

ZipZop

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Contents

1	Data Structure Index	1
1.1	Data Structures	1
2	File Index	3
2.1	File List	3
3	Data Structure Documentation	5
3.1	client Struct Reference	5
3.1.1	Detailed Description	5
3.1.2	Field Documentation	5
3.1.2.1	name	5
3.1.2.2	sockfd	5
3.1.2.3	thread	6
3.2	message Struct Reference	6
3.2.1	Detailed Description	6
3.2.2	Field Documentation	6
3.2.2.1	content	6
3.2.2.2	sender_name	6
3.3	sllist Struct Reference	7
3.3.1	Detailed Description	7
3.3.2	Field Documentation	7
3.3.2.1	key	7
3.3.2.2	next	7

4 File Documentation	9
4.1 src/client.c File Reference	9
4.1.1 Function Documentation	10
4.1.1.1 client_create()	10
4.1.1.2 client_destroy()	10
4.1.1.3 client_get_name()	11
4.1.1.4 client_get_socket()	11
4.1.1.5 client_get_thread()	11
4.1.1.6 client_set_name()	12
4.1.1.7 client_set_socket()	12
4.1.1.8 client_set_thread()	12
4.2 src/client.h File Reference	13
4.2.1 Function Documentation	14
4.2.1.1 client_create()	14
4.2.1.2 client_destroy()	14
4.2.1.3 client_get_name()	15
4.2.1.4 client_get_socket()	15
4.2.1.5 client_get_thread()	15
4.2.1.6 client_set_name()	16
4.2.1.7 client_set_socket()	16
4.2.1.8 client_set_thread()	16
4.3 src/errcodes.h File Reference	17
4.3.1 Enumeration Type Documentation	17
4.3.1.1 errcodes	17
4.4 src/message.c File Reference	18
4.4.1 Function Documentation	18
4.4.1.1 message_create()	19
4.4.1.2 message_destroy()	19
4.4.1.3 message_get_content()	19
4.4.1.4 message_get_sender()	20

4.4.1.5	message_pack()	20
4.4.1.6	message_unpack()	21
4.5	src/message.h File Reference	21
4.5.1	Function Documentation	22
4.5.1.1	message_create()	22
4.5.1.2	message_destroy()	23
4.5.1.3	message_get_content()	23
4.5.1.4	message_get_sender()	24
4.5.1.5	message_pack()	24
4.5.1.6	message_unpack()	25
4.6	src/sllist.c File Reference	25
4.6.1	Function Documentation	26
4.6.1.1	sll_get_key()	26
4.6.1.2	sll_get_next()	26
4.6.1.3	sll_init()	27
4.6.1.4	sll_insert_first()	27
4.6.1.5	sll_insert_last()	28
4.6.1.6	sll_remove_elm()	28
4.6.1.7	sll_remove_first()	28
4.6.1.8	sll_remove_last()	29
4.7	src/sllist.h File Reference	29
4.7.1	Macro Definition Documentation	30
4.7.1.1	SLL_INIT	31
4.7.2	Function Documentation	31
4.7.2.1	sll_get_key()	31
4.7.2.2	sll_get_next()	31
4.7.2.3	sll_init()	32
4.7.2.4	sll_insert_first()	32
4.7.2.5	sll_insert_last()	33
4.7.2.6	sll_remove_elm()	33

4.7.2.7	<code>sll_remove_first()</code>	33
4.7.2.8	<code>sll_remove_last()</code>	34
4.8	<code>src/zip-zop-client.c</code> File Reference	34
4.8.1	Macro Definition Documentation	35
4.8.1.1	<code>MESSAGE_LEN</code>	35
4.8.1.2	<code>PORT</code>	35
4.8.2	Function Documentation	36
4.8.2.1	<code>check_args()</code>	36
4.8.2.2	<code>communicate()</code>	36
4.8.2.3	<code>create_and_connect()</code>	36
4.8.2.4	<code>get_server_addr()</code>	37
4.8.2.5	<code>listen_thread()</code>	37
4.8.2.6	<code>main()</code>	38
4.8.2.7	<code>print_usage()</code>	38
4.8.2.8	<code>server_introduction()</code>	38
4.8.2.9	<code>show_message()</code>	39
4.8.2.10	<code>speak_thread()</code>	39
4.9	<code>src/zip-zop-server.c</code> File Reference	39
4.9.1	Macro Definition Documentation	41
4.9.1.1	<code>BACKLOG</code>	41
4.9.1.2	<code>CLIENT_NAME_LEN</code>	41
4.9.1.3	<code>MESSAGE_LEN</code>	41
4.9.1.4	<code>PORT</code>	41
4.9.2	Function Documentation	41
4.9.2.1	<code>accept_clients()</code>	41
4.9.2.2	<code>client_thread_broadcast()</code>	42
4.9.2.3	<code>client_thread_listen()</code>	42
4.9.2.4	<code>create_and_bind()</code>	43
4.9.2.5	<code>create_new_client()</code>	43
4.9.2.6	<code>get_internet_addr()</code>	43
4.9.2.7	<code>kill_client()</code>	44
4.9.2.8	<code>main()</code>	44
4.9.3	Variable Documentation	44
4.9.3.1	<code>CLIENT_LIST</code>	44
4.9.3.2	<code>CLIENT_LIST_MUTEX</code>	45

Chapter 1

Data Structure Index

1.1 Data Structures

Here are the data structures with brief descriptions:

client	Struct representing a connect client in the server	5
message	Struct representing a messege sent by some sender	6
sllist	A struct representing node in a singly linked list	7

Chapter 2

File Index

2.1 File List

Here is a list of all files with brief descriptions:

src/ client.c	9
src/ client.h	13
src/ errcodes.h	17
src/ message.c	18
src/ message.h	21
src/ slist.c	25
src/ slist.h	29
src/ zip-zop-client.c	34
src/ zip-zop-server.c	39

Chapter 3

Data Structure Documentation

3.1 client Struct Reference

Struct representing a connect client in the server.

