1. teacher端展示最多10个在线学生信息,可以自由选择并输入code码:

## 对应代码修改:

。 master端: 统计在线学生人数,发送至多10个学生的信息和对应code码给teacher端

```
void *teacher_work(void *arg) {
    DBG("Teacher on.\n");
    int ind = *(int *)arg;
if (send(teacher_fd[ind], (void *)&student_cnt, sizeof(int), 0) <= 0) {</pre>
         DBG("Number of online students send failed.\n");
         return NULL;
    int cnt = student_cnt;
    const int basenum = 10;
    cnt = cnt > basenum ? basenum : cnt;
    for (int i = 0; i < size && cnt > 0; i++) {
         if (student[i].flag == true) {
              if(send_studentinfo(ind, i) < 0) {
    DBG("Send Student's Information Error.\n");</pre>
                   close(teacher_fd[ind]);
                  return NULL;
              if (send(teacher_fd[ind], (void *)&i, sizeof(int), 0) <= 0) {
    DBG("Code of online students send failed.\n");</pre>
                  return NULL;
    cnt--;
```

。 teacher端: 去掉程序启动时需要输入code码信息

```
int main(int argc, char **argv) {
-    if (argc != 2) {
-       DBG("Useage:dohelp Help-Code\n");
-      exit(1);
-    }
```

添加接收最多10个在线学生信息,运行过程中选择code码的逻辑

```
int online_cnt = 0;
if (recv(sockfd, (void *)&online_cnt, sizeof(int), 0) <= 0) {</pre>
   DBG("Number of online students recv failed.\n");
    perror("recv");
    return -1;
printf("Total number of online students : %d\n", online_cnt);
num = num > online_cnt ? online_cnt : num;
struct Msg_t students[10];
while(num--) {
   struct Msg_t msg_t;
if (recv(sockfd, (void *)&msg_t, sizeof(msg_t), 0) <= 0) {
       DBG("Recv Student's Information Error.\n");
     close(sockfd);
   exit(1);
   perror("recv");
     return -1;
   DBG("code : %d\n",code);
   students[code] = msg_t;
   printf("name : %s\nreal_name : %s\npath : %s\nport : %d\n", msg_t.name,msg_t.
    real_name,msg_t.path,msg_t.port);
   printf("=======\n");
printf("Please choose one student and input his or her code\n");
```

2. 解决多线程引发master端给两个不同客户端发送同一个code码的问题

#### 对应代码修改:

。 master端:

添加flag\_using标记,在check\_online之后置为false。避免master端分配给两个student端同一个i 作为code码发送

```
for (int i = 0; i < size; i++) {
    if (student[i].flag == false && student[i].flag_using == false) {
        student[i].flag_using = true;
        sub = i;
        break;
}</pre>
```

3. student端: 接收文件大小有时会多接收不知道哪里来的字节(知识盲区)

### 对应代码修改:

get\_file函数中: 直到收到预期大小的字节数

```
int test_size = 0;
while(test_size < (int)sizeof(uint64_t)) {
    test_size = recv(sockfd, (void *)&filesize, sizeof(uint64_t), 0);
    DBG("test_size : %d\n",test_size);
    DBG("filesize received : %d\n",filesize);
}</pre>
```

# 4.杂项修改:

。 4.1 student端:文件名字修改.id\_rsa=>id\_rsa 否则open函数无法创建,报段错误

```
- sprintf(key_file, "%s/.id_rsa", msg.path);
+ sprintf(key_file, "%s/id_rsa", msg.path);
```

。 4.2 master端: ctrl+c信号处理函数do exit添加关掉tmux的逻辑

```
void do_exit(int x) {
+    char test_str[100] = {0};
+    char cmd[100] = {0};
+    sprintf(test_str, "helper-haizei%d", code.code);
+    //退出时同时把tmux关掉
+    sprintf(cmd, "tmux kill-session -t %s", test_str);
+    printf("%s\n", cmd);
+    system(cmd);
printf("SSH-Tunnel closed.\n");
printf("Bye.\n");
close(sockfd);
```

。 4.3 student端: 因为是同一个云主机模拟不同student,所以把tmux打开的session name由固定的改成了不固定的:helper-haize + code码的形式(因为不影响,所以没改回来)

```
+ char test_str[100] = {0};
+ char cmd[100] = {0};
+ sprintf(test_str, "helper-haizei%d", code.code);
```

。 4.4 因为同一个云主机测试模拟不同student,所以名字也改了(上传的代码中加了注释)后续同一个云主机测试可以去掉注释

### 注释第一处:

master端:

```
int·send_studentinfo(int·ind,·int·help_code)·{
····struct·Msg_t·msg_t;
····//同一个云主机测试,student端发给我的是假名字,这里改成真名
····//strcpy(student[help_code].name,·"wanglu");
····strcpy(msg_t.name,·student[help_code].name);
```

## 注释第两处:

student端:

```
··//同一个云主机测试,改了个假名字
··//·int·fake_name·= getpid();
··//·sprintf(msg.name, "%d", fake_name);
··//·printf("name·:·%s\n", msg.name);
··strcpy(msg.name, name);
```

。 4.5 student端: .install.sh

sudo权限执行, whoami一定会得到root,导致脚本退出无法继续执行

```
-username=`whoami`
+username=`echo $(logname)`
```