COSC 264 Assignment

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I decided to use C in this assignment so I could practice it for ENCE260. Also I think it's a bit more fun to program in C.

Towards the end of the assignment I became aware of C's struct and enum language features. If I were to redo this project I would use structs to represent the DT-Request and DT-Response packets and enums to represent things like language codes, packet request type, etc.

I have been very liberal in the use of comments and have used Javadoc-style comments for providing more information about functions. This, unfortunately, makes the source code quite a long read (table 1).

Language	Files	Blank	Comment	Code
C	5	239	386	766
C Header	4	22	10	60
Total	9	261	396	826

Table 1: A lines-of-code breakdown of the C source.

Contents

Plagiarism Declaration

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2 Source Code Listings

2.1 Utilities

Contains several general helper functions.

```c
// utils.h

#ifndef UTILS_H
#define UTILS_H

void fail(char funcname[], char condition[]);
void error(char message[], int code);
void printCurrentDateTimeString();
int max(int nums[], int n);

#endif
```

```c
// utils.c

#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <time.h>

/**
 * Prints an error message.
 *
 * @param funcname The name of the function where the error
 ↪  occurred.
 * @param condition A description of what failed.
 * */
void fail(char function_name[], char condition[])
{
    fprintf(stderr, "Failure: %s - %s\n", function_name, condition);
}

/**
 * Prints an error message then exits.
 *
 * @param message The message to print.
 * @param code The exit code.
 * */
```

```c
void error(char message[], int code)
{
    fprintf(stderr, "*** Error: %s ***\n", message);
    exit(code);
}

/**
 * Returns the current time string without a newline character
 * @return A pointer to the datetime string.
 * */
void printCurrentDateTimeString()
{
    // used to store the time
    time_t rawtime;
    struct tm* info;

    // used to store the string
    char str[32] = {0};

    // get the local time
    time(&rawtime);
    info = localtime(&rawtime);

    // format and print the date time string
    strftime(str, 32, "%F %H:%I", info);
    printf("%s", str);
}

/**
 * Returns the largest value in the array.
 *
 * @param nums The array to iterate through.
 * @param n The length of the array
 * */
int max(int nums[], int n)
{
    int largest;
    for (int i = 0; i < n; i++) {
        if (i == 0 || nums[i] > largest) {
            largest = nums[i];
        }
    }
```

```
67      return largest;
68  }
```