Data Fields

- const char * [name](#)
- int [sockfd](#)
- pthread_t [thread](#)

3.1.1 Detailed Description

Struct representing a connect client in the server.

3.1.2 Field Documentation

3.1.2.1 name

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

Client name

3.1.2.2 sockfd

```
int client::sockfd
```

Socket that holds the connection with this client

3.1.2.3 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](#)

3.2 message Struct Reference

Struct representing a messege sent by some sender.

Data Fields

- const char * [content](#)
- const char * [sender_name](#)

3.2.1 Detailed Description

Struct representing a messege sent by some sender.

3.2.2 Field Documentation

3.2.2.1 content

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

The content of the message

3.2.2.2 sender_name

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

The username of the sender

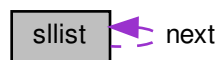
The documentation for this struct was generated from the following file:

- [src/message.c](#)

3.3 slist Struct Reference

A struct representing node in a singly linked list.

Collaboration diagram for slist:



Data Fields

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

3.3.1 Detailed Description

A struct representing node in a singly linked list.

3.3.2 Field Documentation

3.3.2.1 key

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

The element that will be stored in the node

3.3.2.2 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](#)

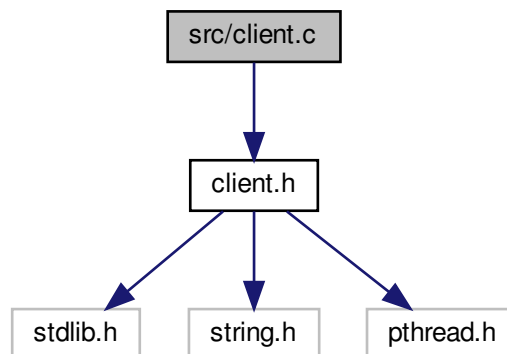
Chapter 4

File Documentation

4.1 src/client.c File Reference

```
#include "client.h"
```

Include dependency graph for client.c:



Data Structures

- struct `client`

Struct representing a connect client in the server.

Functions

- struct `client` * `client_create` (const char *name, int sockfd)
Create a client instance.
- void `client_destroy` (struct `client` *c)
- const char * `client_get_name` (struct `client` *c)

- Get the client name.*
- int [client_get_socket](#) (struct [client](#) *c)
- Get the client socket.*
- pthread_t * [client_get_thread](#) (struct [client](#) *c)
- Get the client thread.*
- void [client_set_name](#) (struct [client](#) *c, const char *name)
- Set the client name.*
- void [client_set_socket](#) (struct [client](#) *c, int sockfd)
- Set the client socket.*
- void [client_set_thread](#) (struct [client](#) *c, pthread_t thread)
- Set the client thread.*

4.1.1 Function Documentation

4.1.1.1 client_create()

```
struct client* client_create (
    const char * name,
    int sockfd )
```

Create a client instance.

Both parameters will be copied into the message, so the user is free to `free()` the parameters passed to this function if necessary.

Parameters

in	<i>name</i>	The client name.
in	<i>sockfd</i>	The socket connected to this client.

Returns

A pointer to the client in case of success, NULL otherwise. The client must be freed, using [client_destroy\(\)](#).

See also

[client_destroy](#)

4.1.1.2 client_destroy()

```
void client_destroy (
    struct client * c )
```

Destroys a client.

Parameters

in	<i>c</i>	A pointer to the client.
----	----------	--------------------------

4.1.1.3 client_get_name()

```
const char* client_get_name (  
    struct client * c )
```

Get the client name.

Parameters

in	<i>c</i>	The client.
----	----------	-------------

Returns

The client name.

4.1.1.4 client_get_socket()

```
int client_get_socket (  
    struct client * c )
```

Get the client socket.

Parameters

in	<i>c</i>	The client.
----	----------	-------------

Returns

The client socket.

4.1.1.5 client_get_thread()

```
pthread_t* client_get_thread (  
    struct client * c )
```

Get the client thread.

Parameters

in	<i>c</i>	The client.
----	----------	-------------

Returns

An Address of the client thread.

Warning

This function returns the address of the actual thread stored in the client. Do not try to free this address.

4.1.1.6 client_set_name()

```
void client_set_name (
    struct client * c,
    const char * name )
```

Set the client name.

Parameters

in	<i>c</i>	The client.
in	<i>name</i>	The client name.

4.1.1.7 client_set_socket()

```
void client_set_socket (
    struct client * c,
    int sockfd )
```

Set the client socket.

Parameters

in	<i>c</i>	The client.
in	<i>sockfd</i>	The client socket.

4.1.1.8 client_set_thread()

```
void client_set_thread (
    struct client * c,
    pthread_t thread )
```

Set the client thread.

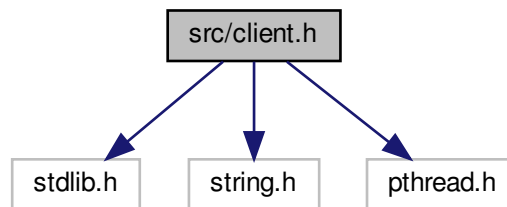
Parameters

in	<i>c</i>	The client.
in	<i>thread</i>	The client thread.

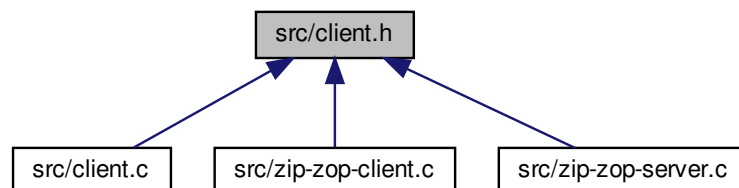
4.2 src/client.h File Reference

```
#include <stdlib.h>
#include <string.h>
#include <pthread.h>
```

Include dependency graph for client.h:



This graph shows which files directly or indirectly include this file:



Functions

- struct [client](#) * [client_create](#) (const char *name, int sockfd)
Create a client instance.
- void [client_destroy](#) (struct [client](#) *c)
- const char * [client_get_name](#) (struct [client](#) *c)
Get the client name.

