *cls, struct sg_httpauth *auth, __SG_UNUSED struct
      sg_httpreq *req,
                    __SG_UNUSED struct sg_httpres *res) {
    bool pass;
    sg_httpauth_set_realm(auth, "My realm");
    if (!(pass = strmatch(sg_httpauth_usr(auth), "abc") && strmatch(
      sg_httpauth_pwd(auth), "123")))
        sg_httpauth_deny(auth,
                         "<html><head><title>Denied</title></head><body><font color=\"red\">Go
       away</font></body></html>",
                         "text/html; charset=utf-8");
    return pass;
}

static void err_cb(__SG_UNUSED void *cls, const char *err) {
    fprintf(stderr, "%s", err);
    fflush(stderr);
}

static void req_cb(__SG_UNUSED void *cls, __SG_UNUSED struct sg_httpreq *req, struct
      sg_httpres *res) {
    sg_httpres_send(res,
                    "<html><head><title>Secret</title></head><body><font color=\"green\">Secret
       page</font></body></html>",
                    "text/html; charset=utf-8", 200);
}

int main(void) {
    struct sg_httpsrv *srv = sg_httpsrv_new2(auth_cb, NULL, req_cb, NULL, err_cb,
      NULL);
    if (!sg_httpsrv_listen(srv, 0 /* 0 = port chosen randomly */, false)) {
        sg_httpsrv_free(srv);
        return EXIT_FAILURE;
    }
    fprintf(stdout, "Server running at http://localhost:%d\n", sg_httpsrv_port(srv));
    fflush(stdout);
    getchar();
    sg_httpsrv_free(srv);
    return EXIT_SUCCESS;
}
```

8.2 example_httpcookie.c

Simple example using server and client cookies.

```
/*                      _
 *   ___  __ _  __ _ _   _(_)
 *  / __|/ _` |/ _` | | | | |
 *  \__ \ (_| | (_| | |_| | |
 *  |___/\__,_|\__, |\__,_|_|
 *             |___/
 *
```

```
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 * but WITHOUT ANY WARRANTY; without even the implied warranty of
 * MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.  See the
 * GNU Lesser General Public License for more details.
 *
 * You should have received a copy of the GNU Lesser General Public License
 * along with Sagui library.  If not, see <http://www.gnu.org/licenses/>.
 */

#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <sagui.h>

/* NOTE: Error checking has been omitted for clarity. */

#define CONTENT_TYPE "text/html; charset=utf-8"
#define BEGIN_PAGE "<html><head><title>Cookies</title></head><body>"
#define END_PAGE "</body></html>"
#define INITIAL_PAGE BEGIN_PAGE "Use F5 to refresh this page ..." END_PAGE
#define COUNT_PAGE BEGIN_PAGE "Refresh number: %d" END_PAGE
#define COOKIE_NAME "refresh_count"

static int strtoint(const char *str) {
    if (!str)
        return 0;
    return (int) strtol(str, NULL, 10);
}

static void req_cb(__SG_UNUSED void *cls, __SG_UNUSED struct sg_httpreq *req, struct
      sg_httpres *res) {
    struct sg_strmap **cookies = sg_httpreq_cookies(req);
    char str[100];
    int count;
    if (strcmp(sg_httpreq_path(req), "/favicon.ico") == 0) {
        sg_httpres_send(res, "", "", 204);
        return;
    }
    count = cookies ? strtoint(sg_strmap_get(*cookies, COOKIE_NAME)) : 0;
    if (count == 0) {
        snprintf(str, sizeof(str), INITIAL_PAGE);
        count = 1;
    } else {
        snprintf(str, sizeof(str), COUNT_PAGE, count);
        count++;
    }
    sg_httpres_send(res, str, CONTENT_TYPE, 200);
    snprintf(str, sizeof(str), "%d", count);
    sg_httpres_set_cookie(res, COOKIE_NAME, str);
}

int main(void) {
    struct sg_httpsrv *srv = sg_httpsrv_new(req_cb, NULL);
    if (!sg_httpsrv_listen(srv, 0 /* 0 = port chosen randomly */, false)) {
        sg_httpsrv_free(srv);
        return EXIT_FAILURE;
    }
    fprintf(stdout, "Server running at http://localhost:%d\n", sg_httpsrv_port(srv));
    fflush(stdout);
    getchar();
    sg_httpsrv_free(srv);
    return EXIT_SUCCESS;
}
```

8.3 example_httpsrv.c

Simple "hello world" HTTP server example.