2.2 Protocol

Contains functions and definitions that are relevant to both the client and the server, and more specifically, the protocol.

```c
// protocol.h

#ifndef PROTOCOL_H
#define PROTOCOL_H

#include <stdint.h>
#include <stddef.h>
#include <stdbool.h>

// Protocol definitions
#define MAGIC_NO 0x497E
#define PACKET_REQ 0x0001
#define PACKET_RES 0x0002

#define MIN_PORT_NO 1024
#define MAX_PORT_NO 64000

#define REQ_DATE 0x0001
#define REQ_TIME 0x0002
#define REQ_PKT_LEN 6

#define RES_TEXT_LEN 255
#define RES_PKT_LEN (13 + RES_TEXT_LEN)

// Language code definitions
#define LANG_ENG 0x0001
#define LANG_MAO 0x0002
#define LANG_GER 0x0003

// Helper functions
bool validLangCode(uint16_t langCode);
bool validReqType(uint16_t reqType);
char* getLangName(uint16_t langCode);
char* getRequestTypeString(uint16_t reqType);

// General packet functions
uint16_t dtPktMagicNo(uint8_t pkt[], size_t n);
uint16_t dtPktType(uint8_t pkt[], size_t n);
```

```
39 void dtPktDump(uint8_t pkt[]);
40 size_t dtPktLength(uint8_t pkt[]);
41
42 // DT Request functions
43 size_t dtReq(uint8_t pkt[], size_t n, uint16_t reqType);
44 uint16_t dtReqType(uint8_t pkt[], size_t n);
45 bool dtReqValid(uint8_t pkt[], size_t n);
46
47 // DT Response functions
48 size_t dtRes(uint8_t pkt[], size_t n, uint16_t reqType, uint16_t
    ↪ langCode, uint16_t year, uint8_t month, uint8_t day, uint8_t
    ↪ hour, uint8_t minute);
49 size_t dtResNow(uint8_t pkt[], size_t n, uint16_t reqType, uint16_t
    ↪ langCode);
50 bool dtResValid(uint8_t pkt[], size_t n);
51 uint16_t dtResLangCode(uint8_t pkt[], size_t n);
52 uint16_t dtResYear(uint8_t pkt[], size_t n);
53 uint8_t dtResMonth(uint8_t pkt[], size_t n);
54 uint8_t dtResDay(uint8_t pkt[], size_t n);
55 uint8_t dtResHour(uint8_t pkt[], size_t n);
56 uint8_t dtResMinute(uint8_t pkt[], size_t n);
57 uint8_t dtResLength(uint8_t pkt[], size_t n);
58 void dtResText(uint8_t pkt[], size_t n, char text[], size_t*
    ↪ textLen);
59
60 #endif
```

```
1 // protocol.c
2
3 #include <stdio.h>
4 #include <ctype.h>
5 #include <time.h>
6
7 #include "protocol.h"
8
9 // The phrases to send as a response. Written as templates to be
    ↪ filled with sprintf.
10 const char* PHRASES[3][2] = {
11     { "Today's date is %s %02u, %04u", "The current time is
       ↪ %02u:%02u" },
12     { "Ko te ra o tenei ra ko %s %02u, %04u", "Ko te wa o tenei wa
       ↪ %02u:%02u" },
```

```
13      { "Heute ist der %02u. %s %04u", "Die Uhrzeit ist %02u:%02u" }
14  };
15
16  // The names of the months as strings. Some UTF codes are required
    ↪  for Maori and German.
17  const char* MONTHS[3][12] = {
18      { "January", "February", "March", "April", "May", "June",
19          "July", "August", "September", "October", "November",
            ↪  "December"},
20      { "Kohit\u0101tea", "Hui-tanguru", "Pout\u016B-te-rangi",
        ↪  "Paenga-wh\u0101wh\u0101", "Haratua", "Pipiri",
21          "H\u014Dngongoi", "Here-turi-k\u014Dk\u0101", "Mahuru",
            ↪  "Whiringa-\u0101-nuku", "Whiringa-\u0101-rangi",
            ↪  "Hakihea" },
22      { "Januar", "Februar", "M\u00E4rz", "April", "Mai", "Juni",
23          "Juli", "August", "September", "Oktober", "November",
            ↪  "Dezember" }
24  };
25
26  /**
27   * Creates a DT Request packet and puts it into a uint8_t array.
28   *
29   * The packet array must be REQ_PKT_LEN long otherwise
30   * you risk a buffer overflow.
31   *
32   * @param pkt A pointer to the packet.
33   * @param n The size of the array. Must be REQ_PKT_LEN.
34   * @param reqType Must be REQ_DATE or REQ_TIME.
35   * @return The length of the packet.
36   * */
37  size_t dtReq(uint8_t pkt[], size_t n, uint16_t reqType)
38  {
39
40      if (validReqType(reqType) && n == REQ_PKT_LEN) {
41
42          pkt[0] = (uint8_t)(MAGIC_NO >> 8);
43          pkt[1] = (uint8_t)(MAGIC_NO & 0xFF);
44          pkt[2] = (uint8_t)(PACKET_REQ >> 8);
45          pkt[3] = (uint8_t)(PACKET_REQ & 0xFF);
46          pkt[4] = (uint8_t)(reqType >> 8);
47          pkt[5] = (uint8_t)(reqType & 0xFF);
48
```

```
49          return n;
50
51      }
52
53      return 0;
54  }
55
56  /**
57   * Returns the request type of a DT Request packet.
58   * No checking is performed beforehand.
59   *
60   * @param pkt An array of uint8 values making up the packet.
61   * @param n The size of the array. Must be REQ_PKT_LEN.
62   * @return The request type of the packet.
63   * */
64  uint16_t dtReqType(uint8_t pkt[], size_t n)
65  {
66      return ((pkt[4] << 8) | pkt[5]);
67  }
68
69  /**
70   * Returns true if the packet is a valid DT Request packet.
71   *
72   * @param pkt A pointer to the packet.
73   * @param n The number of items in the packet.
74   * @return True if the packet is valid. False otherwise.
75   * */
76  bool dtReqValid(uint8_t pkt[], size_t n)
77  {
78      if (n != REQ_PKT_LEN) {
79          return false;
80      }
81
82      if (dtPktMagicNo(pkt, n) != MAGIC_NO) {
83          return false;
84      }
85
86      if (dtPktType(pkt, n) != PACKET_REQ) {
87          return false;
88      }
89
90      if (!validReqType(dtReqType(pkt, n))) {
```

```
91          return false;
92      }
93
94      return true;
95  }
96
97  /**
98   * Returns the magic number from the packet.
99   * No checking is done beforehand.
100  *
101  * @param pkt The packet.
102  * @param n The size of the packet.
103  * @return The magic number of the packet.
104  * */
105 uint16_t dtPktMagicNo(uint8_t pkt[], size_t n)
106 {
107     return ((pkt[0] << 8) | pkt[1]);
