

```
1: // $Id: dateserver.cpp,v 1.14 2014-05-23 13:26:36-07 - - $
2:
3: //
4: //
5: // NAME
6: //     dateserver - accept connections and reply with current date
7: //
8: // SYNOPSIS
9: //     dateserver [host] port
10: //
11: // DESCRIPTION
12: //     If port and host are given, operates as a client and gets
13: //     the date from the server.
14: //     if only port is given, operates as a server in an infinite
15: //     loop returning the date for each connection.
16: //     Should probably use UDP instead of TCP, but it is easier
17: //     if we avoid two different protocol discussions.
18: //     The server also accepts a telnet connection.
19: //
20:
21: #include <iostream>
22: #include <sstream>
23: #include <stdexcept>
24: #include <string>
25: #include <typeinfo>
26: #include <vector>
27: using namespace std;
28:
29: #include <libgen.h>
30: #include <time.h>
31:
32: #include "../simple-sockets/sockets.h"
33:
34: string execname;
35: int exit_status = EXIT_SUCCESS;
36:
37: template <typename Type>
38: Type from_string (const string &str) {
39:     stringstream stream;
40:     stream << str;
41:     Type result;
42:     if (not (stream >> result and stream.eof())) {
43:         throw domain_error (string (typeid (Type).name())
44:             + " from_string (" + str + ")");
45:     }
46:     return result;
47: }
48:
49: void usage() {
50:     cerr << "Usage: " << execname << " [host] port" << endl;
51:     exit_status = EXIT_FAILURE;
52: }
53:
```

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54:
55: void date_client (vector<string> args) {
56:     client_socket server (args[0], from_string<in_port_t> (args[1]));
57:     for (;;) {
58:         string buffer;
59:         int nbytes = server.recv (buffer);
60:         if (nbytes == 0) break;
61:         cout << buffer;
62:     }
63: }
64:
65: void date_server (vector<string> args) {
66:     server_socket listener (from_string<in_port_t> (args[0]));
67:     for (;;) {
68:         accepted_socket client;
69:         listener.accept (client);
70:         time_t now = time (NULL);
71:         struct tm* localnow = localtime (&now);
72:         char buffer[64];
73:         size_t bufbytes = strftime (buffer, sizeof buffer,
74:                                     "%a %b %e %H:%M:%S %Z %Y\n", localnow);
75:         for (char* bufp = buffer; bufbytes > 0; ){
76:             int nbytes = client.send (bufp);
77:             bufp += nbytes;
78:             bufbytes -= nbytes;
79:         }
80:     }
81: }
82:
83: int main (int argc, char** argv) {
84:     execname = basename (argv[0]);
85:     vector<string> args (&argv[1], &argv[argc]);
86:     try {
87:         switch (args.size()) {
88:             case 1: date_server (args); break;
89:             case 2: date_client (args); break;
90:             default: usage(); break;
91:         }
92:     } catch (socket_error& error) {
93:         cerr << execname << error.what() << endl;
94:     }
95:     return exit_status;
96: }
97:
98: // This is not the correct way do #include. We should have
99: // a Makefile to do this, but mkc and mkt assume standalone
100: // programs. But it's easier to have a standalone example
101: // for such a simple program.
102: #include "../simple-sockets/sockets.cpp"
103:
104: //TEST// mkpspdf dateserver.ps dateserver.cpp* dateserver.output
105:
```

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t -lGLU -lGL -lX11 -lm -lrt
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```
1:
2: bash-2$ ./dateserver 8888&
3: [1] 21136
4:
5: bash-3$ telnet localhost 8888
6: Trying ::1...
7: telnet: connect to address ::1: Connection refused
8: Trying 127.0.0.1...
9: Connected to localhost.
10: Escape character is '^]'.
11: Thu May 22 18:07:59 PDT 2014
12: Connection closed by foreign host.
13:
14: bash-4$ ./dateserver localhost 8888
15: Thu May 22 18:08:07 PDT 2014
16:
17: bash-5$ ./dateserver localhost 8888
18: Thu May 22 18:08:14 PDT 2014
19:
20: bash-5$ ./dateserver localhost 8888
21: Thu May 22 18:08:15 PDT 2014
22:
23: bash-5$ kill %1
24:
25: bash-6$
26: [1]+  Terminated                  ./dateserver 8888
27:
28: bash-6$ exit
29: exit
30:
31: Script done on Thu 22 May 2014 06:08:27 PM PDT
```