

gagchat

0.1

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gagchat

A simple implementation of a common chat program in C.

Chapter 2

Class Index

2.1 Class List

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Chapter 3

File Index

3.1 File List

Here is a list of all documented files with brief descriptions:

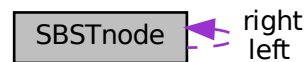
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Chapter 4

Class Documentation

4.1 SBSTnode Struct Reference

Collaboration diagram for SBSTnode:



Public Attributes

- TInfoBST **info**
- struct [SBSTnode](#) * **left**
- struct [SBSTnode](#) * **right**

The documentation for this struct was generated from the following file:

- [library/include/TBST.h](#)

4.2 SBucket Struct Reference

Struct of Hashtable.

```
#include <hashtable.h>
```

Public Attributes

- [TKeyHashtable](#) **key**
- TValueHashtable **value**

4.2.1 Detailed Description

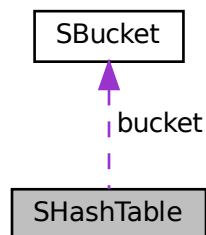
Struct of Hashtable.

The documentation for this struct was generated from the following file:

- [library/include/hashtable.h](#)

4.3 SHashTable Struct Reference

Collaboration diagram for SHashTable:



Public Attributes

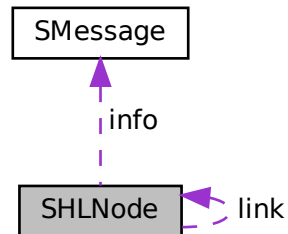
- [TBucket](#) * `bucket`
- int * `used`
- int `n_bucket`
- int `n_used`

The documentation for this struct was generated from the following file:

- [library/include/hashtable.h](#)

4.4 SHLNode Struct Reference

Collaboration diagram for SHLNode:



Public Attributes

- [TInfoList](#) **info**
- [THLNode](#) * **link**

The documentation for this struct was generated from the following file:

- library/include/[list.h](#)

4.5 SMessage Struct Reference

Public Attributes

- char **user** [USR_MAXLEN]
- char **text** [TXT_MAXLEN]
- int **code**

The documentation for this struct was generated from the following file:

- library/include/[message.h](#)

4.6 STCPSocket Struct Reference

Public Attributes

- int **sockfd**
- struct sockaddr_in **servaddr**

The documentation for this struct was generated from the following file:

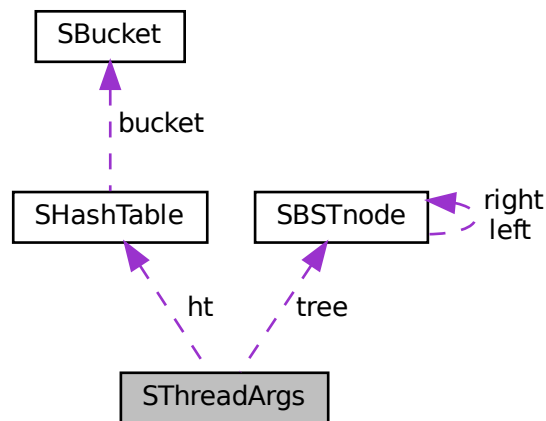
- library/include/[tcp_socket.h](#)

4.7 SThreadArgs Struct Reference

Struct exchanged by Threads.

```
#include <server.h>
```

Collaboration diagram for SThreadArgs:



Public Attributes

- [THashTable](#) * **ht**
- char * **selectedUser**
- char * **clientUser**
- u_int8_t * **menu**
- pthread_mutex_t * **lock**
- int **connection_fd**
- [TBST](#) * **tree**

4.7.1 Detailed Description

Struct exchanged by Threads.

The documentation for this struct was generated from the following files:

- include/[client.h](#)
- include/[server.h](#)

4.8 TInfoHashtable Struct Reference

definition of HashTable

```
#include <infoHashtable.h>
```

Public Attributes

- [TKeyHashtable](#) **key**
- TValueHashtable **value**

4.8.1 Detailed Description

definition of HashTable

The documentation for this struct was generated from the following file:

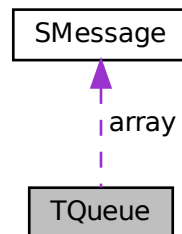
- library/include/[infoHashtable.h](#)

4.9 TQueue Struct Reference

Struct of the queue.

```
#include <queue.h>
```

Collaboration diagram for TQueue:



Public Attributes

- int **n_element**
- int **front**
- int **back**
- int **size**
- [Message](#) ** **array**

4.9.1 Detailed Description

Struct of the queue.

The documentation for this struct was generated from the following file:

- library/include/[queue.h](#)

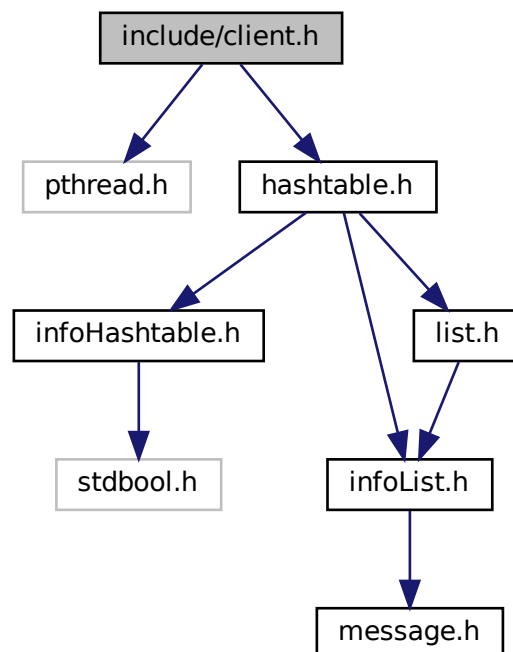
Chapter 5

File Documentation

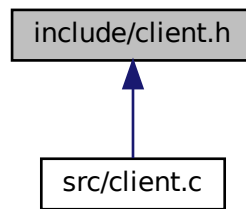
5.1 include/client.h File Reference

Client header file.

```
#include <pthread.h>
#include "hashtable.h"
Include dependency graph for client.h:
```



This graph shows which files directly or indirectly include this file:



Classes

- struct [SThreadArgs](#)
Struct exchanged by Threads.

