CS 451 Documentation - write our findings here

Some tasks to complete

~~-get everything to compile~~

-get client and server to establish rpc connection

-set up code for client to send a request

-set up code for server to reply to a request

-set up code for client to receive and handle events

**protocol\_session**

**protocol\_server**

proto\_server\_init

1. initialize an Event session

2. set the session lost handler (prints out an error message)

3. set request handlers to null handlers (proto\_server\_mt\_null\_handler)

4. reset event subscribers list (containing fdtype)

5. set a lock on event subscribers list

6. create a socket for listening to RPC

7. create a socket for listening to events

8. create an event listening thread

proto\_server\_start\_rpc\_loop

create an RPC listening thread

proto\_server\_post\_event

proto\_server\_event\_listen

listens for clients asking to subscribe to event updates

1. listen for an subscribe event from client

2. accept connection from client

3. add to event subscriber list

4. close connection if add was unsuccessful

proto\_server\_record\_event\_subscriber

adds subscriber (client) fd to the subscriber list

proto\_server\_rpc\_listen

listens for rpc requests from clients

call rpc request dispatcher when a request comes in

**protocol\_client**

**proto\_client\_set\_event\_handler**

assign a handler dealing specific type of message to that type in the client

**proto\_client\_event\_dispatcher**

get the type of the received message and find the handler to that type

**do\_generic\_dummy\_rpc**

initiate a rpc call of a certain type of message