

```

1  #ifndef _MEDIA_TRASNFER_H_
2  #define _MEDIA_TRASNFER_H_
3
4  #include <stdio.h>
5
6  /*
7   * @param fp      - pointer to the media to be sent
8   * @param sockfd  - client socke to send the media to
9   */
10 int send_media(int sockfd, const char *media_path, size_t length);
11
12 /*
13  * @param sockfd  - client socket to receive the media on
14  * @param filename - filename to write received data to
15  */
16 int receive_media(int sockfd, const char *media_path, size_t length);
17
18 /*
19  * @param path      - sends lists all the media under this path
20  * @param buffer     - place to store the listing to
21  * @param buffer_size - size of the buffer passed
22  * @returns
23  *      1 if success, -1 if failure
24  */
25 int get_media_list(const char *path, char *buffer, size_t buffer_size);
26
27 /*
28  * @param client_socket - client socket to send header to
29  * @param port          - port socket is hosted on
30  * @param media_size    - size of media to be sent
31  * @param media_type    - type of the media to be sent
32  * @returns
33  *      1 if sucess, -1 if fail
34  */
35 int send_header(int client_socket, int port, size_t media_size, const char *media_type,
36 int status);
37 #endif

```