/\*

\* lookup7 : does no looking up locally, but instead asks

\* a server for the answer. Communication is by Unix TCP Sockets

\* The name of the socket is passed as resource.

\*/

#include <sys/types.h>

#include <sys/socket.h>

#include <sys/un.h>

#include "dict.h"

int lookup(Dictrec \* sought, const char \* resource) {

static int sockfd;

static struct sockaddr\_un server;

static int first\_time = 1;

int n;

if (first\_time) { /\* connect to socket ; resource is socket name \*/

first\_time = 0;

/\* Set up destination address.

\* Fill in code. \*/

if((sockfd=socket(AF\_UNIX,SOCK\_STREAM,0))==-1){

perror("socket");

exit(1);

}

/\* Allocate socket. \*/

server.sun\_family = AF\_UNIX;

strcpy(server.sun\_path,resource);

//unlike(server.sun\_path);

//////////////

//n=strlen(server.sun\_path)+sizeof(server.sun\_family);

//////////////

/\* Connect to the server.

\* Fill in code. \*/

if( connect(sockfd,(struct sockaddr\*)&server,/\*n\*/sizeof(struct sockaddr\_un)) ==-1 ){

perror("connect");

exit(1);

}

}

/\* write query on socket ; await reply

\* Fill in code. \*/

send(sockfd,sought,sizeof(Dictrec),0);

recv(sockfd,sought,sizeof(Dictrec),0);

if (strcmp(sought->text,"XXXX") != 0) {

return FOUND;

}

return NOTFOUND;

}