108 }
109
110 /**
111  * Returns the type of packet.
112  * No checking is done beforehand.
113  *
114  * @param pkt The packet.
115  * @param n The size of the packet.
116  * @return The type of the packet.
117  * */
118 uint16_t dtPktType(uint8_t pkt[], size_t n)
119 {
120     return ((pkt[2] << 8) | pkt[3]);
121 }
122
123 /**
124  * Returns true if reqType is a valid type of request.
125  *
126  * @param reqType The request type.
127  * @return True if reqType is either REQ_DATE or REQ_TIME.
128  * */
129 bool validReqType(uint16_t reqType)
130 {
131     return (reqType == REQ_DATE || reqType == REQ_TIME);
132 }
```

```
133
134 /**
135  * Returns true if langCode denotes a valid language.
136  * Valid languages codes are LANG_ENG for English,
137  * LANG_MAO for Maori or LANG_GER for German.
138  *
139  * @param langCode The language code.
140  * @return True if langCode is valid.
141  * */
142 bool validLangCode(uint16_t langCode)
143 {
144     return (langCode == LANG_ENG || langCode == LANG_GER || langCode
     ↪  == LANG_MAO);
145 }
146
147 /**
148  * Constructs a DT Response packet.
149  *
150  * @param pkt A pointer to the packet.
151  * @param n The size of the packet. Must be equal to RES_PKT_LEN.
152  * @param reqType The type of request. Must be either REQ_DATE or
    ↪  REQ_TIME.
153  * @param langCode The language to respond in. Must be valid.
154  * @param year The year to return.
155  * @param month The month to return.
156  * @param day The day to return.
157  * @param hour The hour to return.
158  * @param minute The minute to return.
159  * @return The length of the packet.
160  * */
161 size_t dtRes(uint8_t pkt[], size_t n, uint16_t reqType, uint16_t
    ↪  langCode, uint16_t year, uint8_t month, uint8_t day, uint8_t
    ↪  hour, uint8_t minute)
162 {
163
164     // check reqType, langCode and n
165     if (!validReqType(reqType) || !validLangCode(langCode) || n !=
     ↪  RES_PKT_LEN) {
166         return 0;
167     }
168
169     // write most of the data to the packet
```

```
170     pkt[0] = (uint8_t)(MAGIC_NO >> 8);
171     pkt[1] = (uint8_t)(MAGIC_NO & 0xFF);
172     pkt[2] = (uint8_t)(PACKET_RES >> 8);
173     pkt[3] = (uint8_t)(PACKET_RES & 0xFF);
174     pkt[4] = (uint8_t)(langCode >> 8);
175     pkt[5] = (uint8_t)(langCode & 0xFF);
176     pkt[6] = (uint8_t)(year >> 8);
177     pkt[7] = (uint8_t)(year & 0xFF);
178     pkt[8] = month;
179     pkt[9] = day;
180     pkt[10] = hour;
181     pkt[11] = minute;
182 
183     // get the template phrase and the month as a string
184     char* phrase = (char*)PHRASES[langCode - 1][reqType - 1];
185 
186     char* monthStr = (char*)MONTHS[langCode - 1][month - 1];
187 
188     char text[RES_TEXT_LEN] = {0};
189     int length = 0;
190 
191     if (reqType == REQ_DATE) {
192         // german has its values out of order, so handle it
            ↪ seperately
193         if (langCode == LANG_GER) {
194             length = sprintf(text, phrase, day, monthStr, year);
195         } else {
196             length = sprintf(text, phrase, monthStr, day, year);
197         }
198     } else {
199         length = sprintf(text, phrase, hour, minute);
200     }
201 
202     // an error occurred during sprintf
203     if (length < 0) {
204         return 0;
205     }
206 
207     // write the length to the packet
208     pkt[12] = (uint8_t)length;
209 
210     // fill the rest of the packet with the text
```

```
211     for (int i = 0; i < length; i++) {
212         pkt[13 + i] = text[i];
213     }
214 
215     return 13 + length;
216 
217 }
218 
219 /**
220  * Constructs the DT Request Packet from the current time and date.
221  *
222  * @param pkt A pointer to the packet.
223  * @param n The size of the packet. Must be equal to RES_PKT_LEN.
224  * @param reqType The type of request. Must be either REQ_DATE or
     ↪  REQ_TIME.
225  * @param langCode The language to respond in. Must be valid.
226  * @return The length of the packet.
227  * */
228 size_t dtResNow(uint8_t pkt[], size_t n, uint16_t reqType, uint16_t
     ↪  langCode)
229 {
230     struct tm* now;
231     time_t raw_time;
232 
233     time(&raw_time);
234     now = localtime(&raw_time);
235 
236     return dtRes(pkt, n, reqType, langCode, now->tm_year + 1900,
      ↪  now->tm_mon + 1, now->tm_mday, now->tm_hour, now->tm_min);
237 }
238 
239 /**
240  * Returns true if the DT Response packet is valid.
241  *
242  * @param pkt The packet.
243  * @param n The size of the packet.
244  * @return True if the packet is valid.
245  * */
246 bool dtResValid(uint8_t pkt[], size_t n)
247 {
248     if (n < 13) {
249         return false;
```

```
250         }
251
252         if (dtPktMagicNo(pkt, n) != MAGIC_NO) {
253             return false;
254         }
255
256         if (dtPktType(pkt, n) != PACKET_RES) {
257             return false;
258         }
259
260         if (dtResYear(pkt, n) >= 2100) {
261             return false;
262         }
263
264         if (dtResMonth(pkt, n) < 1 ||
265             dtResMonth(pkt, n) > 12) {
266             return false;
267         }
268
269         if (dtResDay(pkt, n) < 1 ||
270             dtResDay(pkt, n) > 31) {
271             return false;
272         }
273
274         if (dtResHour(pkt, n) < 0 ||
275             dtResHour(pkt, n) > 23) {
276             return false;
277         }
278
279         if (dtResMinute(pkt, n) < 0 ||
280             dtResMinute(pkt, n) > 59) {
281             return false;
282         }
283