Macros

- #define **GUI_MENU** 0
- #define **GUI_SHOW_USR** 1
- #define **GUI_SHOW_MSG** 2

Typedefs

- typedef struct [SThreadArgs](#) **ThreadArgs**

Functions

- void * [client_message_receiver](#) (void *arg)
thread for message receiving.

5.1.1 Detailed Description

Client header file.

Author

Giuseppe Gambardella (g.gambardella23@studenti.unisa.it)

Version

0.1

Date

2022-10-28

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5.1.2 Function Documentation

5.1.2.1 client_message_receiver()

```
void* client_message_receiver (
    void * arg )
```

thread for message receiving.

thread for message receiving.

Parameters

<i>arg</i>	ThreadArgs var containing all the necessary information
------------	---

Returns

void*

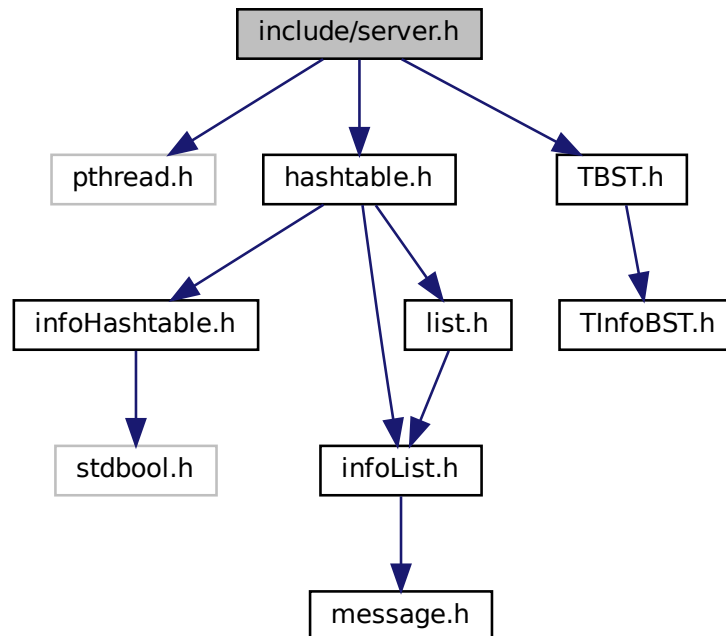
5.2 include/server.h File Reference

Server header file.

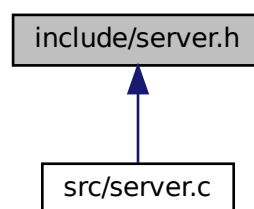
```
#include <pthread.h>
#include "hashtable.h"
```

```
#include "TBST.h"
```

Include dependency graph for server.h:



This graph shows which files directly or indirectly include this file:



Classes

- struct [SThreadArgs](#)
Struct exchanged by Threads.

Typedefs

- typedef struct [SThreadArgs](#) [ThreadArgs](#)
Struct exchanged by Threads.

Functions

- void `server_sendToAll` (`THashTable` *ht, `TBST` tree, `Message` *message)
Sends a message to all clients.
- void `server_sendUsersTo` (int connection_fd, `TBST` users)
Sends the users list to specified client.
- void * `server_manage_client` (void *arg)
Thread for managing a generic client.

5.2.1 Detailed Description

Server header file.

Author

Giuseppe Gambardella (g.gambardella23@studenti.unisa.it)

Version

0.1

Date

2022-10-31

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5.2.2 Typedef Documentation

5.2.2.1 ThreadArgs

```
typedef struct SThreadArgs ThreadArgs
```

Struct exchanged by Threads.

5.2.3 Function Documentation

5.2.3.1 `server_manage_client()`

```
void* server_manage_client (
    void * arg )
```

Thread for managing a generic client.

Thread for managing a generic client.

Parameters

<i>arg</i>	ThreadArgs var containing all the necessary information
------------	---

Returns

void*

5.2.3.2 server_sendToAll()

```
void server_sendToAll (
    THashTable * ht,
    TBST tree,
    Message * message )
```

Sends a message to all clients.

Parameters

<i>ht</i>	the hashtable containing connections.
<i>tree</i>	tree list of users.
<i>message</i>	the message to send.

5.2.3.3 server_sendUsersTo()

```
void server_sendUsersTo (
    int connection_fd,
    TBST users )
```

Sends the users list to specified client.

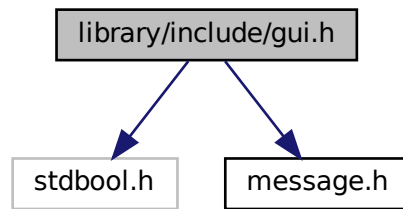
Parameters

<i>connection↔ _fd</i>	connection file descriptor.
<i>users</i>	tree with all of users.

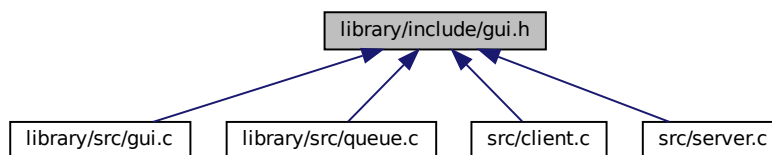
5.3 library/include/gui.h File Reference

```
#include <stdbool.h>
#include "message.h"
```

Include dependency graph for gui.h:



This graph shows which files directly or indirectly include this file:



Macros

- `#define WIDHT_SPACE 15`
- `#define COLUMNS 70`
- `#define ROWS 20`
- `#define Color_Off "\033[0m"`
- `#define Default_Color "\033[0m"`
- `#define Black "\033[30m"`
- `#define Red "\033[31m"`
- `#define Green "\033[32m"`
- `#define Yellow "\033[33m"`
- `#define Blue "\033[34m"`
- `#define Purple "\033[35m"`
- `#define Cyan "\033[36m"`
- `#define White "\033[37m"`
- `#define BBlack "\033[1;30m"`
- `#define BRed "\033[1;31m"`
- `#define BGreen "\033[1;32m"`
- `#define BYellow "\033[1;33m"`
- `#define BBlue "\033[1;34m"`
- `#define BPurple "\033[1;35m"`
- `#define BCyan "\033[1;36m"`
- `#define BWhite "\033[1;37m"`
- `#define UBlack "\033[4;30m"`

