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PROJECT 2: Distributed Shell

# DESIGN

## Programs / Scripts

### Common.c

#### void useage();

##### Help usage message for functions

#### Void flagCheck(int argc, char\*\* argv);

##### Check flag of input

#### concat(char\* s1, char\* s2);

##### Concate two strings

#### containToken();

##### Check to see is message contains terminate token

### ERROR Handlers

#### ERROR\_socket\_call();

#### ERROR\_connect\_call();

#### ERROR\_bind\_call();

#### ERROR\_listen\_call();

#### ERROR\_accept\_call();

#### ERROR\_waitpid\_call();

#### ERROR\_execvp\_call();

### Client.c

#### getHost();

##### get host or server address

#### checkServer();

#### sendMessageToServer(char\* message, int sock);

#### receiveMessageFromServer(int sock);

#### checkUsername();

#### checkPassword();

#### checkCredentials();

#### submitInput

### Server.c

## How many runs performed

## Recorded Data

## System Conditions

## Other Information

# RESULTS

## Tables or Graphs

### Network per-byte Cost

### Local vs. Remote Costs

## Statistical Analysis (Mean and STD)

# ANALYSIS

## Interpret Results

## Results Meaning

## Subjective Analysis