

ZipZop

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# Chapter 1

## Data Structure Index

### 1.1 Data Structures

Here are the data structures with brief descriptions:

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## Chapter 2

# Data Structure Documentation

### 2.1 client Struct Reference

Struct representing a connect client in the server.

#### Data Fields

- const char \* [name](#)
- int [sockfd](#)
- pthread\_t [thread](#)

#### 2.1.1 Detailed Description

Struct representing a connect client in the server.

#### 2.1.2 Field Documentation

##### 2.1.2.1 name

```
const char* client::name
```

Client name

##### 2.1.2.2 sockfd

```
int client::sockfd
```

Socket that holds the connection with this client

### 2.1.2.3 thread

```
pthread_t client::thread
```

The server thread responsible to listen to this client's messages

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

- `src/client.c`

## 2.2 message Struct Reference

Struct representing a message sent by some sender.

### Data Fields

- `const char *` [content](#)
- `const char *` [sender\\_name](#)

### 2.2.1 Detailed Description

Struct representing a message sent by some sender.

### 2.2.2 Field Documentation

#### 2.2.2.1 content

```
const char* message::content
```

The content of the message

#### 2.2.2.2 sender\_name

```
const char* message::sender_name
```

The username of the sender

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

- `src/message.c`



## 2.3 slist Struct Reference

A struct representing node in a singly linked list.

Collaboration diagram for slist:



### Data Fields

- void \* [key](#)
- struct [slist](#) \* [next](#)

#### 2.3.1 Detailed Description

A struct representing node in a singly linked list.

#### 2.3.2 Field Documentation

##### 2.3.2.1 key

```
void* slist::key
```

The element that will be stored in the node

##### 2.3.2.2 next

```
struct slist* slist::next
```

A pointer to the next node

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

- `src/slist.c`



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