284         if (dtResLength(pkt, n) + 13 != n) {
285             return false;
286         }
287
288         return true;
289     }
290
291     /**
```

```
292   * Returns the language code in the packet.
293   * No checking is done beforehand.
294   *
295   * @param pkt The packet.
296   * @param n The length of the packet.
297   * @return The language code.
298   * */
299  uint16_t dtResLangCode(uint8_t pkt[], size_t n)
300  {
301      return ((pkt[4] << 8) | pkt[5]);
302  }
303
304  /**
305   * Returns the year defined in the packet.
306   * No checking is done beforehand.
307   *
308   * @param pkt The packet.
309   * @param n The length of the packet.
310   * @return The year.
311   * */
312  uint16_t dtResYear(uint8_t pkt[], size_t n)
313  {
314      return ((pkt[6] << 8) | pkt[7]);
315  }
316
317  /**
318   * Returns the month defined in the packet.
319   * No checking is done beforehand.
320   *
321   * @param The packet.
322   * @param The length of the packet.
323   * @return The month.
324   * */
325  uint8_t dtResMonth(uint8_t pkt[], size_t n)
326  {
327      return (pkt[8]);
328  }
329
330  /**
331   * Returns the day defined in the packet.
332   * No checking is done beforehand.
333   *
```

```
334   * @param pkt The packet.
335   * @param n The length of the packet.
336   * @return The day.
337   * */
338  uint8_t dtResDay(uint8_t pkt[], size_t n)
339  {
340      return (pkt[9]);
341  }
342
343  /**
344   * Returns the hour defined in the packet.
345   * No checking is done beforehand.
346   *
347   * @param pkt The packet.
348   * @param n The length of the packet.
349   * @return The hour.
350   * */
351  uint8_t dtResHour(uint8_t pkt[], size_t n)
352  {
353      return (pkt[10]);
354  }
355
356  /**
357   * Returns the minute defined in the packet.
358   * No checking is done beforehand.
359   *
360   * @param pkt The packet.
361   * @param n The length of the packet.
362   * @return The minute.
363   * */
364  uint8_t dtResMinute(uint8_t pkt[], size_t n)
365  {
366      return (pkt[11]);
367  }
368
369  /**
370   * Returns the length of the text in the packet.
371   * No checking is done beforehand.
372   *
373   * @param pkt The packet.
374   * @param n The length of the packet.
375   * @return The length of the text.
```

```
376  * */
377 uint8_t dtResLength(uint8_t pkt[], size_t n)
378 {
379     return (pkt[12]);
380 }
381 
382 /**
383  * Copies the text from the packet and puts it into the char array
    ↪  text.
384  * No checking is done beforehand.
385  *
386  * @param pkt The packet.
387  * @param n The length of the packet.
388  * @param text The char array to store the text in.
389  * @param textLen A pointer where the length of the text is to be
    ↪  stored.
390  * */
391 void dtResText(uint8_t pkt[], size_t n, char text[], size_t* textLen)
392 {
393     *textLen = dtResLength(pkt, n);
394     for (int i = 0; i < *textLen; i++) {
395         text[i] = pkt[13 + i];
396     }
397     text[*textLen] = 0;
398 }
399 
400 /**
401  * Dumps the packet data to stdout.
402  *
403  * @param pkt The packet.
404  * @param n The length of the packet.
405  * */
406 void dtPktDump(uint8_t pkt[])
407 {
408     size_t n = dtPktLength(pkt);
409     for (int i = 0; i < n; i++) {
410 
411         // print the character
412         printf("%02X ", pkt[i]);
413 
414         // if we are at the end of the line, also print the ascii
            ↪  values
```

```
415             if ((i + 1) % 8 == 0) {
416
417                 // draw the partition
418                 printf("| ");
419
420                 // draw the ascii value or a period
421                 for (int j = i - 7; j <= i; j++) {
422                     if (isprint(pkt[j])) {
423                         putchar(pkt[j]);
424                     } else {
425                         putchar('.');
426                     }
427                 }
428                 putchar('\n');
429             }
430         }
431
432         // fill the remaining space on the left hand side
433         for (int k = (n % 8); k < 8; k++) {
434             printf("   ");
435         }
436
437         // draw the partition
438         printf("| ");
439
440         // print the character if it is printable else a fullstop
441         for (int l = (n / 8) * 8; l < n; l++) {
442             if (isprint(pkt[l])) {
443                 putchar(pkt[l]);
444             } else {
445                 putchar('.');
446             }
447         }
448
449         printf("\n");
450     }
451
452     /**
453      * Returns the length of the packet.
454      *
455      * @param pkt The packet.
456      * @return The length of the packet.
```

```
457   * */
458  size_t dtPktLength(uint8_t pkt[])
459  {
460      uint16_t pktType = dtPktType(pkt, RES_PKT_LEN);
461
462      if (pktType == PACKET_REQ) {
463          return REQ_PKT_LEN;
464      } else if (pktType == PACKET_RES) {
465          return (13 + dtResLength(pkt, RES_PKT_LEN));
466      } else {
467          return 0;
468      }
469  }
470
471  char* getLangName(uint16_t langCode)
472  {
473      switch (langCode) {
474          case LANG_ENG: return "English";
475          case LANG_GER: return "German";
476          case LANG_MAO: return "Te Reo M\u0101ori";
477          default: return "";
478      }
479  }
480
481  char* getRequestTypeString(uint16_t reqType)
482  {
483      switch (reqType) {
484          case REQ_DATE: return "date";
485          case REQ_TIME: return "time";
486          default: return "";
487      }
488  }
```