- `#define URed "\033[4;31m"`
- `#define UGreen "\033[4;32m"`
- `#define UYellow "\033[4;33m"`
- `#define UBlue "\033[4;34m"`
- `#define UPurple "\033[4;35m"`
- `#define UCyan "\033[4;36m"`
- `#define UWhite "\033[4;37m"`
- `#define On_Black "\033[40m"`
- `#define On_Red "\033[41m"`
- `#define On_Green "\033[42m"`
- `#define On_Yellow "\033[43m"`
- `#define On_Blue "\033[44m"`
- `#define On_Purple "\033[45m"`
- `#define On_Cyan "\033[46m"`
- `#define On_White "\033[47m"`
- `#define IBlack "\033[90m"`
- `#define IRed "\033[91m"`
- `#define IGreen "\033[92m"`
- `#define IYellow "\033[93m"`
- `#define IBlue "\033[94m"`
- `#define IPurple "\033[95m"`
- `#define ICyan "\033[96m"`
- `#define IWhite "\033[97m"`
- `#define BBlack "\033[1;90m"`
- `#define BRed "\033[1;91m"`
- `#define BGreen "\033[1;92m"`
- `#define BIYellow "\033[1;93m"`
- `#define BBlue "\033[1;94m"`
- `#define BIPurple "\033[1;95m"`
- `#define BCyan "\033[1;96m"`
- `#define BIWhite "\033[1;97m"`
- `#define On_IBlack "\033[100m"`
- `#define On_IRed "\033[101m"`
- `#define On_IGreen "\033[102m"`
- `#define On_IYellow "\033[103m"`
- `#define On_IBlue "\033[104m"`
- `#define On_IPurple "\033[105m"`
- `#define On_ICyan "\033[106m"`
- `#define On_IWhite "\033[107m"`

Functions

- void `gui_set_color` (char *color)
set the color of text or background, apply a text style
- void `gui_print_message` (Message *msg, bool received)
Print formatted message into a box.
- void `gui_print_menu` (char *user)
Print the homepage.
- void `gui_print_list_users_header` ()
Print the header of the users list.
- void `gui_print_list_user` (char *user)
Print a line contained a user.
- void `gui_print_list_users_footer` ()
Print the footer of the users list.
- void `gui_clear_Screen` ()
Clear the screen.

5.3.1 Detailed Description

Author

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Version

0.1

Date

2022-11-03

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5.3.2 Function Documentation

5.3.2.1 `gui_clear_Screen()`

```
void gui_clear_Screen ( )
```

Clear the screen.

5.3.2.2 `gui_print_list_user()`

```
void gui_print_list_user (
    char * user )
```

Print a line contained a user.

Parameters

<i>user</i>	Value of the user to print
-------------	----------------------------

5.3.2.3 gui_print_list_users_footer()

```
void gui_print_list_users_footer ( )
```

Print the footer of the users list.

5.3.2.4 gui_print_list_users_header()

```
void gui_print_list_users_header ( )
```

Print the header of the users list.

5.3.2.5 gui_print_menu()

```
void gui_print_menu (
    char * user )
```

Print the homepage.

Parameters

<i>user</i>	nickname of the client user
-------------	-----------------------------

5.3.2.6 gui_print_message()

```
void gui_print_message (
    Message * msg,
    bool is_sender )
```

Print formatted message into a box.

Parameters

<i>msg</i>	
<i>received</i>	
<i>msg</i>	message
<i>is_sender</i>	true if is a message send from another user, false if received

5.3.2.7 gui_set_color()

```
void gui_set_color (
    char * color )
```

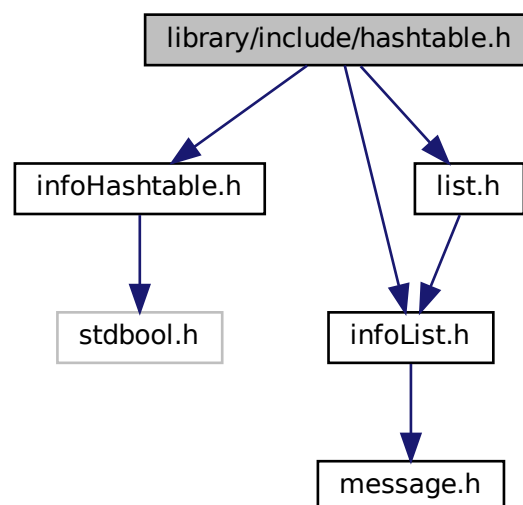
set the color of text or background, apply a text style

Parameters

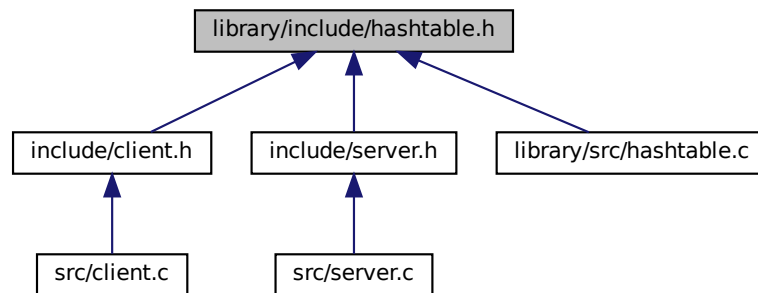
<i>color</i>	
--------------	--

5.4 library/include/hashtable.h File Reference

```
#include "infoHashtable.h"
#include "infoList.h"
#include "list.h"
Include dependency graph for hashtable.h:
```



This graph shows which files directly or indirectly include this file:



Classes

- struct [SBucket](#)
Struct of Hashtable.
- struct [SHashTable](#)

Macros

- #define **FNV_OFFSET** 14695981039346656037UL
- #define **FNV_PRIME** 1099511628211UL
- #define **FNV_PRIME_2** 10995116282UL
- #define **CAPACITY** 64
- #define **MAX_LOAD** 0.75
- #define **GROW_FACTOR** 2
- #define **MAX_KEY_SIZE** 64

Typedefs

- typedef struct [SBucket](#) **TBucket**
Struct of Hashtable.
- typedef struct [SHashTable](#) **THashTable**

Functions

- [THashTable *](#) [hashTableCreate](#) ()
Creation of a new HashTable.
- void [hashTableResize](#) ([THashTable](#) *ht, int n)
Resize hashtable.
- void [hashTableDestroy](#) ([THashTable](#) *ht)
destroy the HashTable
- [TValueHashtable](#) [hashTableSearch](#) ([THashTable](#) *ht, [TKeyHashtable](#) key)
search in a HashTable

