Phone Firewall Reference Manual

v0.01

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Chapter 3

Phone Firewall Data Structure Documentation

3.1 Blacklist Struct Reference

Contains the blocked numbers.

`#include <libphonefirewall.h>`

Collaboration diagram for Blacklist:

Data Fields

- char ∗ name
- long long int number
- int priority
- char ∗ reason
- struct Blacklist ∗ left
- struct Blacklist ∗ right

3.1.1 Detailed Description

Contains the blocked numbers.

Definition at line 42 of file libphonefirewall.h.

3.1.2 Field Documentation

3.1.2.1 char∗ Blacklist::name

Definition at line 43 of file libphonefirewall.h.

Referenced by add_to_blacklist().

3.1.2.2 long long int Blacklist::number

Definition at line 44 of file libphonefirewall.h.

Referenced by add_to_blacklist().

3.1.2.3 int Blacklist::priority

Definition at line 45 of file libphonefirewall.h.

Referenced by add_to_blacklist().

3.1.2.4 char∗ Blacklist::reason

Definition at line 46 of file libphonefirewall.h.

Referenced by add_to_blacklist().

3.1.2.5 struct Blacklist∗ Blacklist::left `[read]`

Definition at line 47 of file libphonefirewall.h.

Referenced by add_to_blacklist().

3.1.2.6 struct Blacklist∗ Blacklist::right `[read]`

Definition at line 48 of file libphonefirewall.h.

Referenced by add_to_blacklist().

The documentation for this struct was generated from the following file:

- libphonefirewall.h

3.2 Whitelist Struct Reference

Contains the accepted numbers.

```
#include <libphonefirewall.h>
```

Collaboration diagram for Whitelist:

Whitelist
right
left

Data Fields

- char ∗ name
- long long int number
- int priority
- char ∗ reason
- struct Whitelist ∗ left
- struct Whitelist ∗ right

3.2.1 Detailed Description

Contains the accepted numbers.

Definition at line 55 of file libphonefirewall.h.

3.2.2 Field Documentation

3.2.2.1 char∗ Whitelist::name

Definition at line 56 of file libphonefirewall.h.

Referenced by add_to_whitelist().

3.2.2.2 long long int Whitelist::number

Definition at line 57 of file libphonefirewall.h.

Referenced by add_to_whitelist().

3.2.2.3 int Whitelist::priority

Definition at line 58 of file libphonefirewall.h.

Referenced by add_to_whitelist().

3.2.2.4 char∗ Whitelist::reason

Definition at line 59 of file libphonefirewall.h.

Referenced by add_to_whitelist().

3.2.2.5 struct Whitelist∗ Whitelist::left `[read]`

Definition at line 60 of file libphonefirewall.h.

Referenced by add_to_whitelist().

3.2.2.6 struct Whitelist∗ Whitelist::right `[read]`

Definition at line 61 of file libphonefirewall.h.

Referenced by add_to_whitelist().

The documentation for this struct was generated from the following file:

- libphonefirewall.h

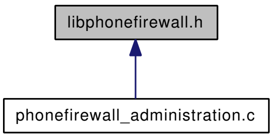
Chapter 4

Phone Firewall File Documentation

4.1 libphonefirewall.h File Reference

API of the phone firewall.

This graph shows which files directly or indirectly include this file:



Data Structures

- struct Blacklist

  Contains the blocked numbers.

- struct Whitelist

  Contains the accepted numbers.

Defines

- #define TELNR_MAXLEN 32

Functions

- int add_blacklist_entry (long long int number, char ∗name, char ∗reason, int priority)
- int rm_blacklist_entry (long long int number)
- int add_whitelist_entry (long long int number, char ∗name, char ∗reason, int priority)
- int rm_whitelist_entry (long long int number)

4.1.1 Detailed Description

API of the phone firewall.

Author:

Alex Oberhauser

The header file of the Phone Firewall. Blocks or accepts incoming phone calls, so it's possible to prevent disturbing phone calls. Provides a API which can used by other application to build nice programs.

Implemented for the OpenMoko framework.

Definition in file libphonefirewall.h.

4.1.2 Define Documentation

4.1.2.1 #define TELNR_MAXLEN 32

The maximum length of a telephone number.

Definition at line 36 of file libphonefirewall.h.

4.1.3 Function Documentation

4.1.3.1 int add_blacklist_entry (long long int *number*, char ∗ *name*, char ∗ *reason*, int *priority*)

Add a number to the blacklist. The number will be blocked after that.

Parameters:

number The telephone number of the person.

name The name of the person.

reason Why you have blocked this person.

priority Has no affect at the moment. Later one it will be possible to give each number priority. So you have more control when a number will be blocked/accepted.

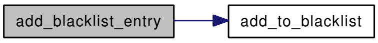
Returns:

If all goes well 0 (zero) otherwise an errno code.