2.3 Server

Contains functions that pertain only to the server.

```
// server.h

#ifndef SERVER_H
#define SERVER_H

bool readPorts(char** argv, uint16_t* ports);
void serve(uint16_t ports[]);
void handleSignal(int sig);

#endif
```

```
// server.c

#include <arpa/inet.h>
#include <signal.h>
#include <stdlib.h>
#include <stdint.h>
#include <stdio.h>
#include <stdbool.h>
#include <string.h>
#include <sys/select.h>
#include <sys/socket.h>
#include <sys/time.h>
#include <unistd.h>

#include "protocol.h"
#include "server.h"
#include "utils.h"

// the socket descriptors
// these must be global in order to safely close them on SIGINT
int socket_fds[3];

/**
 * Usage: server <english port> <te reo maori port> <german port>
 * */
int main(int argc, char** argv)
{
```

```
28      uint16_t ports[3] = {0};
29
30      // validate the arguments
31      if (argc != 4) {
32          error("server must receive exactly 3 arguments", 1);
33      }
34
35      // read the ports into the ports array
36      if (!readPorts(argv, ports)) {
37          char msg[52] = {0};
38          sprintf(msg, "ports must be between %u and %u (inclusive)",
            ↪  MIN_PORT_NO, MAX_PORT_NO);
39          error(msg, 1);
40      }
41
42      // check that the ports are unique
43      if (ports[0] == ports[1] || ports[0] == ports[2] || ports[1] ==
        ↪  ports[2]) {
44          error("port numbers must be unique", 1);
45      }
46
47      // handle some signals so that the sockets can shutdown
        ↪  gracefully
48      signal(SIGINT, handleSignal);
49
50      // serve on the specified ports
51      serve(ports);
52
53      return EXIT_SUCCESS;
54  }
55
56  /**
57   * Gracefully shutdown the server by closing the sockets.
58   *
59   * @param sig The signal sent to the program.
60   * */
61  void handleSignal(int sig)
62  {
63      printf("Closing sockets...\n");
64
65      // close the sockets one at a time
66      for (int i = 0; i < 3; i++) {
```

```
67          close(socket_fds[i]);
68      }
69
70      exit(0);
71  }
72
73  /**
74   * Serves on all three ports.
75   *
76   * @param The list of ports to serve on.
77   * */
78  void serve(uint16_t ports[])
79  {
80
81      // holds the server address information
82      struct sockaddr_in server_addr[3];
83
84      // create three sockets for the three ports
85      for (int i = 0; i < 3; i++) {
86
87          // required for setsockopt(), set it to 1 to allow us to
            ↪  reuse local addresses
88          int option_value = 1;
89
90          socket_fds[i] = socket(AF_INET, SOCK_DGRAM, 0);
91
92          if (socket_fds[i] < 0) {
93              error("could not create a socket", 2);
94          }
95
96          // lets us reuse the port after killing the server.
97          setsockopt(socket_fds[i], SOL_SOCKET, SO_REUSEADDR,
98              (const void *) &option_value, sizeof(int));
99
100         // fill out the s_addr struct with information about how we
            ↪  want to serve data
101         memset((char *) &server_addr[i], 0, sizeof(server_addr[i]));
102         server_addr[i].sin_family = AF_INET;
103         server_addr[i].sin_addr.s_addr = INADDR_ANY;
104         server_addr[i].sin_port = htons(ports[i]);
105
106         // attempt to bind to the port number
```

```
107             if (bind(socket_fds[i], (struct sockaddr *) &server_addr[i],
                ↪  sizeof(server_addr[i])) < 0) {
108                 error("could not bind to socket", 2);
109             }
110
111             // print some information and listen
112             printf("Listening on port %u for %s requests...\n", ports[i],
                ↪  getLangName(i + 1));
113
114             listen(socket_fds[i], 5);
115
116         }
117
118         // loop forever
119         while (true) {
120
121             // holds the client address information
122             struct sockaddr_in client_addr;
123
124             // the length of the client address data struct
125             socklen_t client_addr_len = sizeof(client_addr);
126
127             // holds the IP address of the client
128             char client_ip_address_string[INET_ADDRSTRLEN];
129
130             // the active socket that received the request
131             // used to determine the port number and to send a response
132             int active_socket_fd = -1;
133
134             // the type of request we are handling, read from the request
                ↪  packet
135             uint16_t request_type = 0;
136
137             // the language the user requested the response in
138             // this is based on the port they connect to
139             uint16_t language_code = 0;
140
141             // holds the number of bytes received by the server for a
                ↪  request
142             int bytes_received;
143
144             // the buffer to place the received data
```

```
145         uint8_t buffer[256];
146
147         // the buffer to hold the response data
148         uint8_t response[RES_PKT_LEN];
149
150         // holds information on which sockets to wait for while
            ↪  selecting
151         fd_set socket_set;
152
153         // reset the socket_set struct
154         FD_ZERO(&socket_set);
155         for (int i = 0; i < 3; i++) {
156             FD_SET(socket_fds[i], &socket_set);
157         }
158
159         // perform the select
160         int selectResult = select(max(socket_fds, 3) + 1,
            ↪  &socket_set, NULL, NULL, NULL);
161
162         // if there was an error selecting
163         if (selectResult == -1) {
164             error("select failed", 4);
165         }
166
167         // iterate through the pollfd values until one is ready to
            ↪  receive data
168         // store the socket descriptor and the language code
169         for (int i = 0; i < 3; i++) {
170
171             if (FD_ISSET(socket_fds[i], &socket_set)) {
172
173                 active_socket_fd = socket_fds[i];
174                 language_code = i + 1;
175
176                 // break when we find a readable socket descriptor
177                 // of course this means that English will have
                    ↪  priority over
178                 // Maori will have priority over German
179                 break;
180             }
181         }
182
```

```
183             // receive data from the client
184             bytes_received = recvfrom(active_socket_fd, buffer,
                ↪  sizeof(buffer), 0,
185                 (struct sockaddr *) &client_addr, &client_addr_len);
186
187             // get the IP address of the client as a string
188             inet_ntop(AF_INET, &client_addr.sin_addr,
                ↪  client_ip_address_string, INET_ADDRSTRLEN);
189
190             // print the date, time and the ip address of the client
191             printCurrentDateTimeString();
192             printf(" - %s - ", client_ip_address_string);
193
194             // if an error occurred during reading the information, print
                ↪  an error
195             if (bytes_received < 0) {
196                 printf("network error - packet discarded\n");
197                 continue;
198             }
199
200             // handle the data
201             if (!dtReqValid(buffer, bytes_received)) {
202
203                 printf("invalid request - packet discarded\n");
204
205             } else {
206
207                 // print some more information
208                 request_type = dtReqType(buffer, bytes_received);
209
210                 printf("%s %s requested - ", getLangName(language_code),
                    ↪  getRequestTypeString(request_type));
211
212                 // zero the response packet buffer
213                 memset(response, 0, RES_PKT_LEN);
214
215                 // construct the response packet
216                 size_t b = dtResNow(response, RES_PKT_LEN, request_type,
                    ↪  language_code);
217
218                 // attempt to sent the response packet
```

```
219             if (sendto(active_socket_fd, response, b, 0, (struct
                ↪  sockaddr *) &client_addr, client_addr_len) < 0) {
220                 printf("response failed to send\n");
221             } else {
222                 printf("response sent\n");
223             }
224 
225         }
226 
227     }
228 
229 }
230 
231 /**
232  * Reads the ports from argv and puts them into the ports array.
233  *
234  * @param arv The arguments passed into main.
235  * @param ports The array to populate with ports.
236  * @return True if all ports were valid.
237  * */
238 bool readPorts(char** argv, uint16_t* ports)
239 {
240     for (int i = 0; i < 3; i++) {
241         ports[i] = atoi(argv[i+1]);
242         if (ports[i] < MIN_PORT_NO ||
243             ports[i] > MAX_PORT_NO) {
244             return false;
245         }
246     }
247     return true;
248 }
```

