PA1 Report

Student ID: 20211277

Name: Hojun Lee

My code is based on "Beej's Guide to Network Programming". I modify "A Simple Stream

Server" and "A Simple Stream Client" on it.

I used fread() function for reading data from STDIN. while((len_read = fread(buf, 1,

MAXDATASIZE - 8 - key_len, stdin)) > 0) keep reading data from STDIN until reading EOF.

For receiving and sending, I decare recv_byte and send_byte functions. These two function

ensure sending whole data whose length is passed by argument, while recv, send functions

does not ensure.

A client will send a header containing op, key_length and data_length. Then the server will

receive it and will know how many bytes it have to read. The client will send the key and the

messages. and the server receives it.

Since the server know how long the message is. Before receiving the message, it can

terminate the communication, if the total message length is bigger then 10mb.

I used ntoh{l,s}, hton{l,s} for chaing byte order. Op takes two byte. But since it is just one byte.

I decided not to change byte order. (Also TA have mentioned about it on BB.)

When a client try to communicate with the server, the server creates the child process. So if

the server manage the number of child, it implies it manages the number of client which is

communicating to the server.

I put shared_data struct. It is shared with all children. Active_clients is increased by 1 when

child is created, and is decreased by 1 when the child terminates.

Since it is shared. There might be synchronization issue. So it uses semaphore for the synchronization.

When fd is assigned for communication by accep(), before communication, it checks the value of active_clients of shared_data struct. If active_clients is bigger than 50, it means there are 50 children already. So that child terminates immediately.

References

https://beej.us/guide/bgnet/

https://www.geeksforgeeks.org/dsa/vigenere-cipher/

https://reakwon.tistory.com/107

https://velog.io/@naive/getopt-%EC%82%AC%EC%9A%A9%EB%B2%95