## File - /Users/chadanlo/go/src/prr-labo2/labo2/utils/utils.go

```
1 /*
 2
 3
   Lab
                : 02
                : utils.go
   File
 5
    Authors
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 6
   Date
                : 03.12.2019
   Goal
                : Utility methods for conversions of the network layer
 9
10 */
11
12 package utils
13
14 import (
       "PRR-Labo2/labo2/config"
15
       "encoding/binary"
"strconv"
16
17
18)
21
   22
                    UTILS METHODE
24
25 /**
   * Method to convert an unint32 in byte array
26
   * @param value we want to update
27
   * @return the value converted in byte array
30 func uint32ToByteArray(i uint32) []byte{
31
       buf := make([]byte, 4)
       binary LittleEndian PutUint32(buf, i)
32
33
       return buf
34 }
35
36 /**
37
   * Method to convert an unint16 in byte array
   * @param value we want to update
   * @return the value converted in byte array
40
41 func uint16ToByteArray(i uint16) []byte{
42
       buf := make([]byte, 2)
       binary LittleEndian PutUint16(buf, i)
43
44
       return buf
45 }
46
47 /**
48
   * Method to init a message(REQ or OK). TYPE + Stamp + id
   * @param message to convert
   * @param message in byte array
52 func InitMessage(stamp uint32,id uint16, _type []byte(
53
       var buf []byte
54
       _id := uint16ToByteArray(id)
55
56
       _stamp := uint32ToByteArray(stamp)
57
       buf = append(buf, _type...)
buf = append(buf, _stamp...)
buf = append(buf, _id...)
buf = append(buf, '\n')
58
59
60
61
62
       return buf
63 }
64
65 /**
   * Method to init an update message (UPD + VALUE)
* @param buf we want to convert
66
67
68
   * @return update message in byte array
69
70 func InitMessageUpdate(value uint32, _type []byte) []byte{
71
       var buf []byte
72
73
       _value := uint32ToByteArray(value)
74
75
76
       buf = append(buf, _type...)
       buf = append(buf, _value...)
buf = append(buf, '\n')
77
78
79
       return buf
80 }
   * Method to convert a byte array to unint32
* @param buf we want to convert
83
84
85
   * @return the value in uint32
86
87 func ConverByteArrayToUint32(buf []byte) uint32{
       return binary.LittleEndian.Uint32(buf)
88
89 }
91 /**
```

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```
92 * Method to convert a byte array to unint16
93 * @param buf we want to convert
94 * @return the value in uint16
95 */
96 func ConverByteArrayToUint16(buf []byte) uint16{
97     return binary.LittleEndian.Uint16(buf)
98 }
99
100 /**
101 * Method to get the adress:port of the processus by id
102 * @param id of the processus
103 * @return address:port in string
104 */
105 func AddressByID(id uint16) string{
106     port := config.PORT + id
107     return config.ADDR + ":" + strconv.Itoa(int(port))
108 }
109
110
```