|  |  |  |
| --- | --- | --- |
| Лабораторная работа #1, 2  «Программирование сетевых  серверов и клиентов»  Вариант #5 | Выполнил | Ноздренков С.В. |
| Группа | ЭВМ-1.Н |
| Проверил | Жариков Д. Н. |
| Подпись |  |

# Цель работы

Изучение транспортных и прикладных протоколов семейства TCP/IP, структуры сетевых приложений, основных приемов программирования Internet-приложений на основе этих протоколов с использованием программных интерфейсов сокетов BSD UNIX и Windows Sockets 2.

# Задание

Разработать две программы: клиент и сервер, позволяющие получать список файлов указанного каталога на компьютере, где функционирует сервер, переименовывать, копировать в другой каталог или удалять указанный файл, запускать программу на выполнение, выполнять перезагрузку компьютера.

# Engine.hpp

#ifndef ENGINE\_HPP

#define ENGINE\_HPP

#pragma comment(lib, "WS2\_32.lib")

#pragma comment(linker, "/STACK:36777216")

#include <iostream>

#include <string>

#include <cstring>

#include <WinSock2.h>

using namespace std;

#define die(s) { echo(s); return; }

#define dief(s) { echo(s); return false;}

/\*\*

@brief Universal class for working with sockets

\*/

class engine\_t

{

string type;

WSADATA wsaData;

SOCKET mysock, remsock;

sockaddr\_in sai;

char buf[2000000];

public:

/\*\*

@brief Shows message

@detailed We can overload this function for another way of log-messaging

@param s - Message

\*/

void echo(const string &s) { cout << s << endl; }

/\*\*

@brief Initialisation

@param mtype - Application type. It can be: "client" or "server"

@param ip - ip-address

@param port - port

\*/

engine\_t(const string &mtype, const string &ip, int port)

{

type = mtype;

// Windows sockets initialisation

if (WSAStartup(MAKEWORD(2, 0), &wsaData))

die("Can't startup Windows Sockets");

echo("Windows Sockets started");

// Creates a socket that is bound to a specific transport service provider

if ((mysock = socket(AF\_INET, SOCK\_STREAM, IPPROTO\_TCP)) == INVALID\_SOCKET)

die("Can't create socket");

echo("Socket Created");

memset(&sai, 0, sizeof(sockaddr\_in));

sai.sin\_family = AF\_INET;

sai.sin\_port = htons(port);

sai.sin\_addr.s\_addr = type == "server" ? INADDR\_ANY : inet\_addr(ip.c\_str());

if (type == "server")

{

// Associates a local address with a socket

if (bind(mysock, (sockaddr\*)(&sai), sizeof(sai)) == SOCKET\_ERROR)

die("Bind error");

echo("Bind OK!");

// Places a socket in a state in which it is listening for an incoming connection

if (listen(mysock, 1) == SOCKET\_ERROR)

die("Listen error");

echo("Listen OK!");

}

}

/\*\*

@brief Connects to client/server for chatting

\*/

bool connect()

{

if (type == "client")

{

echo("Connecting...");

if (::connect(mysock, (sockaddr\*)(&sai), sizeof(sai)) == SOCKET\_ERROR)

dief("Connect error!");

echo("Connection complete!");

}

else

{

echo("Accepting...");

if ((remsock = accept(mysock, NULL, NULL)) == INVALID\_SOCKET)

dief("Accept error!");

echo("Accepted!");

}

return true;

}

/\*\*

@brief Sends message

@param s - message

\*/

bool write(const string &s)

{

int len = s.size();

SOCKET to = type == "server" ? remsock : mysock;

int f1 = send(to, (char\*)(&len), sizeof(len), NULL);

strcpy(buf, s.c\_str());

int f2 = send(to, buf, len + 1, NULL);

return f1 == sizeof(int) && f2 == len + 1;

}

/\*\*

@brief Gets message

@param s - message

\*/

bool read(string &s)

{

int len = 0;

SOCKET from = type == "server" ? remsock : mysock;

int f1 = recv(from, (char\*)(&len), sizeof(len), NULL);

int f2 = recv(from, buf, len + 1, NULL);

s = string(buf);

return f1 == sizeof(int) && f2 == len + 1;

}

/\*\*

@brief Destructor

@detailed Closes sockets

\*/

~engine\_t()

{

closesocket(mysock);

WSACleanup();

}

};

