

## remote-shutdown

C made server for remotely closing system

## Make from source

Project is build using CMake 3.17 so it is the best way to compile your version

## Comuncation protocol

Client-Server communcation is made on SimpleMessage (aka SM). One SM can take up to 20 key-value pairs. There are no specified KV pairs to server works, but some of them are needed for e.g. to authorize request.

Communication is as simple as sending properly formated text string

```
{
key1:value1
key2:value2
...
}
```

By default headed contains left curly bracket and new line character \n. Footer on other hand contains new line character \n and right curly bracket. Each KV pair must end with new line. Spaces are allowed in either key or value. Other formats of message can be set by changing MESSAGE\_\* values in utils/simple-message.h

## Available Requests

- **suspend**

```
{
action:SUSPEND
secret:sdlijkfkd
}
```

- **stop**

```
{
action:STOP
secret:sdgdfsjgsldj
}
```

other KV pairs could be added but will be ignored by server. Be aware of white spaces as server don't remove them and case sensitivity so abc is not this same as abc nor Abc

## Simple Testing

```
$ cat << EOF > test-req
{
action:STOP
secret:super_secret
}
EOF
$ cat test-req | nc localhost 7021
```

### **Further reading**

Entire code is meaningfully described and documented for some in deep lurking. `test/` dir contains some more request. Some of them are valid and other not. Invalid reqs are marked as so.

### **Known extensions and clients**

- Simple Android Implementation

### **Project structure**

- **server.h** – contains all server side logic
- **utils/simple-message.h** – helper functions for SM manipulations
- **utils/stringops.h** – string operators