- int [client_get_socket](#) (struct [client](#) *c)
Get the client socket.
- pthread_t * [client_get_thread](#) (struct [client](#) *c)
Get the client thread.
- void [client_set_name](#) (struct [client](#) *c, const char *name)
Set the client name.
- void [client_set_socket](#) (struct [client](#) *c, int sockfd)
Set the client socket.
- void [client_set_thread](#) (struct [client](#) *c, pthread_t thread)
Set the client thread.

4.2.1 Function Documentation

4.2.1.1 client_create()

```
struct client* client_create (
    const char * name,
    int sockfd )
```

Create a client instance.

Both parameters will be copied into the message, so the user is free to `free()` the parameters passed to this function if necessary.

Parameters

in	<i>name</i>	The client name.
in	<i>sockfd</i>	The socket connected to this client.

Returns

A pointer to the client in case of success, NULL otherwise. The client must be freed, using [client_destroy\(\)](#).

See also

[client_destroy](#)

4.2.1.2 client_destroy()

```
void client_destroy (
    struct client * c )
```

Destroys a client.

Parameters

in	<i>c</i>	A pointer to the client.
----	----------	--------------------------

4.2.1.3 client_get_name()

```
const char* client_get_name (  
    struct client * c )
```

Get the client name.

Parameters

in	<i>c</i>	The client.
----	----------	-------------

Returns

The client name.

4.2.1.4 client_get_socket()

```
int client_get_socket (  
    struct client * c )
```

Get the client socket.

Parameters

in	<i>c</i>	The client.
----	----------	-------------

Returns

The client socket.

4.2.1.5 client_get_thread()

```
pthread_t* client_get_thread (  
    struct client * c )
```

Get the client thread.

Parameters

in	<i>c</i>	The client.
----	----------	-------------

Returns

An Address of the client thread.

Warning

This function returns the address of the actual thread stored in the client. Do not try to free this address.

4.2.1.6 client_set_name()

```
void client_set_name (
    struct client * c,
    const char * name )
```

Set the client name.

Parameters

in	<i>c</i>	The client.
in	<i>name</i>	The client name.

4.2.1.7 client_set_socket()

```
void client_set_socket (
    struct client * c,
    int sockfd )
```

Set the client socket.

Parameters

in	<i>c</i>	The client.
in	<i>sockfd</i>	The client socket.

4.2.1.8 client_set_thread()

```
void client_set_thread (
    struct client * c,
    pthread_t thread )
```

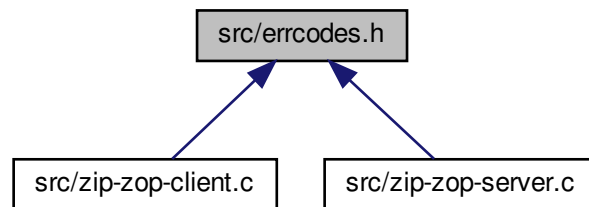
Set the client thread.

Parameters

in	<i>c</i>	The client.
in	<i>thread</i>	The client thread.

4.3 src/errcodes.h File Reference

This graph shows which files directly or indirectly include this file:



Enumerations

- enum [errcodes](#) {
[E_SUCCESS](#), [E_GETADDRINFO](#), [E_BIND](#), [E_LISTEN](#),
[E_BAD_ARGS](#), [E_CONNECT](#), [E_PTHREAD_CREATE](#) }

Possible error codes in the project.

4.3.1 Enumeration Type Documentation

4.3.1.1 errcodes

enum [errcodes](#)

Possible error codes in the project.

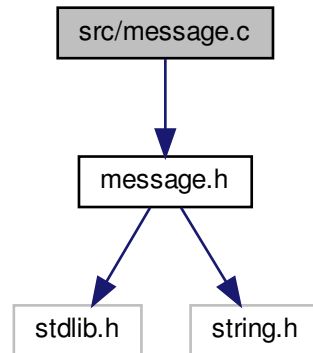
Enumerator

E_SUCCESS	Success value
E_GETADDRINFO	Error code if getaddrinfo() fails
E_BIND	Error code if it was not possible to bind() in the specified port
E_LISTEN	Error code if liste() fails
E_BAD_ARGS	Error code if the user gave a bad input
E_CONNECT	Error code if connect() fails
E_PTHREAD_CREATE	Error code if it was not possible to create a new thread

4.4 src/message.c File Reference

```
#include "message.h"
```

Include dependency graph for message.c:



Data Structures

- struct [message](#)
Struct representing a message sent by some sender.

Functions

- struct [message](#) * [message_create](#) (const char *content, const char *sender_name)
Creates a message.
- void [message_destroy](#) (struct [message](#) *m)
Destroys a message.
- const char * [message_get_content](#) (struct [message](#) *m)
Get the message content.
- const char * [message_get_sender](#) (struct [message](#) *m)
Get the message sender.
- char * [message_pack](#) (struct [message](#) *m, int *len)
Serialize a message.
- struct [message](#) * [message_unpack](#) (char *pack)

4.4.1 Function Documentation

4.4.1.1 message_create()

```
struct message* message_create (
    const char * content,
    const char * sender_name )
```

Creates a message.

Both parameters will be copied into the message, so the user is free to `free()` the parameters passed to this function if necessary.

Parameters

in	<i>content</i>	The content of the message.
in	<i>sender_name</i>	The username of the sender.

Returns

A pointer to a struct message in case of success, NULL otherwise. The message must be freed, using [message_destroy\(\)](#), when is not needed anymore.

See also

[message_destroy](#)

4.4.1.2 message_destroy()

```
void message_destroy (
    struct message * m )
```

Destroys a message.

Parameters

in	<i>m</i>	A pointer to the message.
----	----------	---------------------------

See also

[message_create](#)

4.4.1.3 message_get_content()

```
const char* message_get_content (
    struct message * m )
```

Get the message content.

Parameters

in	<i>m</i>	A pointer to the message.
----	----------	---------------------------

Returns

A pointer to the message content.