#endif

# nsv\_client.cpp

#include <iostream>

#include "../common/engine.hpp"

using namespace std;

void hint()

{

puts("\n=== OPERATIONS ==========================================================");

puts("info id -- gets information about account id");

puts("open -- opens new account and gets new id for user");

puts("close id -- tries to close account with id");

puts("add id amount -- deposits money to account id");

puts("get id amount -- tries to take money from account id");

puts("mov src dst amount -- tries to move money from account src to account dst");

puts("=========================================================================\n");

}

int main()

{

puts("CLIENT-BANK!");

engine\_t engine("client", "127.0.0.1", 5001);

engine.connect();

hint();

while (true)

{

printf("> ");

string query, ans;

getline(cin, query);

engine.write(query);

engine.read(ans);

puts("\n======= RESULT ====================================");

puts(ans.c\_str());

puts("===================================================\n");

}

cout << "GOOD BYE!" << endl;

return 0;

}

# nsv\_server.cpp

#include "../common/engine.hpp"

#include <sstream>

#include <fstream>

#include <cstdio>

#include <Windows.h>

#include "dirent.h"

using namespace std;

/\*\*

@brief Simple file manager class

\*/

class fm\_t

{

engine\_t \*engine;

public:

/\*\*

@brief Initialisation

\*/

fm\_t()

{

engine = new engine\_t("server", "127.0.0.1", 5001);

engine->connect();

}

/\*\*

@brief Starts main process

\*/

void start()

{

while (true)

{

string s;

if (engine->read(s))

process(s);

else

{

cout << "Connection closed!" << endl;

engine->connect();

}

}

}

/\*\*

@brief Switch how to process request req

@param req - clients request

\*/

void process(const string &req)

{

istringstream is(req);

string type; is >> type;

if (type == "show")

{

string dir; is >> dir;

show(dir);

}

else if (type == "rename")

{

string file, name;

is >> file >> name;

rename(file, name);

}

else if (type == "copy")

{

string from, to;

is >> from >> to;

copy(from, to);

}

else if (type == "remove")

{

string file; is >> file;

remove(file);

}

else if (type == "exec")

{

string file; is >> file;

exec(file);

}

else if (type == "reboot")

{

reboot();

}

else

engine->write("Invalid request!");

}

/\*\*

@brief Shows files in directory s

\*/

void show(const string &s)

{

ostringstream os;

os << "FILES:" << endl;

DIR \*dir;

struct dirent \*ent;

if (dir = opendir(s.c\_str()))

{

while (ent = readdir(dir))

os << string(ent->d\_name) << endl;

closedir(dir);

}

else

os << "ERROR!" << endl;

engine->write(os.str());

}

/\*\*

@brief Renames file

\*/

void rename(const string &file, const string &new\_name)

{

ostringstream os;

os << "RENAME" << endl;

os << "file: " << file << endl;

os << "new name: " << new\_name << endl;

if (::rename(file.c\_str(), new\_name.c\_str()) == 0)

os << "SUCCESS!";

else

os << "FAIL! :(";

engine->write(os.str());

}

/\*\*

@brief Copies file

\*/

void copy(const string &from, const string &to)

{

ostringstream os;

os << "COPY" << endl;

os << "from: " << from << endl;

os << "to: " << to << endl;

ifstream src(from, std::ios::binary);

ofstream dst(to, std::ios::binary);

dst << src.rdbuf();

os << "Finish" << endl;

engine->write(os.str());

}

/\*\*

@brief Remove file

\*/

void remove(const string &file)

{

ostringstream os;

os << "REMOVE" << endl;

os << "file: " << file << endl;

if (::remove(file.c\_str()) == 0)

os << "SUCCESS!";

else

os << "FAIL! :(";

engine->write(os.str());

}

/\*\*

@brief Executes file

\*/

void exec(const string &file)

{

ostringstream os;

os << "EXEC" << endl;

os << "file: " << file << endl;

if (WinExec(file.c\_str(), 1) > 31)

os << "SUCCESS!";

else

os << "FAIL! :(";

engine->write(os.str());

}

/\*\*

@brief Reboots comp

\*/

void reboot()

{

engine->write("OK, let's reboot!");

system("shutdown -r -t 0");

}

};

int main()

{

cout << "SERVER-FILE-MANAGER" << endl;

fm\_t manager;

manager.start();

cerr << "Good bye!" << endl;

return 0;

}

# Результат работы программы