- void `hashTableInsert` (`THashTable *ht`, `TKeyHashtable` key, `TValueHashtable` value)
Insert a new key and value in a HashTable.
- void `hashTableDelete` (`THashTable *ht`, `TKeyHashtable` key)
Delete a key in a HashTable.
- void `hashTablePrint` (`THashTable *ht`)
Print a HashTable.
- `u_int64_t` `keyHash` (`TKeyHashtable`)
hash a key (function $h(x)$)
- `u_int64_t` `keyHashD` (`TKeyHashtable`)
hash a key (function $d(x)$)
- `u_int64_t` `keyHashExpand` (`TKeyHashtable`, `u_int64_t`, `int`)
*double hashing return $hash = h(x) + j*d(x)$*

5.4.1 Detailed Description

Author

Gianluca (g.canzolino3@studenti.unisa.it)

Version

0.1

Date

2022-10-29

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5.4.2 Typedef Documentation

5.4.2.1 TBucket

```
typedef struct SBucket TBucket
```

Struct of Hashtable.

5.4.3 Function Documentation

5.4.3.1 `hashTableCreate()`

```
THashTable* hashTableCreate ( )
```

Creation of a new HashTable.

Returns

THashTable*

5.4.3.2 `hashTableDelete()`

```
void hashTableDelete (
    THashTable * ht,
    TKeyHashtable key )
```

Delete a key in a HashTable.

Parameters

<i>ht</i>	pointer of HashTable
<i>key</i>	key to delete

5.4.3.3 `hashTableDestroy()`

```
void hashTableDestroy (
    THashTable * ht )
```

destroy the HashTable

Parameters

<i>ht</i>	pointer of HashTable
-----------	----------------------

5.4.3.4 `hashTableInsert()`

```
void hashTableInsert (
    THashTable * ht,
```

```
TKeyHashtable key,  
TValueHashtable value )
```

Insert a new key and value in a HashTable.

Parameters

<i>ht</i>	pointer of HashTable
<i>key</i>	key to insert
<i>value</i>	value to insert

5.4.3.5 hashTablePrint()

```
void hashTablePrint (  
    THashTable * ht )
```

Print a HashTable.

Parameters

<i>ht</i>	pointer of HashTable
-----------	----------------------

5.4.3.6 hashTableResize()

```
void hashTableResize (  
    THashTable * ht,  
    int n )
```

Resize hashtable.

Parameters

<i>ht</i>	pointer of HashTable
<i>n</i>	new size

Resize hashtable.

Parameters

<i>ht</i>	pointer of HashTable
<i>n</i>	new size

5.4.3.7 `hashTableSearch()`

```
TValueHashtable hashTableSearch (
    THashTable * ht,
    TKeyHashtable key )
```

search in a HashTable

Parameters

<i>ht</i>	pointer of HashTable
<i>key</i>	key to find

Returns

TValueHashtable

search in a HashTable

Parameters

<i>ht</i>	pointer of HashTable
<i>key</i>	key to find

Returns

TValueHashtable

5.4.3.8 `keyHash()`

```
u_int64_t keyHash (
    TKeyHashtable key )
```

hash a key (function h(x))

Returns

u_int64_t

5.4.3.9 `keyHashD()`

```
u_int64_t keyHashD (
    TKeyHashtable key )
```

hash a key (function d(x))

Returns

u_int64_t

5.4.3.10 keyHashExpand()

```
u_int64_t keyHashExpand (
    TKeyHashtable key,
    u_int64_t hash,
    int j )
```

double hashing return $\text{hash} = h(x) + j * d(x)$

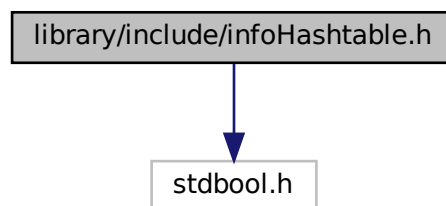
Returns

u_int64_t

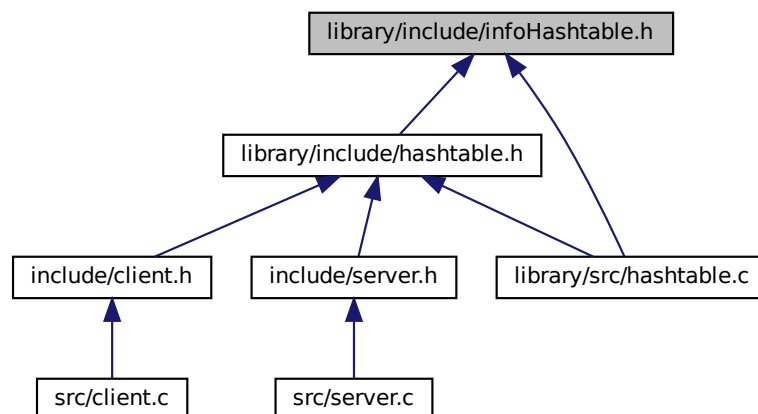
5.5 library/include/infoHashtable.h File Reference

```
#include "stdbool.h"
```

Include dependency graph for infoHashtable.h:



This graph shows which files directly or indirectly include this file:



Classes

- struct [TInfoHashtable](#)
definition of HashTable

Typedefs

- typedef char * [TKeyHashtable](#)
type of HashTable
- typedef void * [TValueHashtable](#)

Functions

- bool [infoEqual](#) ([TInfoHashtable](#), [TInfoHashtable](#))
check if first value is equal to the second value
- bool [infoGreater](#) ([TInfoHashtable](#), [TInfoHashtable](#))
check if first value is greater to the second value
- bool [infoLess](#) ([TInfoHashtable](#), [TInfoHashtable](#))
check if first value is less to the second value
- void [infoPrint](#) ([TInfoHashtable](#))
structured print of the value

5.5.1 Detailed Description

Author

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Version

0.1

Date

2022-10-29

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5.5.2 Typedef Documentation

5.5.2.1 TKeyHashtable

```
typedef char* TKeyHashtable
```

type of HashTable

5.5.3 Function Documentation

5.5.3.1 infoEqual()

```
bool infoEqual (
    TInfoHashtable val1,
    TInfoHashtable val2 )
```

check if frist value is equal to the second value

Returns

bool

5.5.3.2 infoGreater()

```
bool infoGreater (
    TInfoHashtable val1,
    TInfoHashtable val2 )
```

check if frist value is greater to the second value

Returns

bool

5.5.3.3 infoLess()

```
bool infoLess (
    TInfoHashtable val1,
    TInfoHashtable val2 )
```

check if frist value is less to the second value

Returns

bool

5.5.3.4 infoPrint()