Definition at line 66 of file phonefirewall_administration.c.

References add_to_blacklist().

Here is the call graph for this function:



4.1.3.2 int add_whitelist_entry (long long int *number*, char ∗ *name*, char ∗ *reason*, int *priority*)

Add a number to the whitelist. The number will be accepted after that.

Parameters:

number The telephone number of the person.

name The name of the person.

reason Why you have blocked this person.

priority Has no affect at the moment. Later one it will be possible to give each number priority. So you have more control when a number will be blocked/accepted.

Returns:

If all goes well 0 (zero) otherwise an errno code.

Definition at line 78 of file phonefirewall_administration.c.

4.1.3.3 int rm_blacklist_entry (long long int *number*)

Removes a blocked number from the blacklist.

Definition at line 74 of file phonefirewall_administration.c.

4.1.3.4 int rm_whitelist_entry (long long int *number*)

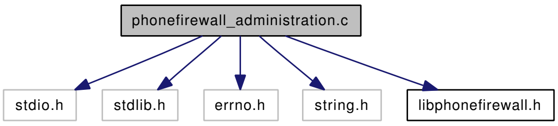
Removes a accepted number from the whitelist.

Definition at line 82 of file phonefirewall_administration.c.

4.2 phonefirewall_administration.c File Reference

```
#include <stdio.h>
#include <stdlib.h>
#include <errno.h>
#include <string.h>
#include "libphonefirewall.h"
```

Include dependency graph for phonefirewall_administration.c:



Typedefs

- typedef struct Blacklist blacklist_t
- typedef struct Whitelist whitelist_t

Functions

- blacklist_t ∗ add_to_blacklist (blacklist_t ∗node, long long int number, char ∗name, char ∗reason, int priority)
- whitelist_t ∗ add_to_whitelist (whitelist_t ∗node, long long int number, char ∗name, char ∗reason, int priority)
- int add_blacklist_entry (long long int number, char ∗name, char ∗reason, int priority)
- int rm_blacklist_entry (long long int number)
- int add_whitelist_entry (long long int number, char ∗name, char ∗reason, int priority)
- int rm_whitelist_entry (long long int number)

4.2.1 Typedef Documentation

4.2.1.1 typedef struct Blacklist blacklist_t

Definition at line 26 of file phonefirewall_administration.c.

4.2.1.2 typedef struct Whitelist whitelist_t

Definition at line 27 of file phonefirewall_administration.c.

4.2.2 Function Documentation

4.2.2.1 int add_blacklist_entry (long long int *number*, char ∗ *name*, char ∗ *reason*, int *priority*)

Add a number to the blacklist. The number will be blocked after that.

Parameters:

number The telephone number of the person.

name The name of the person.

reason Why you have blocked this person.

priority Has no affect at the moment. Later one it will be possible to give each number priority. So you have more control when a number will be blocked/accepted.

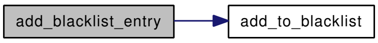
Returns:

If all goes well 0 (zero) otherwise an errno code.

Definition at line 66 of file phonefirewall_administration.c.

References add_to_blacklist().

Here is the call graph for this function:



4.2.2.2 blacklist_t∗ add_to_blacklist (blacklist_t ∗ *node*, long long int *number*, char ∗ *name*, char ∗ *reason*, int *priority*)

Definition at line 29 of file phonefirewall_administration.c.

References Blacklist::left, Blacklist::name, Blacklist::number, Blacklist::priority, Blacklist::reason, and Blacklist::right.

Referenced by add_blacklist_entry().

4.2.2.3 whitelist_t∗ add_to_whitelist (whitelist_t ∗ *node*, long long int *number*, char ∗ *name*, char ∗ *reason*, int *priority*)

Definition at line 48 of file phonefirewall_administration.c.

References Whitelist::left, Whitelist::name, Whitelist::number, Whitelist::priority, Whitelist::reason, and Whitelist::right.

4.2.2.4 int add_whitelist_entry (long long int *number*, char ∗ *name*, char ∗ *reason*, int *priority*)

Add a number to the whitelist. The number will be accepted after that.

Parameters:

number The telephone number of the person.

name The name of the person.

reason Why you have blocked this person.

priority Has no affect at the moment. Later one it will be possible to give each number priority. So you have more control when a number will be blocked/accepted.

Returns:

If all goes well 0 (zero) otherwise an errno code.

Definition at line 78 of file phonefirewall_administration.c.

4.2.2.5 int rm_blacklist_entry (long long int *number*)

Removes a blocked number from the blacklist.

Definition at line 74 of file phonefirewall_administration.c.

4.2.2.6 int rm_whitelist_entry (long long int *number*)

Removes a accepted number from the whitelist.

Definition at line 82 of file phonefirewall_administration.c.

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