## High-level description

```
<Request Msg>
                                                                                                            🖾 test.gif
GET / HTTP/1.1
Host: 192.168.35.48:4432
                                                                                                            test.html
Connection: keep-alive
Upgrade-Insecure-Requests: 1
User-Agent: Mozilla/5.0 (Macintosh; Intel Mac OS X 10_15_7) AppleWebKit/537.36 (KHTML, lil Accept: text/html,application/xhtml+xml,application/xml;q=0.9,image/avif,image/webp,image.
                                                                                                            test.jpeg
Accept-Encoding: gzip, deflate
Accept-Language: ko-KR, ko; q=0.9, en-US; q=0.8, en; q=0.7
                                                                                                            test.mp3
                                                                                                             🖊 test.pdf
HTTP/1.1 200 OK
Content-Type: text/html
Content-Length: 399
```

HTTP\_URL is accessible to "http://127.0.0.1:Port/abs\_path", and [abs\_path] is accessible to "test.html", "test.gif", "test.jpeg", "test.mp3", "test.pdf". If you leave [abs\_path] empty and access it, client can automatically access the test.html file. And if you accessed the wrong file, server respond to the "404.html" fiel.

```
char *decisionContentType(char *path) {
  char *extent[] = {".html", ".gif", ".jpeg", ".mp3", ".pdf"};
  char *type[] = {"text/html", "image/gif", "image/jpeg", "audio/mp3", "application/pdf"};
  char *result;
  for(int i=0;i<5;i++) {
    if(strstr(path, extent[i]) != NULL) {
        result = (char *)malloc(strlen(type[i]) +1);
        strcpy(result, type[i]);
        break;
    }
  }
  return result;
}</pre>
```

decisionContentType() is a function that returns the content-type corresponding to the file in the parsing portion of the HTTP request message.

The difficulties in project

Setsockopt – SO\_REUSEADDR

```
int reuseAddress;
reuseAddress = 1;
setsockopt(sockfd, SOL_SOCKET, SO_REUSEADDR, (const char*)&reuseAddress, sizeof(reuseAddress));
```

There was a problem that the same port number was not assigned immediately after the process

was terminated. Therefore, I added the SO\_REUSEADDR option to the socket.

strtok

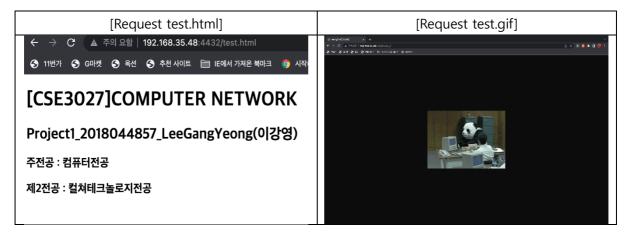
```
char *startline = strtok(buffer, " "); //GET /test.html HTTP/1.1 [startline : GET]

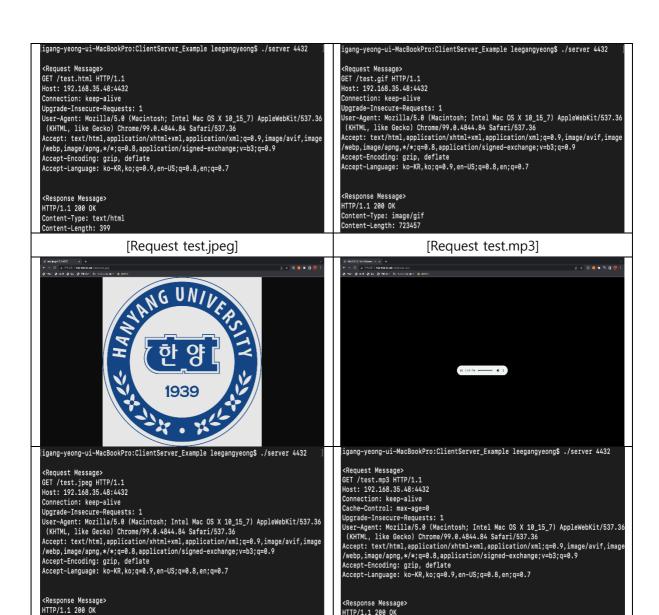
if(startline !=NULL) {

   char *req_path = strtok(NULL, " ");
   char *path;
   if(strcmp(req_path, "/") == 0) {
     path = (char *)malloc(strlen("./test.html") + 1);
     strcpy(path, "./test.html");
   }
   else {
     path = (char *)malloc(strlen(req_path) + 1);
     sprintf(path, ".%s", req_path);
   }
}
```

It was difficult to read the HTTP request message from the server and check which file was requested. The strtok function could be used to store ./test.html in the variable path in "GET/test.html HTTP/1.1".

## Sample outputs





## [Request test.pdf]

Content-Type: image/jpeg Content-Length: 96203

HTTP/1.1 200 OK

Content-Type: audio/mp3 Content-Length: 1200933

