

## client.erl

```

1  %%%-----
2  %%% @author moritzspindelhirn
3  %%% @doc MOTD Client
4  %%%
5  %%% @end
6  %%% Created : 17. Mai 2014 13:19
7  %%%-----
8  -module(client).
9  -author("moritzspindelhirn").
10
11  %% API
12  -export([start/1]).
13
14  %% Imports
15  -import(werkzeug, [get_config_value/2]).
16  -import(timer, [apply_after/4]).
17
18  %% Defines
19  -define(TeAMNR, 99).
20  -define(PRAKNR, 3).
21
22  %%%-----
23  %%% Start client
24  %%% first set lifetime timer
25  %%% then start loop
26  %%%-----
27  start(Name) ->
28      Sendintervall = getSendinterval(),
29      SendintervallMs = Sendintervall * 1000,
30      Lifetime = getLifetime(),
31      LifetimeMs = Lifetime * 1000,
32      timer:exit_after(LifetimeMs, "Time to say goodbye."),
33      sendloop(Name, SendintervallMs, 0, 0, []).
34
35  %%%-----
36  %%% Loop for sending messages
37  %%%-----
38  sendloop(Name, Timeout, BatchNum, Count, SendMessageSL) ->
39      % send after time
40      apply_after(Timeout, client, prepAndSendMsg, [Name, Count, SendMessageSL]),
41      BatchNum = BatchNum + 1,
42      Count = Count + 1,
43      % change timeout time after 5 messages
44      if
45          BatchNum > 5 ->
46              Half = round(Timeout / 2),
47              Diff = random:uniform(Half),
48              % change must be at least 1 sek
49              if
50                  Diff < 1000 -> Diff = 1000
51              end,
52              % random add or sub
53              UpOrDown = random:uniform(),
54              if
55                  UpOrDown >= 0.5 -> Timeout = Timeout + Diff;
56                  true -> Timeout = Timeout - Diff
57              end,
58              % check new timeout is at least 2000
59              if
60                  Timeout < 2000 -> Timeout = 2000
61              end,
62              log(Name, "New intervall is is ~p", [Timeout]),
63              % reset batch counter
64              BatchNum = 0,
65              % get unique message without send message ( Requirement 11. )
66              getMessageId(Name, fun() -> noop end),
67              % now read all messages
68              getMessages(Name, SendMessageSL)
69      end,

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70     sendloop(Name, Timeout, BatchNum, Count, SendMessageSL).
71
72     %%%-----
73     %%% Build the real message string and calls sendMessageWithId
74     %%%-----
75     prepAndSendMsg(Name, Nr, SendMessageSL) ->
76         {ok, Hostname} = inet:gethostname(),
77         SendParams = [Name, Hostname, self(), ?PRAKNR, ?TEAMNR, Nr, date()],
78         % Misterious: C 769 (22)
79         % 0-client@lab18-<0.1313.0>-C-1-03: 22te_Nachricht. Sendezeit: 16.05 18:01:30,769|(22)
80         FormatStr = "~s@~s~p-C~d~d: ~dte_Nachricht. Sendezeit: ~p",
81         Msg = io_lib:format(FormatStr, SendParams),
82         sendMessageWithId(Name, Msg, SendMessageSL).
83
84     %%%-----
85     %%% Send a message
86     %%% First get a new message ID from server
87     %%%-----
88     sendMessageWithId(Name, Msg, SendMessageSL) ->
89         Servername = getServerName(),
90         Server = global:whereis_name(Servername),
91         getMessageId(Name, fun(Number) ->
92             Server ! {new_message, {Msg, Number}},
93             getMessageId(Name, fun(Number) ->
94                 Server ! {new_message, {Msg, Number}},
95                 werkzeug:pushSL(SendMessageSL, {Msg, Number}),
96                 log(Name, "Sending message ~s ( ID: ~p )", [Msg, Number])
97             end)
98         end).
99
100    %%%-----
101    %%% Request a new message ID from teh server
102    %%%-----
103    getMessageId(Name, Callback) ->
104        % make sure callback is a alid function
105        if
106            not is_function(Callback) -> Callback = fun() -> noop end
107        end,
108        Servername = getServerName(),
109        Server = global:whereis_name(Servername),
110        % request new message id
111        Server ! { query_msgid, self() },
112        % receive new message and callback with it
113        receive { msgid, Number} ->
114            log(Name, "Received message number ~p", [Number]),
115            Callback(Number)
116        end.
117
118    %%%-----
119    %%% Get messages
120    %%%-----
121    getMessages(Name, SendMessageSL) ->
122        Servername = getServerName(),
123        Servername ! { query_messages, self() },
124        receive
125            { message, Number, Nachricht, Terminated} ->
126                % Requirement 12. -> append ***** on messages send by this client
127                if
128                    werkzeug:findSL(SendMessageSL, Number) = {-1, nok} ->
129                        log(Name, "Received: ~s ( ID: ~p )", [Nachricht, Number]);
130                    true ->
131                        append(Nachricht, "*****"),
132                        log(Name, "Received: ~s ( ID: ~p )", [Nachricht, Number])
133                end,
134                if
135                    not Terminated ->
136                        getMessages(Name, SendMessageSL)
137                end
138            end.
139
140    %%%-----
141    %%% Get Server name from config
142    %%%-----

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```
143 getServerName() ->
144     {ok, ConfigListe} = file:consult("client.cfg"),
145     {ok, Servername} = get_config_value(servername, ConfigListe),
146     Servername.
147
148 %%%-----
149 %%% Get sendinterval from config
150 %%%-----
151 getSendinterval() ->
152     {ok, ConfigListe} = file:consult("client.cfg"),
153     {ok, Sendintervall} = get_config_value(sendeintervall, ConfigListe),
154     Sendintervall.
155
156 %%%-----
157 %%% Get livetime from config
158 %%%-----
159 getLifetime() ->
160     {ok, ConfigListe} = file:consult("client.cfg"),
161     {ok, Lifetime} = get_config_value(lifetime, ConfigListe),
162     Lifetime.
163
164 %%%-----
165 %%% Logging
166 %%%-----
167 log(Name, Msg) ->
168     Logfilename = io_lib:format("~s@~p.log", [Name, self()]),
169     werkzeug:logging(Logfilename, Msg).
170 log(Name, Msg, Params) ->
171     log(Name, io_lib:format(append(Msg, "\n"), Params)).
```