Warning

The returned value should not be freed.

4.4.1.4 message_get_sender()

```
const char* message_get_sender (
    struct message * m )
```

Get the message sender.

Parameters

in	<i>m</i>	A pointer to the message.
----	----------	---------------------------

Returns

A pointer to the sender name.

Warning

The returned value should not be freed.

4.4.1.5 message_pack()

```
char* message_pack (
    struct message * m,
    int * len )
```

Serialize a message.

Pack/Serialize the struct message in a format that can be sent through the network.

Parameters

in	<i>m</i>	A pointer to the message.
out	<i>len</i>	A pointer to a integer where the length of the serialized message will be stored.

Returns

A pointer to the serialized message. This should be freed when is not necessary anymore.

See also

[message_unpack](#)

4.4.1.6 message_unpack()

```
struct message* message_unpack (  
    char * pack )
```

Deserialize a message.

Unpack/Deserialize a string into a struct message.

Parameters

in	<i>pack</i>	The string that represent the packed message generated by message_pack() .
----	-------------	--

Returns

A pointer to the deserialized message. This should be freed when is not necessary anymore.

See also

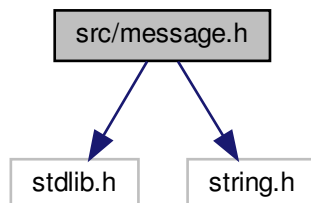
[message_pack](#)

4.5 src/message.h File Reference

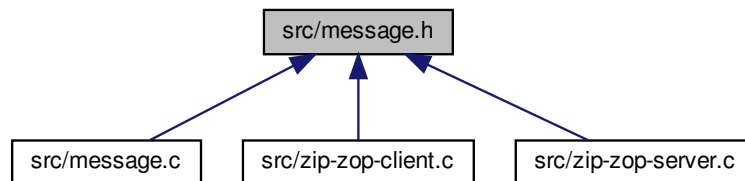
```
#include <stdlib.h>
```

```
#include <string.h>
```

Include dependency graph for message.h:



This graph shows which files directly or indirectly include this file:



Functions

- struct [message](#) * [message_create](#) (const char *content, const char *sender_name)
Creates a message.
- void [message_destroy](#) (struct [message](#) *m)
Destroys a message.
- const char * [message_get_content](#) (struct [message](#) *m)
Get the message content.
- const char * [message_get_sender](#) (struct [message](#) *m)
Get the message sender.
- char * [message_pack](#) (struct [message](#) *m, int *len)
Serialize a message.
- struct [message](#) * [message_unpack](#) (char *pack)

4.5.1 Function Documentation

4.5.1.1 message_create()

```

struct message* message_create (
    const char * content,
    const char * sender_name )
  
```

Creates a message.

Both parameters will be copied into the message, so the user is free to `free()` the parameters passed to this function if necessary.

Parameters

in	<i>content</i>	The content of the message.
in	<i>sender_name</i>	The username of the sender.

Returns

A pointer to a struct message in case of success, NULL otherwise. The message must be freed, using [message_destroy\(\)](#), when is not needed anymore.

See also

[message_destroy](#)

4.5.1.2 message_destroy()

```
void message_destroy (  
    struct message * m )
```

Destroys a message.

Parameters

in	<i>m</i>	A pointer to the message.
----	----------	---------------------------

See also

[message_create](#)

4.5.1.3 message_get_content()

```
const char* message_get_content (  
    struct message * m )
```

Get the message content.

Parameters

in	<i>m</i>	A pointer to the message.
----	----------	---------------------------

Returns

A pointer to the message content.

Warning

The returned value should not be freed.

4.5.1.4 message_get_sender()

```
const char* message_get_sender (
    struct message * m )
```

Get the message sender.

Parameters

in	<i>m</i>	A pointer to the message.
----	----------	---------------------------

Returns

A pointer to the sender name.

Warning

The returned value should not be freed.

4.5.1.5 message_pack()

```
char* message_pack (
    struct message * m,
    int * len )
```

Serialize a message.

Pack/Serialize the struct message in a format that can be sent through the network.

Parameters

in	<i>m</i>	A pointer to the message.
out	<i>len</i>	A pointer to a integer where the length of the serialized message will be stored.

Returns

A pointer to the serialized message. This should be freed when is not necessary anymore.

See also

[message_unpack](#)

4.5.1.6 message_unpack()

```
struct message* message_unpack (
    char * pack )
```

Deserialize a message.

Unpack/Deserialize a string into a struct message.

Parameters

in	<i>pack</i>	The string that represent the packed message generated by message_pack() .
----	-------------	--

Returns

A pointer to the deserialized message. This should be freed when is not necessary anymore.

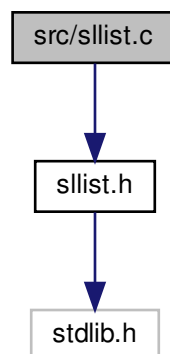
See also

[message_pack](#)

4.6 src/sllist.c File Reference

```
#include "sllist.h"
```

Include dependency graph for sllist.c:



Data Structures

- struct [sllist](#)

A struct representing node in a singly linked list.

Functions

- `struct sllist * sll_init (void)`
Initilize a sllist to be a valid empty list.
- `struct sllist * sll_get_next (struct sllist **l)`
Get the next node in the list.
- `void sll_insert_first (struct sllist **l, void *a)`
Insert an element on the head of the list.
- `void sll_insert_last (struct sllist **l, void *a)`
Insert an element on the tail of the list.
- `void * sll_remove_first (struct sllist **l)`
Remove the first element of the list.
- `void * sll_remove_last (struct sllist **l)`
Remove the last element of the list.
- `void * sll_remove_elm (struct sllist **l, void *elm)`
Remove the specified element of the list.
- `void * sll_get_key (struct sllist *l)`
Get the element stored in the especified list node.

4.6.1 Function Documentation

4.6.1.1 sll_get_key()

```
void* sll_get_key (
    struct sllist * l )
```

Get the element stored in the especified list node.