```
/*
 *   ___  __ _  __ _ _   _(_)
```

```
 *  / __|/ _` |/ _` | | | | |
 *  \__ \ (_| | (_| | |_| | |
 *  |___/\__,_|\__, |\__,_|_|
 *             |___/
 *
 *   -- an ideal C library to develop cross-platform HTTP servers.
 *
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 *
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 * it under the terms of the GNU Lesser General Public License as published by
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 * (at your option) any later version.
 *
 * Sagui library is distributed in the hope that it will be useful,
 * but WITHOUT ANY WARRANTY; without even the implied warranty of
 * MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.  See the
 * GNU Lesser General Public License for more details.
 *
 * You should have received a copy of the GNU Lesser General Public License
 * along with Sagui library.  If not, see <http://www.gnu.org/licenses/>.
 */

#include <stdio.h>
#include <stdlib.h>
#include <sagui.h>

/* NOTE: Error checking has been omitted for clarity. */

static void req_cb(__SG_UNUSED void *cls, __SG_UNUSED struct sg_httpreq *req, struct
      sg_httpres *res) {
    sg_httpres_send(res, "<html><head><title>Hello world</title></head><body>Hello
       world</body></html>",
                    "text/html; charset=utf-8", 200);
}

int main(void) {
    struct sg_httpsrv *srv = sg_httpsrv_new(req_cb, NULL);
    if (!sg_httpsrv_listen(srv, 0 /* 0 = port chosen randomly */, false)) {
        sg_httpsrv_free(srv);
        return EXIT_FAILURE;
    }
    fprintf(stdout, "Server running at http://localhost:%d\n", sg_httpsrv_port(srv));
    fflush(stdout);
    getchar();
    sg_httpsrv_free(srv);
    return EXIT_SUCCESS;
}
```

8.4 example_httpsrv_tls_cert_auth.c

Simple client-side certificate authentication using GnuTLS.

```
/*                        _
 *   ___  __ _  __ _ _   _(_)
 *  / __|/ _` |/ _` | | | | |
 *  \__ \ (_| | (_| | |_| | |
 *  |___/\__,_|\__, |\__,_|_|
 *             |___/
 *
 *   -- an ideal C library to develop cross-platform HTTP servers.
 *
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 *
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 * (at your option) any later version.
 *
 * Sagui library is distributed in the hope that it will be useful,
 * but WITHOUT ANY WARRANTY; without even the implied warranty of
 * MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.  See the
 * GNU Lesser General Public License for more details.
 *
 * You should have received a copy of the GNU Lesser General Public License
 * along with Sagui library.  If not, see <http://www.gnu.org/licenses/>.
 */
```

```c
#include <stdlib.h>
#include <stdio.h>
#include <errno.h>
#include <gnutls/gnutls.h>
#include <gnutls/x509.h>
#include <sagui.h>

/* NOTE: Some error checking has been omitted for clarity. */

/*
 * Simple example using TLS client authentication.
 *
 * Client example using cURL:
 *
 * curl -k --cert certs/client.p12 --pass abc123 --cert-type p12 https://localhost:<PORT>
 *
 * Certificate generation:
 *
 * ## CA
 * certtool --generate-privkey --outfile ca.key
 * echo 'cn = GnuTLS test CA' > ca.tmpl
 * echo 'ca' >> ca.tmpl
 * echo 'cert_signing_key' >> ca.tmpl
 * echo 'expiration_days = 3650' >> ca.tmpl
 * certtool --generate-self-signed --load-privkey ca.key --template ca.tmpl --outfile ca.pem
 *
 * ## Server
 * certtool --generate-privkey --outfile server.key
 * echo 'organization = GnuTLS test server' > server.tmpl
 * echo 'cn = test.gnutls.org' >> server.tmpl
 * echo 'tls_www_server' >> server.tmpl
 * echo 'expiration_days = 3650' >> server.tmpl
 * certtool --generate-certificate --load-ca-privkey ca.key --load-ca-certificate ca.pem --load-privkey
       server.key --template server.tmpl --outfile server.pem
 *
 * ## Client
 * certtool --generate-privkey --outfile client.key
 * echo 'cn = GnuTLS test client' > client.tmpl
 * echo 'tls_www_client' >> client.tmpl
 * echo 'expiration_days = 3650' >> client.tmpl
 * certtool --generate-certificate --load-ca-certificate ca.pem --load-ca-privkey ca.key --load-privkey
       client.key --template client.tmpl --outfile client.pem
 * certtool --to-p12 --p12-name=MyKey --password=abc123 --load-ca-certificate ca.pem --load-privkey
       client.key --load-certificate client.pem --outder --outfile client.p12
 */

