#include "myftp.h"

// use ./myftpServer <port> <filename>

int main( int argc,char \*\*argv ) {

int socketfd;

struct stat buf;

struct sockaddr\_in serveraddr, clientaddr;

char device[DEVICELEN];

int tmpPort;

/\* Usage information. \*/

if( argc != 3 ) {

printf( "usage: ./myftpServer <port> <filename>\n" );

return 0;

}

/\* Check if file exist. \*/

if( lstat( argv[2], &buf ) < 0 ) {

printf( "unknow file : %s\n", argv[2] );

return 0;

}

/\* Open socket. \*/

if((socketfd = socket(AF\_INET, SOCK\_DGRAM, 0)) < 0){

perror("Socket error");

exit(1);

}

/\* Get NIC device name. \*/

if( getIFname( socketfd, device ) )

errCTL("getIFname");

/\* Initial server address. \*/

if( initServAddr(socketfd, atoi(argv[1]), device, &serveraddr ) )

errCTL("initServAddr");

//Function: Server can serve multiple clients

//Hint: Use loop, listenClient(), startMyFtpServer(), and ( fork() or thread )

printf("Myftp Server Start!!\nShare file: %s\nwait client!\n",argv[2]);

srand(time(NULL));

int port = atoi(argv[1]);

int temport = 33086+ rand()%1000+1 ;

char filename[FNAMELEN];

while(1) {

if(listenClient(socketfd, port, temport, filename, &clientaddr, &serveraddr)>0){

if(!fork()) {

startMyftpServer(temport, &clientaddr, filename);

break;

}

}

}

close(socketfd);

return 0;

}