1 Introduction

Ce projet s'attaque a la realisation d'une application Client-Serveur mettant en place un service de jeu "Morpion".

2 Description d'architecture

Un stream socket typique est choisie, etc...

2.1 Libraries utilisés

- **<unistd.h> -** Gere principalement
- <sys/types.h> Plusieurs macros et types predefinies comme AF_UNSPEC ou SOCK_STREAM
- <sys/socket.h> Librarie principale contenant les methodes...
- otro

3 Choix realisés

3.1 Structures de données

Deux structures de donnees doivent etre remplies (a la main ou avec des methodes auxilaires).

sockaddr_storage contient l'addresse.

3.2 System Calls

Send, wait...

3.3 Procotol??

TCP stream socket?

4 Listing

```
#include <stdio.h>
int main(int argc, char *argv[])
{
  printf("asdf");
  return 0;
}
```

client.c

```
#include <stdlib.h>
3 #include <stdio.h>
  #include <unistd.h>
5 #include <errno.h>
  #include <string.h>
7 #include <sys/types.h>
  #include <sys/socket.h>
9 #include <netinet/in.h>
   #include <netdb.h>
11 #include <arpa/inet.h>
   #include <sys/wait.h>
13 #include <signal.h>
  #define PORT "5555"
15
17
   int main(void) {
19
    int sockfd;
21
    struct addrinfo goodies;
                                              /* Main data structure */
     struct sockaddr_storage connector_addr; /* Can be IPv4 or IPv6,
23
      like
                                                  sockaddr_in or
                                                  sockaddr_in6 */
25
     //socklen_t sin_size;
27
    //struct sigaction sa;
29
     int yes = 1;
    memset(&goodies, 0, sizeof(goodies));
31
     goodies.ai_family = AF_UNSPEC;
    goodies.ai_protocol = 0;
33
     goodies.ai_socktype = SOCK_STREAM;
35
     printf("asdf");
     return 0;
37
```

server.c

```
FILE = rapport
DIR = tex_files
OPTIONS = -pdf -output-directory=$(DIR)
PDF_V = evince #open, okular, skim, adobe...

auto: $(FILE).tex
latexmk $(OPTIONS) $<

view: $(DIR)/$(FILE).pdf
$(PDF_V) $< &

mac_view: $(DIR)/$(FILE).pdf
open $< &
```

Makefile