2.4 Client

Contains functions that pertain only to the client.

```c
// client.h

#ifndef CLIENT_H
#define CLIENT_H

#include <stdint.h>

int main(int argc, char** argv);
void request(uint16_t reqType, char* ip_addr, char* port);

#endif
```

```c
// client.c

#include <arpa/inet.h>
#include <netdb.h>
#include <netinet/in.h>
#include <stdint.h>
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <sys/select.h>
#include <sys/socket.h>
#include <sys/types.h>
#include <time.h>
#include <unistd.h>

#include "client.h"
#include "protocol.h"
#include "utils.h"

/**
 * Usage: client <time|date> <ip address> <port>
 * */
int main(int argc, char** argv)
{
    uint16_t request_type, port;

```

```
27      // validate the number of arguments passed in
28      if (argc != 4) {
29          error("client expects exactly 4 arguments", 1);
30      }
31
32      // set the request_type based on the first argument
33      if (strcmp(argv[1], "date") == 0) {
34          request_type = REQ_DATE;
35      } else if (strcmp(argv[1], "time") == 0) {
36          request_type = REQ_TIME;
37      } else {
38          error("first argument should be either \"date\" or \"time\""
            ↪  ,1);
39      }
40
41      // set the port based on the third argument
42      port = atoi(argv[3]);
43      if (port < MIN_PORT_NO || port > MAX_PORT_NO) {
44          char msg[55] = {0};
45          sprintf(msg, "the port must be between %u and %u
            ↪  (inclusive)", MIN_PORT_NO, MAX_PORT_NO);
46          error(msg, 1);
47      }
48
49      // send a request
50      request(request_type, argv[2], argv[3]);
51
52      return 0;
53  }
54
55  /**
56   * Sends a request to the server.
57   *
58   * @param request_type The type of request, either REQ_DATE or
    ↪  REQ_TIME.
59   * @param ip_address_string The ip address of the server as a
    ↪  string.
60   * @param port The port the server is listening on.
61   * */
62  void request(uint16_t request_type, char* ip_address_string, char*
    ↪  port_string)
63  {
```

```
64
65      // the address information of the server
66      // struct sockaddr_in server_address;
67      socklen_t server_address_len;
68
69      // the socket descriptor of the client
70      int client_socket;
71
72      // the buffers to hold the raw request and response packets
73      uint8_t req[REQ_PKT_LEN] = {0};
74      uint8_t buffer[RES_PKT_LEN] = {0};
75
76      // stores the amount of time for select() to wait before
        ↪  returning
77      struct timeval timeout;
78
79      // this is required for select() to work
80      fd_set socket_set;
81
82      // this is used to test what is returned by select()
83      int select_result;
84
85      // set aside some space for the text from the incoming data to be
        ↪  placed
86      char text[RES_TEXT_LEN] = {0};
87
88      // denotes the length of the text received.
89      size_t text_len = 0;
90
91      // holds the server address hints
92      struct addrinfo hints;
93
94      // a pointer to all the addresses returned by getaddrinfo
95      struct addrinfo *addresses;
96
97      // a pointer to the current address used as the server address
98      struct addrinfo *server_address;
99
100     // setup the hints data structure
101     memset(&hints, 0, sizeof(struct addrinfo));
102     hints.ai_family = AF_INET;
103     hints.ai_socktype = SOCK_DGRAM;
```

```
104
105     // get the address info
106     if (getaddrinfo(ip_address_string, port_string, &hints,
        ↪  &addresses) != 0) {
107         error("bad hostname or ip address", 1);
108     }
109
110     // iterate over every possible server address returned by
        ↪  getaddrinfo
111     // and select the first one that we can connect to
112     for (server_address = addresses; server_address != NULL;
        ↪  server_address = server_address->ai_next) {
113
114         // create a socket
115         client_socket = socket(server_address->ai_family,
116             server_address->ai_socktype,
                ↪  server_address->ai_protocol);
117
118         // if it is no good, get another one
119         if (client_socket < 0) {
120             continue;
121         }
122
123         // attempt to connect to the server, if this works, break
124         if (connect(client_socket, server_address->ai_addr,
125             server_address->ai_addrlen) == 0) {
126             break;
127         }
128
129         // close this socket and get another one
130         close(client_socket);
131     }
132
133     // display an error if we could not connect to the server
134     if (server_address == NULL) {
135         error("could not connect", 1);
136     }
137
138     server_address_len = sizeof(server_address);
139
140     // create the packet
141     if (dtReq(req, REQ_PKT_LEN, request_type) == 0) {
```

```
142             error("could not create packet", 3);
143         }
144 
145         // set the timeout to be one second
146         timeout.tv_sec = 1;
147         timeout.tv_usec = 0;
148 
149         // set the socket_set
150         FD_ZERO(&socket_set);
151         FD_SET(client_socket, &socket_set);
152 
153         // wait for the socket to be writable
154         select_result = select(client_socket + 1, NULL, &socket_set,
            ↪  NULL, &timeout);
155 
156         // print an error if something went wrong while selecting
157         if (select_result < 0) {
158             error("could not select", 4);
159         }
160 
161         // print an error if a timeout occurred
162         if (select_result == 0) {
163             error("select timed out", 4);
164         }
165 
166         // attempt to send the packet
167         if (sendto(client_socket, req, REQ_PKT_LEN, 0, (struct sockaddr
            ↪  *) server_address->ai_addr, server_address->ai_addrlen) < 0)
            ↪  {
168             error("could not send packet", 2);
169         }
170 
171         // set the timeout to be one second, this must be set again
            ↪  because select() modifies the timeout
172         timeout.tv_sec = 1;
173         timeout.tv_usec = 0;
174 
175         // set the socket_set, this must be set again because select()
            ↪  modifies socket_set
176         FD_ZERO(&socket_set);
177         FD_SET(client_socket, &socket_set);
178 
```

```
179     // Wait for the socket to be readable
180     select_result = select(client_socket + 1, &socket_set, NULL,
        ↪  NULL, &timeout);
181
182     // print an error if something went wrong while selecting
183     if (select_result < 0) {
184         error("could not select", 4);
185     }
186
187     // print an error if a timeout occurred
188     if (select_result == 0) {
189         error("select timed out", 4);
190     }
191
192     // attempt to receive the response
193     if (recvfrom(client_socket, buffer, RES_PKT_LEN, 0, (struct
        ↪  sockaddr *) &server_address, &server_address_len) < 0) {
194         error("could not recieve packet", 2);
195     }
196
197     // free the memory used by getaddrinfo
198     freeaddrinfo(addresses);
199
200     // close the socket
201     close(client_socket);
202
203     // extract the text, storing it in text and the length in
        ↪  text_len
204     dtResText(buffer, dtPktLength(buffer), text, &text_len);
205
206     // print the response
207     printf("%s\n", text);
208
209 }
```

