

Lab 5

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Installation

To install, create a folder to copy files into. Clone the repository into the directory with the following command:

```
git clone https://github.com/rdk-fall122-calu/cet-server-phase2.git
```

To compile, run the `make` command inside of the `build` directory.

To run, launch the server program inside the `build` directory: `.\server`

Users File

The server program requires a list of users to be present in the `build` directory, titled `names.txt` which contains usernames and full names. The provided file can be found at this link

(<https://students.calu.edu/calupa/chen/cet440/lab/studentlist.txt>),

and contains the following information:

```
1 chen Weifeng Chen
2 bar4167 Patrick Barker
3 bat6731 Luke Bates
4 bis3683 Andrew Bissell
5 bra8956 Scott Bracker
6 cas3742 Branson Casper
7 gro6315 Ryan Groner
8 gue4713 David Guest
9 gun4897 Justin Gunderson
10 how4685 Distint Howie
11 hug8634 Joshua Hughes
12 hut2029 Jack Hutchinson
13 kir0510 Tanner Kirsch
14 kov2428 Camden Kovach
15 kre1188 Robert Krenzy
16 kre5277 Ty Kress
17 kru2922 Charles Krug
18 min5779 Madeline Minsinger
19 nie9236 Noelle Nieves
20 pri2679 Austin Pringle
21 pro8061 Noah Proctor
22 rei3819 Kevin Reisch
23 sea3212 Kitana Seals
24 ste4864 Anthony Stepich
25 tei3216 Zachary Teixido
26 ter1023 Thomas Terhune
27 tru1931 Scott Trunzo
```

Header Files

commands.h

A list of accepted commands can be found at: <https://students.calu.edu/calupa/chen/cet440/lab/protocol.pdf>

```
1 /**
2  * @brief Returns a string with all of the help information
3  *
4  * @return char* Response string
5  */
6 char* execute_help();
7
8 /**
9  * @brief This command returns a quit message for response
10 *
11 * @return char* Response string
12 */
13 char* execute_quit();
14
15 /**
16 * @brief The server will attempt to register them and respond with a string telling them that
17 *         their userID has been registered successfully or not possible reasons are it was already
18 *         registered or it is an invalid userID.
19 *
20 * @param userID
21 * @return char* Response string
22 */
23 char* execute_register(char* userID);
24
25 /**
26 * @brief The server will respond with a string of information about the user. Requires registered
27 *         user.
28 *
29 * @param userID
30 * @return char* Response string
31 */
32 char* execute_myinfo(char* userID);
33
34 /**
35 * @brief The server will respond with a string of all online users. Requires registered user.
36 *
37 * @param userID
38 * @return char* Response string
39 */
40 char* execute_online_users(char* userID);
41
42 /**
43 * @brief The server will respond with a string of all registered users. Requires registered user.
44 *
45 * @param userID
46 * @return char* Response string
47 */
48 char* execute_registered_users(char* userID);
```

logging.h

```
1 /**
2  * @brief Log the formatted message to the console
3  *
4  * @param sender The sender's ID
5  * @param message Message to be logged
6  */
7 void log_message(char *sender, char *message);
```

users.h

```
1  /**
2  * @brief Defines a User
3  *
4  */
5  struct user {
6      char userID[10];
7      char name[50];
8      int age;
9      float gpa;
10     char address[50]; // IP Address user is connected from
11     int status;
12 };
13
14 static struct user userList[NUM_USERS];
15
16 /**
17 * @brief Loads the list of accepted users from the file names.txt
18 *
19 * @return int 1 for successful loading, 0 for failed to load
20 */
21 int load_users_list();
22
23
24 /**
25 * @brief Initializes random values for each user
26 */
27 int initialize_users();
28
29
30 /**
31 * @brief Saves the user data to a CSV file.
32 *
33 */
34 void save_user_data();
35
36
37 /**
38 * @brief Returns the user with the specified user ID
39 *
40 * @param userID
41 * @return Pointer to user struct, NULL if user does not exist
42 */
43 struct user* get_user(char *userID);
44
45
46 /**
47 * @brief Gets the list of users
48 *
49 * @return user* pointer to the user list
50 */
51 struct user* get_user_list();
```

server.c

```
1 #include "logging.h"
2 #include "users.h"
3 #include "commands.h"
4
5 /**
6  * @brief Threading function
7  *
8  * @return void*
9  */
10 void *connection_handler(void *);
11
12 /**
13  * @brief Convert a string to all upper case
14  *
15  * @param text
16  * @return char*
17  */
18 char *strupr(char * text);
19
20 /**
21  * @brief Entry point and main loop for the server
22  *
23  * @return int Exit message
24  */
25 int main();
```

Contributions

Distint Howie	Program Logic, Commands, Testing
Robert Krenco	Program Logic, Commands, Testing, Accompanying Documentation
Anthony Stepich	Program Logic, Commands, Testing