#define KEY_FILE SG_EXAMPLES_CERTS_DIR "/server.key"
#define CERT_FILE SG_EXAMPLES_CERTS_DIR "/server.pem"
#define CA_FILE SG_EXAMPLES_CERTS_DIR "/ca.pem"

#define ERR_SIZE 256
#define PAGE_FMT "<html><head><title>Hello world</title></head><body><font color=\"%s\">%s</font></font></
      body></html>"
#define SECRET_MSG "Secret"

static void concat(char *s1, ...) {
    va_list ap;
    const char *s;
    va_start(ap, s1);
    while ((s = va_arg(ap, const char *)))
        strcat(s1, s);
    va_end(ap);
}

static bool sess_verify_cert(gnutls_session_t tls_session, const char *line_break, char *err) {
    gnutls_x509_crt_t cert = NULL;
    const gnutls_datum_t *certs;
    size_t len;
    unsigned int status, certs_size;
    int ret;
    if (!tls_session || !line_break || !err) {
        sg_strerror(EINVAL, err, ERR_SIZE);
        return false;
    }
    if ((ret = gnutls_certificate_verify_peers2(tls_session, &status)) != GNUTLS_E_SUCCESS) {
        concat(err, "Error verifying peers: ", gnutls_strerror(ret), line_break, NULL);
        goto fail;
    }
    if (status & GNUTLS_CERT_INVALID)
        concat(err, "The certificate is not trusted", line_break, NULL);
    if (status & GNUTLS_CERT_SIGNER_NOT_FOUND)
        concat(err, "The certificate has not got a known issuer", line_break, NULL);
    if (status & GNUTLS_CERT_REVOKED)
        concat(err, "The certificate has been revoked", line_break, NULL);
    if (gnutls_certificate_type_get(tls_session) != GNUTLS_CRT_X509) {
        concat(err, "The certificate type is not X.509", line_break, NULL);
```

```
        goto fail;
    }
    if ((ret = gnutls_x509_crt_init(&cert)) != GNUTLS_E_SUCCESS) {
        concat(err, "Error in the certificate initialization: ", gnutls_strerror(ret), line_break, NULL);
        goto fail;
    }
    if (!(certs = gnutls_certificate_get_peers(tls_session, &certs_size))) {
        concat(err, "No certificate was found", line_break, NULL);
        goto fail;
    }
    if ((ret = gnutls_x509_crt_import(cert, &certs[0], GNUTLS_X509_FMT_DER)) != GNUTLS_E_SUCCESS) {
        concat(err, "Error parsing certificate: ", gnutls_strerror(ret), line_break, NULL);
        goto fail;
    }
    if (gnutls_x509_crt_get_expiration_time(cert) < time(NULL)) {
        concat(err, "The certificate has expired", line_break, NULL);
        goto fail;
    }
    if (gnutls_x509_crt_get_activation_time(cert) > time(NULL)) {
        concat(err, "The certificate has not been activated yet", line_break, NULL);
        goto fail;
    }
fail:
    len = strlen(err);
    err[len - strlen("<br>")] = '\0';
    gnutls_x509_crt_deinit(cert);
    return len == 0;
}

static void req_cb(__SG_UNUSED void *cls, __SG_UNUSED struct sg_httpreq *req, struct
      sg_httpres *res) {
    char msg[ERR_SIZE];
    char *color, *page;
    size_t page_size;
    unsigned int status;
    if (sess_verify_cert(sg_httpreq_tls_session(req), "<br>", msg)) {
        strcpy(msg, SECRET_MSG);
        color = "green";
        status = 200;
    } else {
        color = "red";
        status = 500;
    }
    page_size = (size_t) snprintf(NULL, 0, PAGE_FMT, color, msg);
    page = sg_alloc(page_size);
    snprintf(page, page_size, PAGE_FMT, color, msg);
    sg_httpres_send(res, page, "text/html; charset=utf-8", status);
    sg_free(page);
}

