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                                        server.c
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#include <stdio.h>
#include <unistd.h>
#include <stdlib.h>
#include <string.h>
#include <sys/stat.h>
#include <svs/socket.h>
#include <netinet/in.h>
#include <arpa/inet.h>
#include <sys/time.h>
#include <sys/ipc.h>
#include <sys/shm.h>
#include <sys/sem.h>
#define PORT 3500
struct data
        char str[1024];
        int num;
};
union semun
        int val;
};
int main(int argc, char **argv)
        struct sockaddr_in client_addr, sock_addr;
        int listen_sockfd, client_sockfd;
        int addr_len;
        struct data rdata;
        int num;
        char str[1024];
        pid_t pid;
        int shmid;
        int semid;
        int *cal_num;
        void *shared_memory = NULL;
        union semun sem_union;
        struct sembuf semopen = {0, -1, SEM_UNDO};
        struct sembuf semclose = {0, 1, SEM_UNDO};
        if( (shmid = shmget((key_t)1234, sizeof(int), 0666 | IPC_CREAT)) == -1)
                return 1;
        if( (semid = semget((key_t) 3477, 1, IPC_CREAT | 0666)) == -1)
        -{
                return 1;
        if( (shared_memory = shmat(shmid, NULL, 0)) == (void*)-1)
                return 1;
        cal_num = (int*) shared_memory;
        sem_union.val = 1;
        if (-1 == semctl(semid, 0, SETVAL, sem_union))
                return 1;
        if( (listen_sockfd = socket(AF_INET, SOCK_STREAM, 0)) == -1)
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                perror("Error");
                return 1;
        memset((void *)&sock_addr, 0x00, sizeof(sock_addr));
        sock_addr.sin_family = AF_INET;
        sock_addr.sin_addr.s_addr = htonl(INADDR_ANY);
        sock_addr.sin_port = htons(PORT);
        if( bind(listen_sockfd, (struct sockaddr *)&sock_addr, sizeof(sock_addr)
) == -1)
                perror("Error");
                return 1;
        if(listen(listen_sockfd, 5) == -1)
                perror("Error");
                return 1;
        for(;;)
                addr_len = sizeof(client_addr);
                client_sockfd = accept(listen_sockfd,
                         (struct sockaddr *) &client_addr, &addr_len);
                if(client_sockfd == -1)
                         perror ("accept error: ");
                         return 1;
                printf("New Client Connect: %s\n", inet_ntoa(client_addr.sin_addr));
                pid = fork();
                if(pid ==0)
                         close(listen sockfd);
                         read(client_sockfd, (char *)&rdata, sizeof(rdata));
                         strcpy(str,rdata.str);
                         int len = strlen(str);
                         printf("recieved data: %s and %d\n", str, ntohl(rdata.num));
                         while(1)
                                 if (semop(semid, &semopen, 1) == -1)
                                         return 1;
                                 num = ntohl(rdata.num);
                                 num ++;
                                 rdata.num = htonl(num);
                                 strcpy(str, rdata.str);
                                 for(int i=0; i<strlen(str); i++){</pre>
                                         rdata.str[i] = str[i+1];
                                 rdata.str[len-1] = str[0];
                                 rdata.str[len] = 0;
                                 sleep(1);
                                 write(client_sockfd, (char *)&rdata, sizeof(rdat
a));
                                 semop(semid, &semclose, 1);
                else if (pid>0)
                         close(client_sockfd);
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       close(listen_sockfd);
return 0;
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