/\*

\*

\* Chatroom - a simple linux commandline client/server C program for group chat.

\* Author: Andrew Herriot

\* License: Public Domain

\*

\*/

#ifndef CHATROOM\_UTILS\_H\_

#define CHATROOM\_UTILS\_H\_

#include <sys/types.h>

#include <sys/socket.h>

#include <netinet/in.h>

#include <stdio.h>

//color codes

#define KRED "\x1B[31m"

#define KGRN "\x1B[32m"

#define KYEL "\x1B[33m"

#define KBLU "\x1B[34m"

#define KMAG "\x1B[35m"

#define KCYN "\x1B[36m"

#define KWHT "\x1B[37m"

#define RESET "\033[0m"

//Enum of different messages possible.

typedef enum{

CONNECT,

DISCONNECT,

GET\_USERS,

SET\_INFORMATION,

PUBLIC\_MESSAGE,

PRIVATE\_MESSAGE,

TOO\_FULL,

USER\_ERROR,

SUCCESS,

ERROR

} message\_type;

//message structure

typedef struct{

message\_type type;

char username[21];

char roomname[21];

char data[256];

} message;

//structure to hold client connection information

typedef struct connection\_info{

int socket;

struct sockaddr\_in address;

char username[20];

char roomname[20];

} connection\_info;

// Removes the trailing newline character from a string.

void trim\_newline(char \*text);

#endif