int main(void) {
    struct sg_httpsrv *srv = sg_httpsrv_new(req_cb, NULL);
    gnutls_datum_t key_file, cert_file, ca_file;
    int ret, status = EXIT_FAILURE;
    memset(&key_file, 0, sizeof(gnutls_datum_t));
    memset(&cert_file, 0, sizeof(gnutls_datum_t));
    memset(&ca_file, 0, sizeof(gnutls_datum_t));
    if ((ret = gnutls_load_file(KEY_FILE, &key_file)) != GNUTLS_E_SUCCESS) {
        fprintf(stderr, "Error loading the private key \"%s\": %s\n", KEY_FILE, gnutls_strerror(ret));
        fflush(stdout);
        goto fail;
    }
    if ((ret = gnutls_load_file(CERT_FILE, &cert_file)) != GNUTLS_E_SUCCESS) {
        fprintf(stderr, "Error loading the certificate \"%s\": %s\n", CERT_FILE, gnutls_strerror(ret));
        fflush(stdout);
        goto fail;
    }
    if ((ret = gnutls_load_file(CA_FILE, &ca_file)) != GNUTLS_E_SUCCESS) {
        fprintf(stderr, "Error loading the CA \"%s\": %s\n", CA_FILE, gnutls_strerror(ret));
        fflush(stdout);
        goto fail;
    }
    if (sg_httpsrv_tls_listen2(srv, (const char *) key_file.data, NULL, (const char *) cert_file.data,
                               (const char *) ca_file.data, NULL, 0 /* 0 = port chosen randomly */, false))
       {
        status = EXIT_SUCCESS;
        fprintf(stdout, "Server running at https://localhost:%d\n",
      sg_httpsrv_port(srv));
        fflush(stdout);
        getchar();
    }
fail:
    sg_httpsrv_free(srv);
    if (key_file.size > 0)
        gnutls_free(key_file.data);
    if (cert_file.size > 0)
        gnutls_free(cert_file.data);
```

```
    if (ca_file.size > 0)
        gnutls_free(ca_file.data);
    return status;
}
```

8.5 example_httpuplds.c

Simple example showing how to upload files to the server.

```
/*
 *   ___  __ _  __ _ _   _(_)
 *  / __|/ _` |/ _` | | | | |
 *  \__ \ (_| | (_| | |_| | |
 *  |___/\__,_|\__, |\__,_|_|
 *             |___/
 *
 *   -- an ideal C library to develop cross-platform HTTP servers.
 *
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 */

#include <stdio.h>
#include <stdlib.h>
#include <limits.h>
#include <sagui.h>

/* NOTE: Error checking has been omitted for clarity. */

#ifdef _WIN32
#define PATH_SEP '\\'
#else
#define PATH_SEP '/'
#endif

#define PAGE_FORM                                                              \
    "<html>"                                                                   \
    "<body>"                                                                   \
    "<form action=\"\" method=\"post\" enctype=\"multipart/form-data\">" \
    "<fieldset>"                                                               \
    "<legend>Choose the files:</legend>"                                       \
    "File 1: <input type=\"file\" name=\"file1\"/><br>"                        \
    "File 2: <input type=\"file\" name=\"file2\"/><br>"                        \
    "<input type=\"submit\"/>"                                                 \
    "</fieldset>"                                                              \
    "</form>"                                                                  \
    "</body>"                                                                  \
    "</html>"

#define PAGE_DONE                           \
    "<html>"                                \
    "<head>"                                \
    "<title>Uploads</title>"                \
    "</head>"                               \
    "<body>"                                \
    "<strong>Uploaded files:</strong><br>" \
    "%s"                                    \
    "</body>"                               \
    "</html>"

#define CONTENT_TYPE "text/html; charset=utf-8"

static void process_uploads(struct sg_httpreq *req, struct sg_httpres *res) {
    struct sg_httpupld *upld;
    struct sg_str *body;
    const char *name;
    char *str;
```