2.5 Protocol Testing

Contains functions that test the integrity of the protocol functions.

```c
// protocol.test.c

#include <stdio.h>
#include <stdlib.h>
#include <stdint.h>

#include "../protocol.h"
#include "../utils.h"

int main(void)
{
    uint16_t failures = 0;

    // ** dtReq **
    // create a request packet with a size too small
    size_t smallReqPktLen = REQ_PKT_LEN - 1;
    uint8_t smallReqPkt[smallReqPktLen];

    if (dtReq(smallReqPkt, smallReqPktLen, REQ_DATE) != 0) {
        failures++;
        fail("dtReq", "n is too small");
    }

    // create a request packet with a size too large
    size_t largeReqPktLen = REQ_PKT_LEN + 1;
    uint8_t largeReqPkt[largeReqPktLen];

    if (dtReq(largeReqPkt, largeReqPktLen, REQ_DATE) != 0) {
        failures++;
        fail("dtReq", "n is too large");
    }

    // create a request packet with an invalid reqType
    uint8_t reqPktDate[REQ_PKT_LEN] = {0};

    if (dtReq(reqPktDate, REQ_PKT_LEN, 99) != 0) {
        failures++;
        fail("dtReq", "invalid reqType");
    }
```

```
40
41      // create a valid request packet
42      if (dtReq(reqPktDate, REQ_PKT_LEN, REQ_DATE) != REQ_PKT_LEN) {
43          failures++;
44          fail("dtReq", "reqType is valid");
45      }
46
47      uint8_t reqPktTime[REQ_PKT_LEN] = {0};
48
49      if (dtReq(reqPktTime, REQ_PKT_LEN, REQ_TIME) != REQ_PKT_LEN) {
50          failures++;
51          fail("dtReq", "reqType is valid");
52      }
53
54      // ** dtReqType **
55      // check that the dtReqType is returned
56      if (dtReqType(reqPktDate, REQ_PKT_LEN) != REQ_DATE) {
57          failures++;
58          fail("dtReqType", "REQ_DATE not returned");
59      }
60
61      if (dtReqType(reqPktTime, REQ_PKT_LEN) != REQ_TIME) {
62          failures++;
63          fail("dtReqType", "REQ_TIME not returned");
64      }
65
66      // ** dtReqValid **
67      // check with a packet with a size too small
68      if (dtReqValid(smallReqPkt, smallReqPktLen)) {
69          failures++;
70          fail("dtReqValid", "n should be too small");
71      }
72
73      // check with a packet with a size too large
74      if (dtReqValid(largeReqPkt, largeReqPktLen)) {
75          failures++;
76          fail("dtReqValid", "n should be too large");
77      }
78
79      // check with an invalid magic number
80      uint8_t badMagicNoReqPkt[REQ_PKT_LEN] = {0xDE, 0xAD, 0x00, 0x01,
        ↪  0x00, 0x01};
```

```
81      if (dtReqValid(badMagicNoReqPkt, REQ_PKT_LEN)) {
82          failures++;
83          fail("dtReqValid", "magic no should be incorrect");
84      }
85
86      // check with an invalid packet type
87      uint8_t badPktTypeReqPkt[REQ_PKT_LEN] = {0x49, 0x7E, 0x99, 0x88,
        ↪  0x00, 0x01};
88      if (dtReqValid(badPktTypeReqPkt, REQ_PKT_LEN)) {
89          failures++;
90          fail("dtReqValid", "pktType should be incorrect");
91      }
92
93      // check with an invalid request type
94      uint8_t badReqTypeReqPkt[REQ_PKT_LEN] = {0x49, 0x7E, 0x000, 0x01,
        ↪  0xDE, 0xAD};
95      if (dtReqValid(badReqTypeReqPkt, REQ_PKT_LEN)) {
96          failures++;
97          fail("dtReqValid", "reqType should be incorrect");
98      }
99
100     // check with a valid packet
101     if (!dtReqValid(reqPktTime, REQ_PKT_LEN)) {
102         failures++;
103         fail("dtReqValid", "time packet should be correct");
104     }
105
106     if (!dtReqValid(reqPktDate, REQ_PKT_LEN)) {
107         failures++;
108         fail("dtReqValid", "date packet should be correct");
109     }
110
111     // ** dtPktMagicNo **
112     // check that the magic number is extracted
113     if (dtPktMagicNo(reqPktDate, REQ_PKT_LEN) != MAGIC_NO) {
114         failures++;
115         fail("dtPktMagicNo", "magic no should be correct");
116     }
117
118     // ** dtPktType **
119     // check that the packet type is extracted
120     if (dtPktType(reqPktDate, REQ_PKT_LEN) != PACKET_REQ) {
```

```
121             failures++;
122             fail("dtPktType", "packet type should be correct");
123         }
124 
125         // ** validReqType **
126         // check with a valid request type
127         if (!validReqType(REQ_DATE)) {
128             failures++;
129             fail("validReqType", "REQ_DATE should be correct");
130         }
131 
132         if (!validReqType(REQ_TIME)) {
133             failures++;
134             fail("validReqType", "REQ_TIME should be correct");
135         }
136 
137         // check with an invalid request type
138         if (validReqType(0xBEEF)) {
139             failures++;
140             fail("validReqType", "0xBEEF should be incorrect");
141         }
142 
143         // ** validLangCode **
144         // check with valid lang codes
145         if (!validLangCode(LANG_ENG)) {
146             failures++;
147             fail("validLangCode", "LANG_ENG should be correct");
148         }
149 
150         if (!validLangCode(LANG_GER)) {
151             failures++;
152             fail("validLangCode", "LANG_GER should be correct");
153         }
154 
155         if (!validLangCode(LANG_MAO)) {
156             failures++;
157             fail("validLangCode", "LANG_MAO should be correct");
158         }
159 
160         // check with an invalid lang code
161         if (validLangCode(0xBEEF)) {
162             failures++;
```

```
163         fail("validLangCode", "0xBEEF should be incorrect");
164     }
165 
166     // ** dtRes **
167     // create a packet with a size too small
168     size_t smallResPktLen = RES_PKT_LEN - 1;
169     uint8_t smallResPkt[smallResPktLen];
170     if (dtRes(smallResPkt, smallResPktLen, REQ_DATE, LANG_ENG, 2018,
        ↪  6, 10, 12, 45) == smallResPktLen) {
171         failures++;
172         fail("dtRes", "n should be too small");
173     }
174 
175     // create a packet with a size too large
176     size_t largeResPktLen = RES_PKT_LEN + 1;
177     uint8_t largeResPkt[largeResPktLen];
178     if (dtRes(largeResPkt, largeResPktLen, REQ_DATE, LANG_ENG, 2018,
        ↪  6, 10, 12, 45) == largeResPktLen) {
179         failures++;
180         fail("dtRes", "n should be too large");
181     }
182 
183     // create a packet with an invalid request type
184     uint8_t badReqTypeResPkt[RES_PKT_LEN] = {0};
185     if (dtRes(badReqTypeResPkt, RES_PKT_LEN, 0xBEEF, LANG_ENG, 2018,
        ↪  6, 10, 12, 45) == RES_PKT_LEN) {
186         failures++;
187         fail("dtRes", "reqType should be invalid");
188     }
189 
190     // create a packet with an invalid language code
191     uint8_t badLangCodeResPkt[RES_PKT_LEN] = {0};
192     if (dtRes(badLangCodeResPkt, RES_PKT_LEN, REQ_TIME, 0xBEEF, 2018,
        ↪  6, 10, 12, 45) == RES_PKT_LEN) {
193         failures++;
194         fail("dtRes", "langCode should be invalid");
195     }
196 
197     // create valid packets and check that the size returned is
        ↪  correct
198     uint8_t dateEngResPkt[RES_PKT_LEN] = {0};
```

```
199     if (dtRes(dateEngResPkt, RES_PKT_LEN, REQ_DATE, LANG_ENG, 2018,
        ↪  6, 10, 12, 45) != 13 + 29) {
200         failures++;