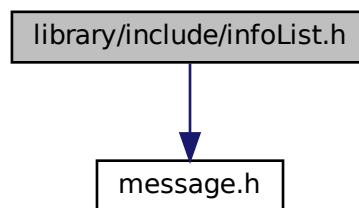
```
void infoPrint (
    TInfoHashtable val1 )
```

structured print of the value

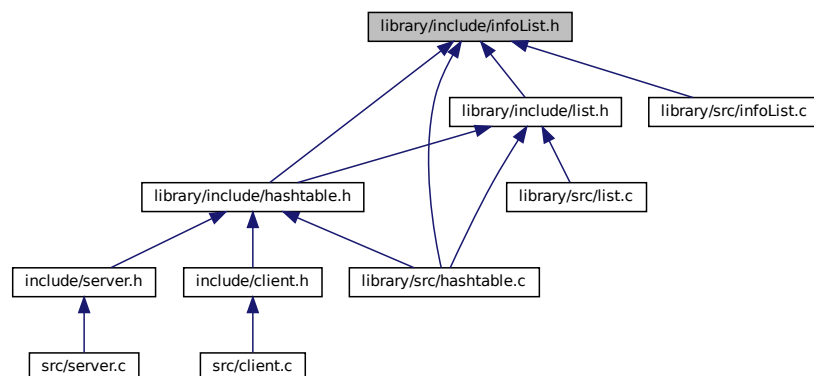
5.6 library/include/infoList.h File Reference

```
#include "message.h"
```

Include dependency graph for infoList.h:



This graph shows which files directly or indirectly include this file:



Typedefs

- typedef `Message TInfoList`
type of List

Functions

- int `infoListEqual (TInfoList, TInfoList)`
check if all the information of first value are the same of the second value
- void `infoListPrint (TInfoList)`
structured print of the value

5.6.1 Detailed Description

Author

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Version

0.1

Date

2022-10-29

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5.6.2 Typedef Documentation

5.6.2.1 TInfoList

typedef `Message TInfoList`

type of List

5.6.3 Function Documentation

5.6.3.1 infoListEqual()

```
int infoListEqual (
    TInfoList info1,
    TInfoList info2 )
```

check if all the information of frist value are the same of the second value

Returns

bool

5.6.3.2 infoListPrint()

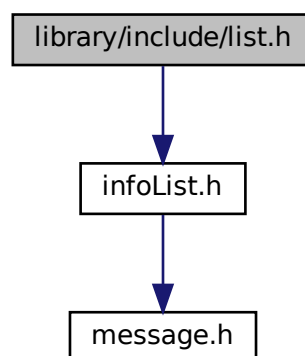
```
void infoListPrint (
    TInfoList info )
```

structured print of the value

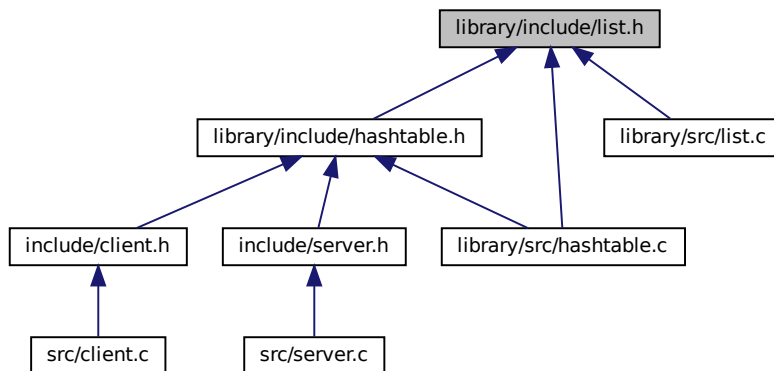
5.7 library/include/list.h File Reference

```
#include "infoList.h"
```

Include dependency graph for list.h:



This graph shows which files directly or indirectly include this file:



Classes

- struct [SHLNode](#)

Typedefs

- typedef struct [SHLNode](#) [THLNode](#)
Struct of List.
- typedef [THLNode](#) * [TList](#)

Functions

- [TList](#) [listCreate](#) ()
Creation of a new List.
- [TList](#) [listDestroy](#) ([TList](#) list)
Destroy a List.
- [TList](#) [listInsert](#) ([TList](#) list, [TInfoList](#) info)
Insert a new value in the List.
- [THLNode](#) * [listSearch](#) ([TList](#) list, [TInfoList](#) info)
Search an element into the List.
- [TList](#) [listDelete](#) ([TList](#) list, [TInfoList](#) info)
Delete an element from a list.
- void [listPrint](#) ([TList](#) list)
Print of an entire List.

5.7.1 Detailed Description

Author

Gianluca (g.canzolino3@studenti.unisa.it)

Version

0.1

Date

2022-10-29

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5.7.2 Typedef Documentation

5.7.2.1 THLNode

```
typedef struct SHLNode THLNode
```

Struct of List.

5.7.3 Function Documentation

5.7.3.1 listCreate()

```
TList listCreate ( )
```

Creation of a new List.

Returns

TList

5.7.3.2 listDelete()

```
TList listDelete (
    TList list,
    TInfoList info )
```

Delete an element from a list.

Parameters

<i>list</i>	pointer of List
<i>info</i>	value of List

Returns

TList

5.7.3.3 listDestroy()

```
TList listDestroy (  
    TList list )
```

Destroy a List.

Parameters

<i>list</i>	pointer of List
-------------	-----------------

Returns

TList

5.7.3.4 listInsert()

```
TList listInsert (  
    TList l,  
    TInfoList info )
```

Insert a new value in the List.

Parameters

<i>list</i>	pointer of List
<i>info</i>	value of List

Returns

TList

5.7.3.5 listPrint()

```
void listPrint (
    TList list )
```

Print of an entire List.

Parameters

<i>list</i>	pointer of List
-------------	-----------------

5.7.3.6 listSearch()

```
THLNode* listSearch (
    TList list,
    TInfoList info )
```

Search an element into the List.