Parameters

in	/	A pointer to the list node.
----	---	-----------------------------

Returns

The element.

4.6.1.2 sll_get_next()

```
struct sllist* sll_get_next (
    struct sllist ** l )
```

Get the next node in the list.

Parameters

in, out	/	An address to a pointer to the list.
---------	---	--------------------------------------

Returns

A pointer to the next node in the list; NULL if there is no next element.

Example to iterate over a list:

```
struct sllist **l = sll_init();
// fill the list
for (struct sllist *p = *l; p; p = sll_get_next(&p)) {
    void *key = sll_get_key(p);
    // do stuff with p
}
```

4.6.1.3 sll_init()

```
struct sllist* sll_init (
    void )
```

Initilize a sllist to be a valid empty list.

Returns

An empty list.

Warning

One should not test the return against NULL. NULL is the default value.

See also

[SLL_INIT](#)

4.6.1.4 sll_insert_first()

```
void sll_insert_first (
    struct sllist ** l,
    void * a )
```

Insert an element on the head of the list.

Parameters

in, out	<i>l</i>	An address to a pointer to the list.
in	<i>a</i>	The element.

4.6.1.5 sll_insert_last()

```
void sll_insert_last (
    struct sllist ** l,
    void * a )
```

Insert an element on the tail of the list.

Parameters

in, out	<i>l</i>	An address to a pointer to the list.
in	<i>a</i>	The element.

4.6.1.6 sll_remove_elm()

```
void* sll_remove_elm (
    struct sllist ** l,
    void * elm )
```

Remove the specified element of the list.

Parameters

in, out	<i>l</i>	An address to a pointer to the list.
in	<i>elm</i>	The element.

Returns

The element in case of success. NULL if the list is empty or the element doesn't exit.

4.6.1.7 sll_remove_first()

```
void* sll_remove_first (
    struct sllist ** l )
```

Remove the first element of the list.

The list node will be freed.

Parameters

in, out	/	An address to a pointer to the list.
---------	---	--------------------------------------

Returns

The element in case of success. NULL if the list is empty.

4.6.1.8 sll_remove_last()

```
void* sll_remove_last (
    struct sllist ** l )
```

Remove the last element of the list.

The list node will be freed.

Parameters

in, out	/	An address to a pointer to the list.
---------	---	--------------------------------------

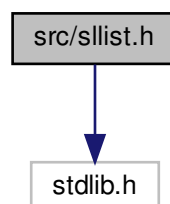
Returns

The element in case of success. NULL if the list is empty.

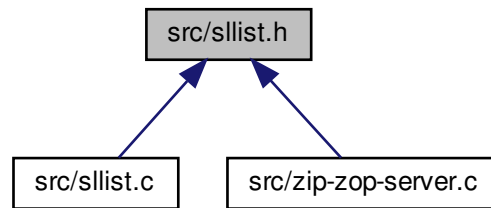
4.7 src/sllist.h File Reference

```
#include <stdlib.h>
```

Include dependency graph for sllist.h:



This graph shows which files directly or indirectly include this file:



Macros

- `#define SLL_INIT() NULL;`
Macro that initialize a slist to be a valid empty list.

Functions

- `struct slist * sll_init (void)`
Initilize a slist to be a valid empty list.
- `struct slist * sll_get_next (struct slist **l)`
Get the next node in the list.
- `void sll_insert_first (struct slist **l, void *a)`
Insert an element on the head of the list.
- `void sll_insert_last (struct slist **l, void *a)`
Insert an element on the tail of the list.
- `void * sll_remove_first (struct slist **l)`
Remove the first element of the list.
- `void * sll_remove_last (struct slist **l)`
Remove the last element of the list.
- `void * sll_remove_elm (struct slist **l, void *elm)`
Remove the specified element of the list.
- `void * sll_get_key (struct slist *l)`
Get the element stored in the especified list node.

4.7.1 Macro Definition Documentation

4.7.1.1 SLL_INIT

```
#define SLL_INIT( ) NULL;
```

Macro that initialize a sllist to be a valid empty list.

Returns

An empty list.

Warning

One should not test the return against NULL. NULL is the default value.

See also

[sll_init](#)

4.7.2 Function Documentation

4.7.2.1 sll_get_key()

```
void* sll_get_key (
    struct sllist * l )
```

Get the element stored in the especified list node.

Parameters

in	/	A pointer to the list node.
----	---	-----------------------------

Returns

The element.

4.7.2.2 sll_get_next()

```
struct sllist* sll_get_next (
    struct sllist ** l )
```

Get the next node in the list.

Parameters

in, out	/	An address to a pointer to the list.
---------	---	--------------------------------------

Returns

A pointer to the next node in the list; NULL if there is no next element.

Example to iterate over a list:

```
struct sllist **l = sll_init();
// fill the list
for (struct sllist *p = *l; p; p = sll_get_next(&p)) {
    void *key = sll_get_key(p);
    // do stuff with p
}
```

4.7.2.3 sll_init()

```
struct sllist* sll_init (
    void )
```

Initilize a sllist to be a valid empty list.

Returns

An empty list.

Warning

One should not test the return against NULL. NULL is the default value.

See also

[SLL_INIT](#)

4.7.2.4 sll_insert_first()

```
void sll_insert_first (
    struct sllist ** l,
    void * a )
```

Insert an element on the head of the list.

Parameters

in, out	/	An address to a pointer to the list.
in	a	The element.

4.7.2.5 sll_insert_last()

```
void sll_insert_last (
    struct sllist ** l,
    void * a )
```

Insert an element on the tail of the list.

Parameters

in, out	/	An address to a pointer to the list.
in	a	The element.

4.7.2.6 sll_remove_elm()

```
void* sll_remove_elm (
    struct sllist ** l,
    void * elm )
```

Remove the specified element of the list.

Parameters

in, out	/	An address to a pointer to the list.
in	elm	The element.

Returns

The element in case of success. NULL if the list is empty or the element doesn't exit.