201         fail("dtRes", "english date packet isn't the correct
            ↪  length");
202         dtPktDump(dateEngResPkt);
203     }
204
205     uint8_t timeEngResPkt[RES_PKT_LEN] = {0};
206     if (dtRes(timeEngResPkt, RES_PKT_LEN, REQ_TIME, LANG_ENG, 2018,
        ↪  6, 10, 12, 45) != 13 + 25) {
207         failures++;
208         fail("dtRes", "english time packet isn't the correct
            ↪  length");
209         dtPktDump(timeEngResPkt);
210     }
211
212     // ** dtResValid **
213     // check with a packet that is too small
214     if (dtResValid(smallResPkt, smallResPktLen)) {
215         failures++;
216         fail("dtResValid", "n should be too small");
217     }
218
219     // check with a packet that is too large
220     if (dtResValid(largeResPkt, largeResPktLen)) {
221         failures++;
222         fail("dtResValid", "n should be too large");
223     }
224
225     // check with a packet with an invalid magic number
226     timeEngResPkt[0] = 0xBE;
227     timeEngResPkt[1] = 0xEF;
228     if (dtResValid(timeEngResPkt, RES_PKT_LEN)) {
229         failures++;
230         fail("dtResValid", "magic number should be invalid");
231     }
232     timeEngResPkt[0] = (uint8_t)(MAGIC_NO >> 8);
233     timeEngResPkt[1] = (uint8_t)(MAGIC_NO & 0xFF);
234
235     // check with a packet with an invalid packet type
236     timeEngResPkt[2] = 0xBE;
```

```
237     timeEngResPkt[3] = 0xEF;
238     if (dtResValid(timeEngResPkt, RES_PKT_LEN)) {
239         failures++;
240         fail("dtResValid", "packet type should be invalid");
241     }
242     timeEngResPkt[2] = (uint8_t)(PACKET_RES >> 8);
243     timeEngResPkt[3] = (uint8_t)(PACKET_RES & 0xFF);
244 
245     // check with a packet with an invalid year
246     timeEngResPkt[6] = 0xBE;
247     timeEngResPkt[7] = 0xEF;
248     if (dtResValid(timeEngResPkt, RES_PKT_LEN)) {
249         failures++;
250         fail("dtResValid", "year should be invalid");
251     }
252     timeEngResPkt[6] = (uint8_t)(2018 >> 8);
253     timeEngResPkt[7] = (uint8_t)(2018 & 0xFF);
254 
255     // check with a packet with a month too small
256     timeEngResPkt[8] = 0;
257     if (dtResValid(timeEngResPkt, RES_PKT_LEN)) {
258         failures++;
259         fail("dtResValid", "month should be too small");
260     }
261 
262     // check with a packet with a month too large
263     timeEngResPkt[8] = 13;
264     if (dtResValid(timeEngResPkt, RES_PKT_LEN)) {
265         failures++;
266         fail("dtResValid", "month should be too large");
267     }
268     timeEngResPkt[8] = (uint8_t)(6);
269 
270     // check with a packet with a day too small
271     timeEngResPkt[9] = 0;
272     if (dtResValid(timeEngResPkt, RES_PKT_LEN)) {
273         failures++;
274         fail("dtResValid", "day should be too small");
275     }
276 
277     // check with a packet with a day too large
278     timeEngResPkt[9] = 32;
```

```
279     if (dtResValid(timeEngResPkt, RES_PKT_LEN)) {
280         failures++;
281         fail("dtResValid", "day should be too large");
282     }
283     timeEngResPkt[9] = (uint8_t)(10);
284 
285     // check with a packet with an hour too large
286     timeEngResPkt[10] = 24;
287     if (dtResValid(timeEngResPkt, RES_PKT_LEN)) {
288         failures++;
289         fail("dtResValid", "hour should be too large");
290     }
291     timeEngResPkt[10] = (uint8_t)(12);
292 
293     // check with a packet with a minute too large
294     timeEngResPkt[11] = 60;
295     if (dtResValid(timeEngResPkt, RES_PKT_LEN)) {
296         failures++;
297         fail("dtResValid", "minute should be too large");
298     }
299     timeEngResPkt[11] = (uint8_t)(45);
300 
301     // check with valid packets
302     if (!dtResValid(timeEngResPkt, dtPktLength(timeEngResPkt))) {
303         failures++;
304         fail("dtResValid", "english time packet should be valid");
305         dtPktDump(timeEngResPkt);
306     }
307 
308     if (!dtResValid(dateEngResPkt, dtPktLength(dateEngResPkt))) {
309         failures++;
310         fail("dtResValid", "english date packet should be valid");
311         dtPktDump(dateEngResPkt);
312     }
313 
314     // ** dtResLangCode **
315     // check that the lang code is extracted
316     if (dtResLangCode(dateEngResPkt, RES_PKT_LEN) != LANG_ENG) {
317         failures++;
318         fail("dtResLangCode", "lang code is not extracted");
319     }
320 
```

```
321     // ** dtResYear **
322     // check that the year is extracted
323     if (dtResYear(dateEngResPkt, RES_PKT_LEN) != 2018) {
324         failures++;
325         fail("dtResYear", "year is not extracted");
326     }
327 
328     // ** dtResMonth **
329     // check that the month is extracted
330     if (dtResMonth(dateEngResPkt, RES_PKT_LEN) != 6) {
331         failures++;
332         fail("dtResMonth", "month is not extracted");
333     }
334 
335     // ** dtResDay **
336     // check that the day is extracted
337     if (dtResDay(dateEngResPkt, RES_PKT_LEN) != 10) {
338         failures++;
339         fail("dtResDay", "day is not extracted");
340     }
341 
342     // ** dtResHour **
343     // check that the hour is extracted
344     if (dtResHour(dateEngResPkt, RES_PKT_LEN) != 12) {
345         failures++;
346         fail("dtResHour", "hour is not extracted");
347     }
348 
349     // ** dtResMinute **
350     // check that the minute is extracted
351     if (dtResMinute(dateEngResPkt, RES_PKT_LEN) != 45) {
352         failures++;
353         fail("dtResMinute", "minute is not extracted");
354     }
355 
356     // ** dtResLength **
357     // check that the length is extracted
358     if (dtResLength(dateEngResPkt, RES_PKT_LEN) != 29) {
359         failures++;
360         fail("dtResLength", "length is not extracted");
361         dtPktDump(dateEngResPkt);
362     }
```

```
363
364     // ** dtResText **
365     // check that the text is extracted and that the length is ok
366     char text[RES_TEXT_LEN] = {0};
367     size_t textLen = 0;
368     dtResText(dateEngResPkt, RES_PKT_LEN, text, &textLen);
369
370     for (int i = 0; i < textLen - 1; i++) {
371         if (text[i] != dateEngResPkt[13 + i]) {
372             failures++;
373             fail("dtResText", "text is not extracted");
374         }
375     }
376
377     return failures;
378 }
```

2.6 Makefile

Used to build the aforementioned source listings.

```
# Makefile

CFLAGS = -std=gnu99 -Werror -Wall -I ./src/

all: libs server client

libs:
	gcc $(CFLAGS) -c -o obj/protocol.o src/protocol.c
	gcc $(CFLAGS) -c -o obj/utils.o src/utils.c

server: libs src/server.c
	gcc $(CFLAGS) -o bin/server obj/protocol.o obj/utils.o
	↪ src/server.c

client: libs src/client.c
	gcc $(CFLAGS) -o bin/client obj/protocol.o obj/utils.o
	↪ src/client.c

test: libs src/test/protocol.test.c
	gcc $(CFLAGS) -o bin/test/protocol.test obj/protocol.o
	↪ obj/utils.o src/test/protocol.test.c

pdf:
	cd report; pdflatex --shell-escape -undump=pdflatex
	↪ report.tex

clean:
	rm -v obj/protocol.o obj/utils.o
	rm -v bin/server
	rm -v bin/client
	rm -v bin/test/*
	rm report/report.pdf
```