Parameters

<i>list</i>	pointer of List
<i>info</i>	value of List

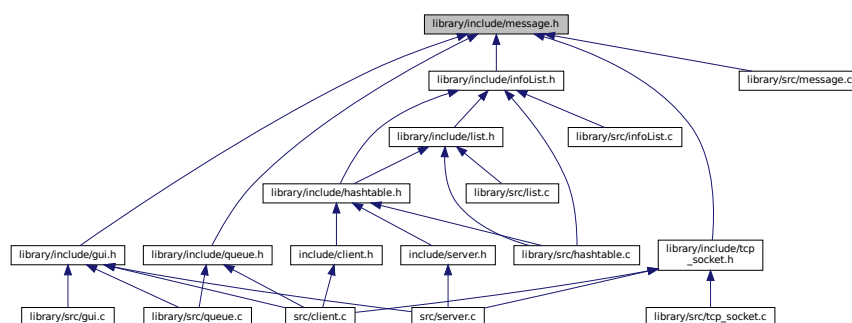
Returns

THLNode*

5.8 library/include/message.h File Reference

Definition of struct Message.

This graph shows which files directly or indirectly include this file:



Classes

- struct [SMessage](#)

Macros

- #define **USR_MAXLEN** 64
- #define **TXT_MAXLEN** 1024
- #define **MSG_HISTORY_MAXLEN** 32
- #define [MESSAGE](#) 0
 - Message Codes for protocol.*
- #define **MSG_CLI_CREATE** 1
- #define **MSG_SRV_USRACK** 2
- #define **MSG_SRV_USRNCK** 3
- #define **MSG_SRV_USRNRC** 4
- #define **MSG_CLI_LSTUSR** 5
- #define **MSG_SRV_LSTUSR** 6
- #define **MSG_END_LSTUSR** 7
- #define **MSG_CLI_USR** 8
- #define **MSG_SRV_USR_IS_AVL** 9
- #define **MSG_SRV_USR_IS_NAVL** 10
- #define **MSG_SRV_NEW_USR** 11
- #define [MESSAGE_STRUCT](#)
 - struct exchanged by parties for gagchat*

Typedefs

- typedef struct [SMessage](#) **Message**

Functions

- [Message](#) * [message_create](#) ()
 - Creates an empty message.*
- void [message_constructor](#) ([Message](#) *message, char *user, char *text)
 - Constructs a basic exchangeable message.*
- void [message_code_constructor](#) ([Message](#) *message, char *user, char *text, int code)
 - Constructs a code message.*
- void [message_destroy](#) ([Message](#) *message)
 - Destroys a Message.*

5.8.1 Detailed Description

Definition of struct Message.

Author

Giuseppe Gambardella (g.gambardella23@studenti.unisa.it)

Version

0.1

Date

2022-10-28

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5.8.2 Macro Definition Documentation

5.8.2.1 MESSAGE

```
#define MESSAGE 0
```

Message Codes for protocol.

5.8.2.2 MESSAGE_STRUCT

```
#define MESSAGE_STRUCT
```

struct exchanged by parties for gagchat

5.8.3 Function Documentation

5.8.3.1 `message_code_constructor()`

```
void message_code_constructor (  
    Message * message,  
    char * user,  
    char * text,  
    int code )
```

Constructs a code message.

Parameters

<i>user</i>	Username
<i>text</i>	Message text
<i>code</i>	code to append

Returns

void

5.8.3.2 message_constructor()

```
void message_constructor (
    Message * message,
    char * user,
    char * text )
```

Constructs a basic exchangeable message.

Parameters

<i>user</i>	Username
<i>text</i>	Message text

Returns

void

5.8.3.3 message_create()

```
Message* message_create ( )
```

Creates an empty message.

Returns

Message* pointer to the Empty message.

5.8.3.4 message_destroy()

```
void message_destroy (
    Message * message )
```

Destroys a Message.

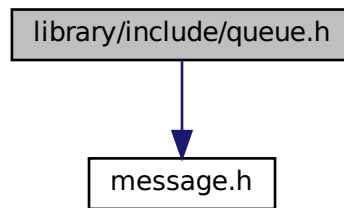
Parameters

<i>message</i>	the Message reference to destroy.
----------------	-----------------------------------

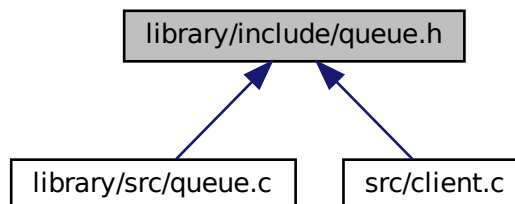
5.9 library/include/queue.h File Reference

```
#include "message.h"
```

Include dependency graph for queue.h:



This graph shows which files directly or indirectly include this file:



Classes

- struct [TQueue](#)
Struct of the queue.

Functions

- [TQueue](#) * **queueCreate** ()
- void **queueDestroy** ([TQueue](#) *q)
- void **queueAdd** ([TQueue](#) *q, [Message](#) x)
- [Message](#) * **queueRemove** ([TQueue](#) *q)
- [Message](#) * **queueFront** ([TQueue](#) *q)
- int **queueIsEmpty** ([TQueue](#) *q)
- void **queuePrint** ([TQueue](#) *q, char *user_sender)

5.9.1 Detailed Description

Author

Gianluca (g.canzolino3@studenti.unisa.it)

Version

0.1

Date

2022-11-03

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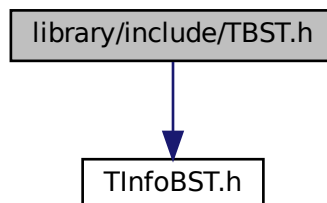
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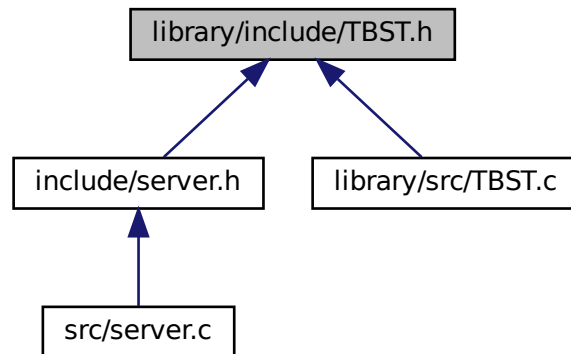
5.10 library/include/TBST.h File Reference

```
#include "TInfoBST.h"
```

Include dependency graph for TBST.h:



This graph shows which files directly or indirectly include this file:



Classes

- struct [SBSTnode](#)

