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#include <stdio.h>
#include <stdlib.h>
#include <sys/socket.h>
#include <arpa/inet.h>
#include <unistd.h>
#include <string.h>
#include <fcntl.h>
#include <sys/stat.h>
#include <sys/types.h>
#include "structure.h"
#define PORT 8080

/*
Assistant.c is the first half of the assistant
This process connects to the server and then starts a loop that reads in employee
info from the fifo pipe, checks the history file for the employee, and sends the
information to the server if the search returns false

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*/

//function declaration
int fileSearch();

struct User *userPtr, user;

int main(int argc, char const *argv[])
{

    printf("Assistant Started! \n");

    //===== Socket Setup =====
    //initializing socket vars
    int sock = 0, valread;
    struct sockaddr_in serv_addr;
    char buffer[1024] = {0};

    //create socket, print error and exit if fail
    if ((sock = socket(AF_INET, SOCK_STREAM, 0)) < 0)
    {
        perror("socket");
        return -1;
    }

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//setting addresses
serv_addr.sin_family = AF_INET;
serv_addr.sin_port = htons(PORT);

// Converting IPv4 and IPv6 addresses to binary, exit if fail
if (inet_pton(AF_INET, "127.0.0.1", &serv_addr.sin_addr) <= 0)
{
    perror("inet_pton");
    return -1;
}

//=====
===

//=====Pipe setup=====
=

//struct pointer to store employee info
userPtr = &user;

//pipe file descriptor
int fd1;

// FIFO file path
char *myfifo = "myfifo.txt";

//chars to store read data in
char str1[100];
char str2[100];
char str3[100];

//open pipe for read
fd1 = open(myfifo, O_RDONLY);

//=====
===

//print error if connection fails
if (connect(sock, (struct sockaddr *)&serv_addr, sizeof(serv_addr)) < 0)
{

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        perror("connect");
    }

    //token to split up string from pipe
    char *token;

    //loop to read from pipe, check history file for employee, and send employee
    to server if not there
    while(1)
    {
        //reading from pipe if pipe is not empty
        if(read(fd1, str1, 100) > 0)
        {
            //feedback on if read was successful or not
            perror("read");

            //splitting up info from pipe and entering it into the struct
            token = strtok(str1, ",");
            strcpy(userPtr->employeeName, token);
            printf("Name: %s\n", userPtr->employeeName);

            token = strtok(NULL, ",");
            strcpy(userPtr->jobTitle, token);
            printf("Job Title: %s\n", userPtr->jobTitle);

            token = strtok(NULL, ",");
            strcpy(userPtr->status, token);
            printf("Status: %s\n", userPtr->status);
            //-----

            //search file, if employee not in file, send to server
            if(fileSearch() == 1)
            {
                //sending employee information to server from struct
                send(sock, userPtr->employeeName, 100, 0);
                send(sock, userPtr->jobTitle, 100, 0);
                send(sock, userPtr->status, 100, 0);

                //print statement to test the send worked
                printf("Employee sent!\n");
            }
        }
    }

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    }
}

//=====

return 0;
}

//function to search history file for employee
int fileSearch()
{
    //opening file-----
    FILE *filep;
    char *filename = "history.txt";

    filep = fopen(filename, "a+");
    if (filep == NULL)
    {
        perror("Error: ");
        exit(0);
    }
    //-----

    //return false (1) if file is empty
    int size;
    fseek (filep, 0, SEEK_END);
    size = ftell(filep);
    if (0 == size) {
        //printf("file is empty\n");
        return 1;
    }
    //-----

    //search the file for employee info-----
    char line[256];
    while (fgets(line, sizeof(line), filep))
    {

        if(strstr(line, userPtr->employeeName))

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{
    if(strstr(line, userPtr->jobTitle) && strstr(line, userPtr->status))
    {
        //Employee in history file, can print
        printf("%s\n", line);
        return 0;
    }

}
else
{
    return 1;
}

return 1;
}
//-----
-----

//close file
fclose(filep);

return 1;
}
```