

# Client Server App

Specs:

Cle

A tiny server that listens on sockets, and does appropriate action once a client connects (and then, sends queries).

A "[StackName].exe", a most tiny StandAlone that has the relevant libraries linked, and that doesn't do anything but check them sockets listening. As soon as a client attempts to connect, or sends data, it relies on a second (normal) stack that contains the functions handling this, via "start using ..." on OpenStack. It will as well respond, for sure.

A stack "[StackName]\_main.livecode", that is full of code to handle all kinds of basic events - checking valid users, encrypting, handling the Prefs, filtering input for SQL queries etc. This is the first stack that's put "in use", but since this one controls the Prefs, more may be put in use after an initial call.

A stack "[StackName]\_db.livecode", that contains the actual database code for the db given - this is the one that offers the DB-specific functions to make proper SQL code. Change this stack to the proper version if you stop using MySQL, and go back to MS-SQL

Maybe a stack "[StackName]\_tools.livecode" to add customer-specific things - that could even be linked by an:

(maybe) additional "[StackName]\_daemon.exe" (another standalone with "quit" as bottom line of each handler?) that is invoked by a timed job (cron), or by getting called by the "[StackName].exe", to prepare lookUp tables (in SQLite, or text-based) for a customer in time as soon as logging in of such is detected, for instance?