Typedefs

- typedef struct [SBSTnode](#) **TBSTnode**
- typedef [TBSTnode](#) * **TBST**

Functions

- [TBSTnode](#) * **BSTnodeCreate** (TInfoBST)
- void **BSTnodeDestroy** ([TBSTnode](#) *)
- [TBST](#) **BSTcreate** ()
- [TBST](#) **BSTdestroy** ([TBST](#))
- [TBST](#) **BSTsearch** ([TBST](#), TInfoBST)
- [TBST](#) **BSTmin** ([TBST](#))
- [TBST](#) **BSTmax** ([TBST](#))
- [TBST](#) **BSTinsert** ([TBST](#), TInfoBST)
- [TBST](#) **BSTdelete** ([TBST](#), TInfoBST)
- [TBST](#) **BSTsearchI** ([TBST](#), TInfoBST)
- [TBST](#) **BSTinsertI** ([TBST](#), TInfoBST)
- [TBST](#) **BSTdeleteI** ([TBST](#), TInfoBST)
- void **BSTprint** ([TBST](#))
- void **BSTprintStructure** ([TBST](#))

5.10.1 Detailed Description

Author

Giuseppe Gambardella (g.gambardella23@studenti.unisa.it)

Version

0.1

Date

2022-11-04

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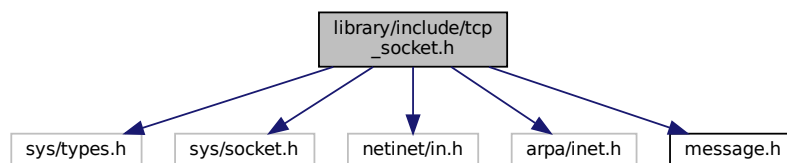
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5.11 library/include/tcp_socket.h File Reference

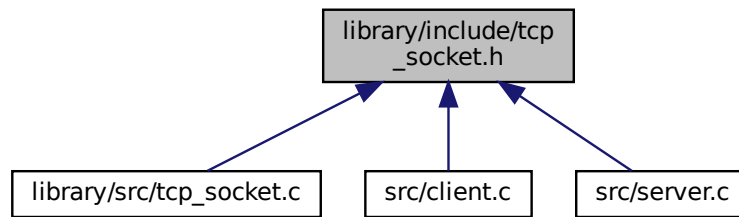
Implementation of tcp socket both for client and server.

```
#include <sys/types.h>
#include <sys/socket.h>
#include <netinet/in.h>
#include <arpa/inet.h>
#include "message.h"
```

Include dependency graph for tcp_socket.h:



This graph shows which files directly or indirectly include this file:



Classes

- struct [STCPSocket](#)

Macros

- `#define SERV_PORT 3000`
- `#define LISTENQ 100`

Typedefs

- typedef enum EConnType **ConnType**
- typedef struct [STCPSocket](#) **TCPSocket**

Enumerations

- enum **EConnType** { **CLIENT**, **SERVER** }

Functions

- [TCPSocket](#) * [tcp_socket_create](#) (ConnType type, char *server_ip)
Creates a TCPSocket and pass its pointer.
- void [tcp_socket_server_listen](#) ([TCPSocket](#) *tcp_socket)
Configures the server in listening mode.
- int [tcp_socket_server_accept](#) ([TCPSocket](#) *tcp_socket)
Accepts a connection from a requesting client.
- void [tcp_socket_client_connect](#) ([TCPSocket](#) *tcp_socket)
Connects the client to the specified TCPSocket.
- int [tcp_socket_send_message](#) (int connection_fd, [Message](#) *message)
Sends a Message on TCPSocket.
- int [tcp_socket_rcv_message](#) (int connection_fd, [Message](#) *message)
Receives a Message from TCPSocket.
- void [tcp_socket_destroy](#) ([TCPSocket](#) *tcp_socket)
Destroys a TCPSocket.

5.11.1 Detailed Description

Implementation of tcp socket both for client and server.

Author

Giuseppe Gambardella (g.gambardella23@studenti.unisa.it)

Version

0.1

Date

2022-10-29

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5.11.2 Function Documentation

5.11.2.1 tcp_socket_client_connect()

```
void tcp_socket_client_connect (
    TCPSocket * tcp_socket )
```

Connects the client to the specified TCPSocket.

Parameters

<i>tcp_socket</i>	pointer to TCPSocket struct.
-------------------	------------------------------

5.11.2.2 tcp_socket_create()

```
TCPSocket* tcp_socket_create (
    ConnType type,
    char * server_ip )
```

Creates a TCPSocket and pass its pointer.

Parameters

<i>type</i>	the TCPSocket type (client or server)
<i>server↔ _ip</i>	if type = CLIENT, is mandatory to specify the server's ip address formatted as string.

Returns

TCPSocket* pointer to TCPSocket struct

5.11.2.3 tcp_socket_destroy()

```
void tcp_socket_destroy (
    TCPSocket * tcp_socket )
```

Destroys a TCPSocket.

Parameters

<i>tcp_socket</i>	the TCPSocket reference to destroy.
-------------------	-------------------------------------

5.11.2.4 tcp_socket_recv_message()

```
int tcp_socket_recv_message (
    int connection_fd,
    Message * message )
```

Receives a Message from TCPSocket.

Parameters

<i>connection↔ _fd</i>	connection file descriptor. If client, it is param sockfd of TCPSocket. If server, it is obtained by the output of tcp_socket_server_accept function.
<i>message</i>	pointer to the message to receive.

Returns

int returns the number of bytes received, or -1 if an error occurred. In the event of an error, errno is set to indicate the error.

5.11.2.5 tcp_socket_send_message()

```
int tcp_socket_send_message (
    int connection_fd,
    Message * message )
```

Sends a Message on TCP Socket.

Parameters

<i>connection_fd</i>	connection file descriptor. If client, it is param sockfd of TCP Socket. If server, it is obtained by the output of tcp_socket_server_accept function.
<i>message</i>	the Message to send.

Returns

int On success, returns the number of bytes sent. On error, -1 is returned, and errno is set to indicate the error.

5.11.2.6 tcp_socket_server_accept()

```
int tcp_socket_server_accept (
    TCP Socket * tcp_socket )
```

Accepts a connection from a requesting client.

Parameters

<i>tcp_socket</i>	pointer to TCP Socket struct.
-------------------	-------------------------------

Returns

int the connection file descriptor.

