/\*

\* header file for progressive dictionary exercise

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#include <stdio.h>

#define WORD 32

#define TEXT 480

#define FOUND 0

#define NOTFOUND 1

#define UNAVAIL 2

/\* Used in fifo and message queue examples \*/

#define IDSIZE 96

/\* Used in socket examples. \*/

#define PORT 5678

#define DIE(x) perror(x),exit(1)

/\* standard lookup structure \*/

typedef struct {

char word[WORD];

char text[TEXT];

} Dictrec;

int lookup(Dictrec \* ,const char \*);

/\* used in fifo and message queue examples \*/

typedef struct {

char word[WORD]; /\* the word sought \*/

char id[IDSIZE]; /\* use this to reply \*/

} Client;

/\* used by client in message queue example \*/

typedef struct {

long type;

Client content;

} ClientMessage;

/\* used by server in message queue example \*/

typedef struct {

long type;

char text[TEXT];

} ServerMessage;

/\* Template for the layout of shared memory \*/

typedef struct {

int numrec;

Dictrec table[1];

} Memory;