4.7.2.7 sll_remove_first()

```
void* sll_remove_first (
    struct sllist ** l )
```

Remove the first element of the list.

The list node will be freed.

Parameters

in, out	/	An address to a pointer to the list.
---------	---	--------------------------------------

Returns

The element in case of success. NULL if the list is empty.

4.7.2.8 sll_remove_last()

```
void* sll_remove_last (
    struct sllist ** l )
```

Remove the last element of the list.

The list node will be freed.

Parameters

in, out	/	An address to a pointer to the list.
---------	---	--------------------------------------

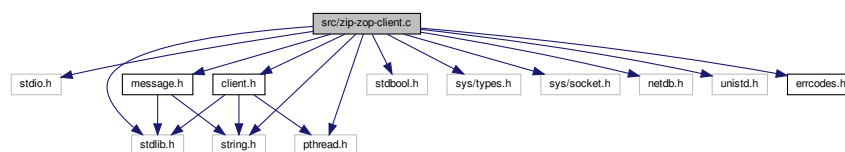
Returns

The element in case of success. NULL if the list is empty.

4.8 src/zip-zop-client.c File Reference

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <stdbool.h>
#include <sys/types.h>
#include <sys/socket.h>
#include <netdb.h>
#include <unistd.h>
#include <pthread.h>
#include "errcodes.h"
#include "message.h"
#include "client.h"
```

Include dependency graph for zip-zop-client.c:



Macros

- `#define PORT "1234"`
The port where this application will be running.
- `#define MESSAGE_LEN 2000`
Maximum length of a client message.

Functions

- `bool check_args (int argc)`
Checks if the user enter the arguments in the correct manner.
- `void print_usage (const char *name)`
Prints the correct usage of the program.
- `void show_message (struct message *m)`
Displays a message in the screen.
- `void * listen_thread (void *client)`
Keeps listening to server messages.
- `void * speak_thread (void *client)`
Keeps reading messages from `stdin` and send them to server.
- `struct addrinfo * get_server_addr (const char *server_name)`
Gets the internet address of the server.
- `int create_and_connect (struct addrinfo *addr)`
Attempts to create a socket to an internet address and connect to it in to a port.
- `void server_introduction (struct client *c)`
Presents the client to the server.
- `void communicate (const char *user_name, int sockfd)`
Manages the connection with a user and a server.
- `int main (int argc, char **argv)`
The zip-zop-client.

4.8.1 Macro Definition Documentation

4.8.1.1 MESSAGE_LEN

```
#define MESSAGE_LEN 2000
```

Maximum length of a client message.

4.8.1.2 PORT

```
#define PORT "1234"
```

The port where this application will be running.

4.8.2 Function Documentation

4.8.2.1 `check_args()`

```
bool check_args (
    int argc )
```

Checks if the user enter the arguments in the correct manner.

Parameters

in	<i>argc</i>	Number of arguments.
----	-------------	----------------------

Returns

`true` if the arguments are correct, `false` otherwise.

4.8.2.2 `communicate()`

```
void communicate (
    const char * user_name,
    int sockfd )
```

Manages the connection with a user and a server.

Given a username and a socket connected with the server, manages the connection, creating a thread to listen to incoming messages from the server, and another to read messages from the user and send them to the server.

Parameters

in	<i>user_name</i>	The username.
in	<i>sockfd</i>	The socket connected to the server.

4.8.2.3 `create_and_connect()`

```
int create_and_connect (
    struct addrinfo * addr )
```

Attempts to create a socket to an internet address and connect to it in to a port.

Parameters

in	<i>addr</i>	The internet address.
----	-------------	-----------------------

Returns

The socket in case of success. -1 otherwise.

4.8.2.4 get_server_addr()

```
struct addrinfo* get_server_addr (
    const char * server_name )
```

Gets the internet address of the server.

Given the server name, this function will try to find an internet address to this server.

Parameters

in	<i>server_name</i>	The server name.
----	--------------------	------------------

Returns

A pointer to a list of possibly valid server internet addresses.

4.8.2.5 listen_thread()

```
void* listen_thread (
    void * client )
```

Keeps listening to server messages.

This function will be executed by a thread that is responsible for keep checking if there is a new message from the server.

If there is a new message, the thread will display the message.

Parameters

in	<i>client</i>	A pointer to the client.
----	---------------	--------------------------

See also

[show_message](#)

4.8.2.6 main()

```
int main (
    int argc,
    char ** argv )
```

The zip-zop-client.

A TCP client that will connect with an instance of the zip-zop-server.

Parameters

in	<i>argc</i>	Number of arguments given by the user.
in	<i>argv</i>	An array of strings representing the arguments given by the user

Note

Usage: ./zip-zop-client <server_addr> <username>

4.8.2.7 print_usage()

```
void print_usage (
    const char * name )
```

Prints the correct usage of the program.

Parameters

in	<i>name</i>	The name of this program.
----	-------------	---------------------------

4.8.2.8 server_introduction()

```
void server_introduction (
    struct client * c )
```

Presents the client to the server.

This function sends everything that is needed to introduce the client to the server.

In this case only the client name is sent to the server.

Parameters

<i>c</i>	The client.
----------	-------------

4.8.2.9 show_message()

```
void show_message (
    struct message * m )
```

Displays a message in the screen.

Parameters

in	<i>m</i>	The message.
----	----------	--------------

4.8.2.10 speak_thread()

```
void* speak_thread (
    void * client )
```

Keeps reading messages from `stdin` and send them to server.

The message will be sent as a packet version of a struct message.

Parameters

in	<i>c</i>	The client that sent the message.
----	----------	-----------------------------------

See also

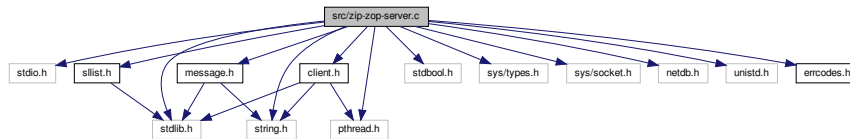
[message_pack](#)

4.9 src/zip-zop-server.c File Reference

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <stdbool.h>
#include <sys/types.h>
#include <sys/socket.h>
#include <netdb.h>
#include <unistd.h>
#include <pthread.h>
#include "errcodes.h"
#include "message.h"
#include "client.h"
```

```
#include "sllist.h"
```

Include dependency graph for zip-zop-server.c:



Macros

- `#define PORT "1234"`
The port where this application will be running.
- `#define BACKLOG 10`
The number of clients that will be kept in the queue if the server is not ready for accepting them.
- `#define CLIENT_NAME_LEN 100`
Maximum length of a client name.
- `#define MESSAGE_LEN 2000`
Maximum length of a client message.

