

SAÉ3.02

Developer documentation

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1 Introduction

This document is the developer documentation for the remote control program made for the SAÉ3.04.

2 Server

The server consists of two Python files, `main.py` which contains the main server class and `action.py` which is used to obtain information about the machine and execute commands.

2.1 Server class

The server is implemented using a Python class and is relatively simple, as it only accepts one client at a time.

```
1 class Server:
2     def __init__(self, host: tuple):
3         self.host = host
4         self.killed = False
```

Listing 1: Server constructor

The server class only takes a tuple (`host`, `port`) as an argument. It does not connect automatically, instead the `start()` method has to be used, this allows for a "clean" shutdown of the server if we except for a `KeyboardInterrupt`.

```
1 if __name__ == "__main__":
2     server = Server((host, port))
3     try:
4         server.start()
5     except KeyboardInterrupt:
6         logging.info("KeyboardInterrupt: killing server...")
7         server.kill()
```

Listing 2: Starting the server

Once the `start()` method is called, the server creates the socket, listens on the specified port. Once a client is connected, it will wait for incoming messages.

```

1  def start(self):
2      while not self.killed:
3          self.server = socket.socket()
4          # While True loop
5          self.__bind(self.host)
6          self.server.listen(1)
7          message = ""
8          while not self.killed and message != "reset":
9              self.client, addr = self.server.accept()
10             message = "" # reset so we can reconnect
11             while (
12                 not self.killed and message != "reset" and message != "disconnect"
13             ):
14                 # Here we wait for a message
15                 self.__handle(message, addr)
16                 # Close connection to client
17                 # Close the server
18             # Kill the process

```

Listing 3: start() method simplified

The server will try to indefinitely bind itself to the specified port (at line 5 in Listing 3), this is done to ensure that the server can rebind to the port after a reset.

Once a message is received it is sent to the `__handle(message, addr)` (line 15), this method serves no purposes other than code readability and maintainability. *This is where new features would be added.*

```

1  def __handle(self, message: str, addr: tuple):
2      if message == "kill":
3          logging.info(f"Kill requested by {addr}...")
4          self.killed = True # avoid adding a condition to while loops
5      elif message == "reset":
6          logging.info(f"Client at {addr} requested a reset.")
7      elif message == "info":
8          self.client.send(("info" + json.dumps(actions.get_all())).encode())
9      elif message[:7] == "command":
10         command = json.loads(message[7:])
11         rep = "cmmd"
12         if command["shell"] == "dos":
13             if sys.platform == "win32":
14                 rep += actions.send_command(command["com"], "dos")
15             else:
16                 rep += "Cannot execute a DOS command on this operating system."
17         # ... More elif to handle other OSs
18         self.client.send(rep.encode())

```

Listing 4: Handle method simplified

The first two conditions do not do much except print a log in the console. However, if the server receive "info" from a client, it replies with a JSON encoded dict object containing information about the machine (the info is gathered using `action.py`).

If a message starts with the word "command", the server will try executing the given command if the shell selected by the user is available and send the output back to the client.

3 Client

The client consists of two classes the spans across two python files, `main.py` contains the GUI, and the file `connection.py` is the server connection, which is a separate class to allow the client to connect to multiple servers.

3.1 Connection class

This class handles all of the communication to the server, including sockets and all actions. The connection object takes an IP address, a port as well as two GUI object to write information to. This makes showing data to the user as soon the message is received.

3.1.1 Initialization

```
1 def __init__(
2     self, host: str, port: int, label_info: QLabel, label_command: QTextBrowser
3 ) -> None:
4     self.client = socket.socket()
5     self.msgsrv = ""
6     self.addr = (host, port)
7     self.info = {}
8
9     self.label_info = label_info
10    self.label_command = label_command
11
12    self.__connect()
13    self.send("info")
```

Listing 5: Connection init method

The `__connect()` is used to connect to the server, having is separate method allows reconnecting to the server after a disconnect. Once we are connected to the server, a "info" request is automatically send¹.

```
1 def __connect(self) -> None:
2     self.client.connect(self.addr)
3     # Flag to kill the handle thread
4     self.__killed = False
5     self.msgsrv = ""
6     # Starting handle thread for incoming messages
7     client_handler = threading.Thread(target=self.__handle, args=[self.client])
8     client_handler.start()
```

Listing 6: `__connect` method

This method connects to the server and start the receive thread, the `self.killed` variable is used as a condition to keep the receive running, allowing it to be killed easily.

¹This can cause the client to hang at startup since the connection is not threaded

3.1.2 Threaded code

```
1 def __handle(self, conn) -> None:
2     while self.msgsrv != "kill" and self.msgsrv != "reset" and not self.__killed:
3         try:
4             self.msgsrv = conn.recv(4096)
5         except Exception as e:
6             logging.error(f"Receive failed: {e}")
7             break
8         logging.debug(f"Size of the recieved message is {len(self.msgsrv)}")
9         if not self.msgsrv:
10            break # prevents infinite loop on disconnect, auto disconnect clients
11        self.msgsrv = self.msgsrv.decode()
12        logging.info(f"Message from {self.addr}: {self.msgsrv}")
13
14        if self.msgsrv[:4] == "info":
15            self.info = json.loads(self.msgsrv[4:])
16            logging.info("Got the server information.")
17            self.label_info.setText(self._info_string())
18        elif self.msgsrv[:4] == "cmmd":
19            logging.info("Got a command output from the server.")
20            self.label_command.append(self.msgsrv[4:])
21
22        logging.debug(f"Closing handle thread for {self.addr}")
23        self.client.close()
24        self.__killed = True
```

Listing 7: Threaded code

The client receives as long as the server is not killed, reset or the `self.killed` variable is not set to `True`.