

DC ASSIGNMENT –FILL IN THE BLANKS CODE

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```
filename: factorial.h
```

```
struct factorial_in
```

```
{
```

```
long int arg1;
```

```
};
```

```
struct factorial_out
```

```
{
```

```
long int res1;
```

```
};
```

```
-----
```

```
program FACT_PROG{
```

```
version FACT_VERS{
```

```
factorial out FACTORIALPROC(factorial in) = 1; [0.5+0.5 = 1 mark]
```

```
}=1;
```

```
}=0x13451111;
```

```
-----
```

```
filename: client.c (i.e the client program)
```

```
#include<stdlib.h>
```

```
#include<stdio.h>
```

```
#include" factorial.h" [0.5 mark]
```

```
int main (int argc, char **argv)
```

```
{
```

```
CLIENT *cl;
```

```
factorial_in in;
```

```
factorial_out *out;
```

```
if (argc != 3) {
```

```
printf("client <localhost> <integer>");
```

```
exit (1);
```

```
}
```

```
cl = clnt_create (argv[1], FACT_PROG, FACT_VERS, "tcp"); [0.5  
mark]
```

```
in.arg1 = atol(argv [2]);
```

```

if ((out=factorialproc_1(&in,cl))==NULL)      [ 1 mark]
{
printf("Error\n");
exit(1);
}
printf("Result %ld\n", out->res1); [1 mark]
exit(0);
}

```

```

-----
filename: server.c (server file)
#include "factorial.h" [0.5 mark]
#include <stdio.h>
factorial_out *factorialproc_1_svc (factorial_in *inp, struct
svc_req *rqstp) [1 mark]
{
static factorial_out outp; [0.5 mark]
int i;
i = inp->arg1; [0.5 mark]
outp.res1 = 1;
while(i !=0)
{
outp.res1 = outp.res1*i; [1 mark]
i--;
}
return (&outp);    [0.5 mark]
}

```