Functions

- `void client_thread_broadcast (struct client *c, const char *msg)`
Sends a message to all clients.
- `void kill_client (struct client *c)`
Kill a client.
- `void * client_thread_listen (void *client)`
Keeps listening to client messages.
- `struct addrinfo * get_internet_addr (void)`
Find a set of possible internet addresses of localhost.
- `int create_and_bind (struct addrinfo *addr)`
Attempts to create a socket and bind to a port with the given internet address.
- `void create_new_client (int sockfd)`
Create a new client and add it in the CLIENT_LIST.
- `int accept_clients (int sockfd)`
Keeps on accepting new clients connections.
- `int main (void)`
The zip-zop-server.

Variables

- `struct sllist * CLIENT_LIST = SLL_INIT()`
A singly linked list that will keep all the connected clients.
- `pthread_mutex_t CLIENT_LIST_MUTEX`
The CLIENT_LIST mutex.

4.9.1 Macro Definition Documentation

4.9.1.1 BACKLOG

```
#define BACKLOG 10
```

The number of clients that will be kept in the queue if the server is not ready for accepting them.

4.9.1.2 CLIENT_NAME_LEN

```
#define CLIENT_NAME_LEN 100
```

Maximum length of a client name.

4.9.1.3 MESSAGE_LEN

```
#define MESSAGE_LEN 2000
```

Maximum length of a client message.

4.9.1.4 PORT

```
#define PORT "1234"
```

The port where this application will be running.

4.9.2 Function Documentation

4.9.2.1 accept_clients()

```
int accept_clients (  
    int sockfd )
```

Keeps on accepting new clients connections.

Keeps listening for incoming connections, when a new one arrives accepts it and instantiates a new client.

Parameters

in	<i>sockfd</i>	Socket used to listen to new connections.
----	---------------	---

4.9.2.2 client_thread_broadcast()

```
void client_thread_broadcast (
    struct client * c,
    const char * msg )
```

Sends a message to all clients.

The message will be sent as a packet version of a struct message.

Parameters

in	<i>c</i>	The client that sent the message.
in	<i>msg</i>	The message content.

See also

[message_pack](#)

4.9.2.3 client_thread_listen()

```
void* client_thread_listen (
    void * client )
```

Keeps listening to client messages.

This function will be executed by a thread that is responsible for keep checking if there is a new message from the client.

If there is a new message, the thread will execute the [client_thread_broadcast\(\)](#).

Parameters

in	<i>client</i>	A pointer to the client.
----	---------------	--------------------------

See also

[client_thread_broadcast](#)

4.9.2.4 create_and_bind()

```
int create_and_bind (
    struct addrinfo * addr )
```

Attempts to create a socket and bind to a port with the given internet address.

Parameters

in	<i>addr</i>	The internet address.
----	-------------	-----------------------

Returns

The socket in case of success. -1 otherwise.

4.9.2.5 create_new_client()

```
void create_new_client (
    int sockfd )
```

Create a new client and add it in the `CLIENT_LIST`.

Parameters

in	<i>sockfd</i>	The socket created in accept_clients() , and that is used to communicate with the client that will be created.
----	---------------	--

See also

[accept_clients](#)
[CLIENT_LIST](#)

4.9.2.6 get_internet_addr()

```
struct addrinfo* get_internet_addr (
    void )
```

Find a set of possible internet addresses of localhost.

Returns

A list of `addrinfo`, which contain the addresses.

4.9.2.7 kill_client()

```
void kill_client (
    struct client * c )
```

Kill a client.

Removes a client from the `CLIENT_LIST`, destroys it and closes the connection.

Parameters

in	<i>c</i>	The client.
----	----------	-------------

See also

[CLIENT_LIST](#)

4.9.2.8 main()

```
int main (
    void )
```

The zip-zop-server.

A TCP server that will accept connections from zip-zop-clients, hear its messages and broadcast them to all connected clients. Working as a chatroom.

4.9.3 Variable Documentation

4.9.3.1 CLIENT_LIST

```
struct sllist* CLIENT_LIST = SLL_INIT()
```

A singly linked list that will keep all the connected clients.

Warning

Mutual exclusion must be ensured before accessing this list.

See also

[CLIENT_LIST_MUTEX](#)

4.9.3.2 CLIENT_LIST_MUTEX

```
pthread_mutex_t CLIENT_LIST_MUTEX
```

The `CLIENT_LIST` mutex.

This is used to ensure mutual exclusion wen accessing the `CLIENT_LIST`, given the nature of the application where multiple threads might use the list.

