# Pseudocode

Define sockets:

listenfd as a listening socket.

connfd as a socket which accepts the connection and data.

Define address structs:

servaddr containing server address.

cliaddr containing client address.

Buffers:

buff, recvline both maxline to receiving and sending data.

logintag, passtag of sizes 8 and 7 are expected tags coming from client signifying start of login or passtag string.

login, pass sizes maxline to store the respectable values sent by client.

expected Login = “admin”

expectedPass = “pass”

Define len as length variable to store the length of client address

IF the number of terminal arguments is not 2

quit with error

END IF

Create listening socket

Fill in the socket

Bind the listening socket for a port

INFINITE LOOP START

len = length of client address

Accept connection

Print client address and port using numeric to presentation and network and host byte order respectively.

IF input empty

exit with error

END IF

Print client request

Parse request into tags and client values

IF tags and value pairs match the expected

Send “SUCCESS” to client

ELSE

Send “DENIED” to client

END IF

IF last part of client request is double line break

break out of the loop

END IF

Close connected socket

END INFINITE LOOP