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**Stomp Broker**

to communicate stomp broker needed to make a custom library

here is some function for this library:

**void stomp\_client\_connect(void);** to connect Stomp broker.

**void stomp\_client\_subscribe(char\* topic);** subscribe the topic

**bool stompSend(char \* buff, char\* topic);** send data buffer to Sromp broker

**void stomeAck(const char \* message);** manual acknowledgement with Stomp

**void stomp\_client\_handle\_message(const char \*message);** handle the stomp data Pac

**void stomp\_client\_int( stompInfo\_cfg\_t stompSetup );** int Stomp broker with WSS

**void stompAppStart(void); Start** Stomp Broker

**void wifi\_connection(void); handle** the wifi connectivity

**Enrollment**

Add some function to enroll person.

**void process\_command(const char\* buffer);**

This function is used for handling command types. Like enroll cmd, person delete cmd.

**void enrolOngoing(void);**

This function is used for processing enrollment. Duplicate checking, acknowledgment, wait timeout, enrollment id sent to server.

Data handler: this file is use for handle data from server by some function

**void dataHandele(const char \*rx\_buffer);**

**uint16\_t crc16(const char \*buf, size\_t len);**

**uint16\_t getCRC16(uint16\_t value);**

**uint16\_t hex\_to\_uint16(const char\* hex\_str);**

**void u16tochar (uint16\_t data, char\* buff);**

**void u32tochar (uint32\_t data, char\* buff);**

**uint16\_t chartou16 (char\* data);**

**uint32\_t chartou32 (char\* data);**

**void toArray(uint16\_t slotL, uint8\_t \*data\_buffer);**

**void extractMessage(const char \*buffer, char \*output);**