See also

[CLIENT_LIST](#)

Index

- accept_clients
 - zip-zop-server.c, [41](#)
- BACKLOG
 - zip-zop-server.c, [41](#)
- CLIENT_LIST_MUTEX
 - zip-zop-server.c, [44](#)
- CLIENT_LIST
 - zip-zop-server.c, [44](#)
- CLIENT_NAME_LEN
 - zip-zop-server.c, [41](#)
- check_args
 - zip-zop-client.c, [36](#)
- client, [5](#)
 - name, [5](#)
 - sockfd, [5](#)
 - thread, [5](#)
- client.c
 - client_create, [10](#)
 - client_destroy, [10](#)
 - client_get_name, [11](#)
 - client_get_socket, [11](#)
 - client_get_thread, [11](#)
 - client_set_name, [12](#)
 - client_set_socket, [12](#)
 - client_set_thread, [12](#)
- client.h
 - client_create, [14](#)
 - client_destroy, [14](#)
 - client_get_name, [15](#)
 - client_get_socket, [15](#)
 - client_get_thread, [15](#)
 - client_set_name, [16](#)
 - client_set_socket, [16](#)
 - client_set_thread, [16](#)
- client_create
 - client.c, [10](#)
 - client.h, [14](#)
- client_destroy
 - client.c, [10](#)
 - client.h, [14](#)
- client_get_name
 - client.c, [11](#)
 - client.h, [15](#)
- client_get_socket
 - client.c, [11](#)
 - client.h, [15](#)
- client_get_thread
 - client.c, [11](#)
- client.h, [15](#)
 - client_set_name, [16](#)
 - client_set_socket, [16](#)
 - client_set_thread, [16](#)
- client_set_name
 - client.c, [12](#)
 - client.h, [16](#)
- client_set_socket
 - client.c, [12](#)
 - client.h, [16](#)
- client_set_thread
 - client.c, [12](#)
 - client.h, [16](#)
- client_thread_broadcast
 - zip-zop-server.c, [42](#)
- client_thread_listen
 - zip-zop-server.c, [42](#)
- communicate
 - zip-zop-client.c, [36](#)
- content
 - message, [6](#)
- create_and_bind
 - zip-zop-server.c, [42](#)
- create_and_connect
 - zip-zop-client.c, [36](#)
- create_new_client
 - zip-zop-server.c, [43](#)
- errcodes
 - errcodes.h, [17](#)
- errcodes.h
 - errcodes, [17](#)
- get_internet_addr
 - zip-zop-server.c, [43](#)
- get_server_addr
 - zip-zop-client.c, [37](#)
- key
 - sllist, [7](#)
- kill_client
 - zip-zop-server.c, [43](#)
- listen_thread
 - zip-zop-client.c, [37](#)
- MESSAGE_LEN
 - zip-zop-client.c, [35](#)
 - zip-zop-server.c, [41](#)
- main
 - zip-zop-client.c, [37](#)
 - zip-zop-server.c, [44](#)
- message, [6](#)
 - content, [6](#)

- sender_name, 6
- message.c
 - message_create, 18
 - message_destroy, 19
 - message_get_content, 19
 - message_get_sender, 20
 - message_pack, 20
 - message_unpack, 21
- message.h
 - message_create, 22
 - message_destroy, 23
 - message_get_content, 23
 - message_get_sender, 23
 - message_pack, 24
 - message_unpack, 24
- message_create
 - message.c, 18
 - message.h, 22
- message_destroy
 - message.c, 19
 - message.h, 23
- message_get_content
 - message.c, 19
 - message.h, 23
- message_get_sender
 - message.c, 20
 - message.h, 23
- message_pack
 - message.c, 20
 - message.h, 24
- message_unpack
 - message.c, 21
 - message.h, 24
- name
 - client, 5
- next
 - sllist, 7
- PORT
 - zip-zop-client.c, 35
 - zip-zop-server.c, 41
- print_usage
 - zip-zop-client.c, 38
- SLL_INIT
 - sllist.h, 30
- sender_name
 - message, 6
- server_introduction
 - zip-zop-client.c, 38
- show_message
 - zip-zop-client.c, 39
- sll_get_key
 - sllist.c, 26
 - sllist.h, 31
- sll_get_next
 - sllist.c, 26
 - sllist.h, 31
- sll_init
 - sllist.c, 27
 - sllist.h, 32
- sll_insert_first
 - sllist.c, 27
 - sllist.h, 32
- sll_insert_last
 - sllist.c, 28
 - sllist.h, 33
- sll_remove_elm
 - sllist.c, 28
 - sllist.h, 33
- sll_remove_first
 - sllist.c, 28
 - sllist.h, 33
- sll_remove_last
 - sllist.c, 29
 - sllist.h, 34
- sllist, 7
 - key, 7
 - next, 7
- sllist.c
 - sll_get_key, 26
 - sll_get_next, 26
 - sll_init, 27
 - sll_insert_first, 27
 - sll_insert_last, 28
 - sll_remove_elm, 28
 - sll_remove_first, 28
 - sll_remove_last, 29
- sllist.h
 - SLL_INIT, 30
 - sll_get_key, 31
 - sll_get_next, 31
 - sll_init, 32
 - sll_insert_first, 32
 - sll_insert_last, 33
 - sll_remove_elm, 33
 - sll_remove_first, 33
 - sll_remove_last, 34
- sockfd
 - client, 5
- speak_thread
 - zip-zop-client.c, 39
- src/client.c, 9
- src/client.h, 13
- src/errcodes.h, 17
- src/message.c, 18
- src/message.h, 21
- src/sllist.c, 25
- src/sllist.h, 29
- src/zip-zop-client.c, 34
- src/zip-zop-server.c, 39
- thread
 - client, 5
- zip-zop-client.c
 - check_args, 36

- communicate, [36](#)
- create_and_connect, [36](#)
- get_server_addr, [37](#)
- listen_thread, [37](#)
- MESSAGE_LEN, [35](#)
- main, [37](#)
- PORT, [35](#)
- print_usage, [38](#)
- server_introduction, [38](#)
- show_message, [39](#)
- speak_thread, [39](#)
- zip-zop-server.c
 - accept_clients, [41](#)
 - BACKLOG, [41](#)
 - CLIENT_LIST_MUTEX, [44](#)
 - CLIENT_LIST, [44](#)
 - CLIENT_NAME_LEN, [41](#)
 - client_thread_broadcast, [42](#)
 - client_thread_listen, [42](#)
 - create_and_bind, [42](#)
 - create_new_client, [43](#)
 - get_internet_addr, [43](#)
 - kill_client, [43](#)
 - MESSAGE_LEN, [41](#)
 - main, [44](#)
 - PORT, [41](#)