```
    char errmsg[256];
    int errnum;
    body = sg_str_new();
    sg_str_printf(body, "<ol>");
    upld = sg_httpreq_uploads(req);
    while (upld) {
        name = sg_httpupld_name(upld);
        if ((errnum = sg_httpupld_save(upld, true)) == 0)
            sg_str_printf(body, "<li><a href=\"?file=%s\">%s</a></li>", name, name);
        else {
            sg_strerror(-errnum, errmsg, sizeof(errmsg));
            sg_str_printf(body, "<li><font color='red'>%s - failed - %s</font></li>", name,
      errmsg);
        }
        sg_httpuplds_next(&upld);
    }
    sg_str_printf(body, "</ol>");
    str = strdup(sg_str_content(body));
    sg_str_clear(body);
    sg_str_printf(body, PAGE_DONE, str);
    free(str);
    sg_httpres_send(res, sg_str_content(body), CONTENT_TYPE, 200);
    sg_str_free(body);
}

static void req_cb(__SG_UNUSED void *cls, struct sg_httpreq *req, struct
      sg_httpres *res) {
    struct sg_strmap **qs;
    const char *file;
    char path[PATH_MAX];
    if (sg_httpreq_is_uploading(req))
        process_uploads(req, res);
    else {
        if ((qs = sg_httpreq_params(req)) && (file =
      sg_strmap_get(*qs, "file"))) {
            sprintf(path, "%s%c%s", sg_tmpdir(), PATH_SEP, file);
            sg_httpres_sendfile(res, 4096, 0, path, false, 200);
        } else
            sg_httpres_send(res, PAGE_FORM, CONTENT_TYPE, 200);
    }
}

int main(void) {
    struct sg_httpsrv *srv = sg_httpsrv_new(req_cb, NULL);
    if (!sg_httpsrv_listen(srv, 0 /* 0 = port chosen randomly */, false)) {
        sg_httpsrv_free(srv);
        return EXIT_FAILURE;
    }
    fprintf(stdout, "Server running at http://localhost:%d\n", sg_httpsrv_port(srv));
    fflush(stdout);
    getchar();
    sg_httpsrv_free(srv);
    return EXIT_SUCCESS;
}
```

8.6 example_str.c

Simple example showing the sg_str feature.

```
/*                        _
 *   ___  __ _  __ _ _   _(_)
 *  / __|/ _` |/ _` | | | | |
 *  \__ \ (_| | (_| | |_| | |
 *  |___/\__,_|\__, |\__,_|_|
 *             |___/
 *
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```

```
 *
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 */

/* NOTE: Error checking has been omitted for clarity. */

#include <stdio.h>
#include <stdlib.h>
#include <sagui.h>

int main(void) {
    struct sg_str *str = sg_str_new();
    sg_str_printf(str, "%s %s", "Hello", "world");
    printf("%s", sg_str_content(str));
    sg_str_free(str);
    return EXIT_SUCCESS;
}
```

8.7 example_strmap.c

Simple example showing the sg_strmap feature.

```
/*
 *   ___  __ _  __ _ _   _(_)
 *  / __|/ _` |/ _` | | | | |
 *  \__ \ (_| | (_| | |_| | |
 *  |___/\__,_|\__, |\__,_|_|
 *             |___/
 *
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 *
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 * along with Sagui library.  If not, see <http://www.gnu.org/licenses/>.
 */

/* NOTE: Error checking has been omitted for clarity. */

#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <sagui.h>

static int map_sort(__SG_UNUSED void *cls, struct sg_strmap *pair_a, struct
      sg_strmap *pair_b) {
    return strcmp(sg_strmap_val(pair_b), sg_strmap_val(pair_a)); /* desc */
}

static int map_iter(__SG_UNUSED void *cls, struct sg_strmap *pair) {
    const char *name = sg_strmap_name(pair);
    printf("\t%c: %s\n", *name, name);
    return 0;
}

static void chat(struct sg_strmap **map, const char *name, const char *msg) {
    struct sg_strmap *pair;
    sg_strmap_set(map, name, msg);
    if (msg && (sg_strmap_find(*map, name, &pair) == 0))
        printf("%c:\t%s\n", *sg_strmap_name(pair), sg_strmap_val(pair));
}

int main(void) {
    struct sg_strmap *map = NULL;
    chat(&map, "Clecio", "Hello!");
    chat(&map, "Paim", "Hello. How are you?");
    chat(&map, "Clecio", "I'm fine. And you?");
    chat(&map, "Paim", "Me too.");
```

```
    printf("\nChatters:\n");
    sg_strmap_sort(&map, &map_sort, NULL);
    sg_strmap_iter(map, &map_iter, NULL);
    sg_strmap_cleanup(&map);
    return EXIT_SUCCESS;
}
```

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