5.11.2.7 tcp_socket_server_listen()

```
void tcp_socket_server_listen (
    TCP Socket * tcp_socket )
```

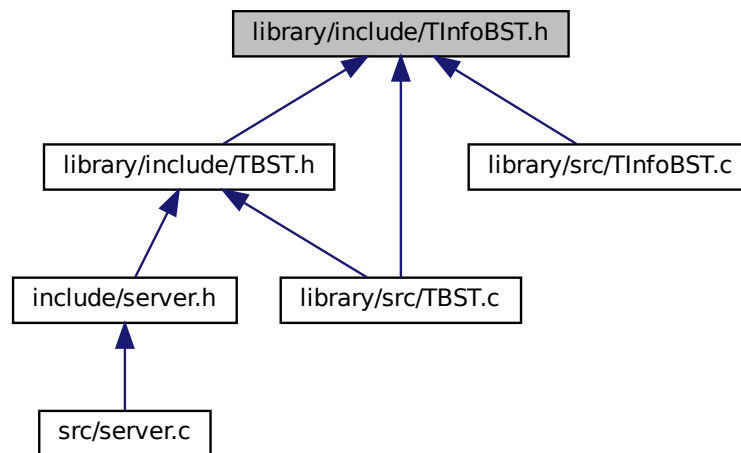
Configures the server in listening mode.

Parameters

<code>tcp_socket</code>	pointer to TCPSocket struct.
-------------------------	------------------------------

5.12 library/include/TInfoBST.h File Reference

This graph shows which files directly or indirectly include this file:



Typedefs

- typedef char * **TInfoBST**

Functions

- int **infoBSTEqual** (TInfoBST, TInfoBST)
- int **infoBSTGreater** (TInfoBST, TInfoBST)
- int **infoBSTLess** (TInfoBST, TInfoBST)
- void **infoBSTPrint** (TInfoBST)

5.12.1 Detailed Description

Author

Giuseppe Gambardella (g.gambardella23@studenti.unisa.it)

Version

0.1

Date

2022-11-04

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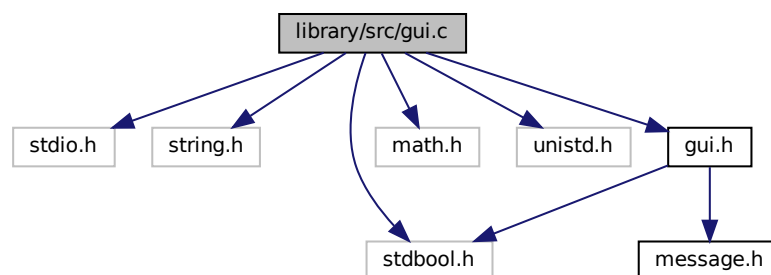
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5.13 library/src/gui.c File Reference

```
#include <stdio.h>
#include <string.h>
#include <stdbool.h>
#include <math.h>
#include <unistd.h>
#include "gui.h"
Include dependency graph for gui.c:
```



Functions

- void `gui_set_color` (char *color)
set the color of text or background, apply a text style
- void `gui_print_n_times` (char *str, int n)
Print.
- void `gui_print_horizontal_line` ()
Print the upper and lower separator of box.
- void `gui_print_horizontal_msg_line` (bool is_sender)
Print the upper and lower separator of the text box.
- void `gui_print_user_msg` (char *user, bool is_sender)
- void `gui_print_msg` (char *msg, bool is_sender)
Print a formatted message.
- void `gui_print_message` (Message *msg, bool is_sender)
Print formatted message into a box.
- void `gui_clear_Screen` ()
Clear the screen.
- void `gui_print_line` (char *line)
Print a line containin a string.
- void `gui_print_menu` (char *user)
Print the homepage.
- void `gui_print_list_users_header` ()
Print the header of the users list.
- void `gui_print_list_users_footer` ()
Print the footer of the users list.
- void `gui_print_list_user` (char *user)
Print a line contained a user.

5.13.1 Detailed Description

Author

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Version

0.1

Date

2022-11-03

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5.13.2 Function Documentation

5.13.2.1 `gui_clear_Screen()`

```
void gui_clear_Screen ( )
```

Clear the screen.

5.13.2.2 `gui_print_horizontal_line()`

```
void gui_print_horizontal_line ( )
```

Print the upper and lower separator of box.

5.13.2.3 `gui_print_horizontal_msg_line()`

```
void gui_print_horizontal_msg_line (
    bool is_sender )
```

Print the upper and lower separator of the text box.

Parameters

<i>is_sender</i>	true if is a message received, else false
------------------	---

5.13.2.4 `gui_print_line()`

```
void gui_print_line (
    char * line )
```

Print a line containin a string.

Parameters

<i>line</i>	string to print
-------------	-----------------

5.13.2.5 gui_print_list_user()

```
void gui_print_list_user (
    char * user )
```

Print a line contained a user.

Parameters

<i>user</i>	Value of the user to print
-------------	----------------------------

5.13.2.6 gui_print_list_users_footer()

```
void gui_print_list_users_footer ( )
```

Print the footer of the users list.

5.13.2.7 gui_print_list_users_header()

```
void gui_print_list_users_header ( )
```

Print the header of the users list.

5.13.2.8 gui_print_menu()

```
void gui_print_menu (
    char * user )
```

Print the homepage.

Parameters

<i>user</i>	nickname of the client user
-------------	-----------------------------

5.13.2.9 gui_print_message()

```
void gui_print_message (
    Message * msg,
    bool is_sender )
```

Print formatted message into a box.

Parameters

<i>msg</i>	message
<i>is_sender</i>	true if is a message send from another user, false if received

5.13.2.10 gui_print_msg()

```
void gui_print_msg (
    char * msg,
    bool is_sender )
```

Print a formatted message.

Parameters

<i>msg</i>	message
<i>is_sender</i>	true if is a message send from another user, false if received

5.13.2.11 gui_print_n_times()

```
void gui_print_n_times (
    char * str,
    int n )
```

Print.

Parameters

<i>n</i>	time the string
<i>str</i>	
<i>str</i>	string to print
<i>n</i>	times

5.13.2.12 gui_print_user_msg()

```
void gui_print_user_msg (
    char * user,
    bool is_sender )
```

Parameters

<i>user</i>	
<i>is_sender</i>	true if is a message received, else false

5.13.2.13 gui_set_color()

```
void gui_set_color (
    char * color )
```

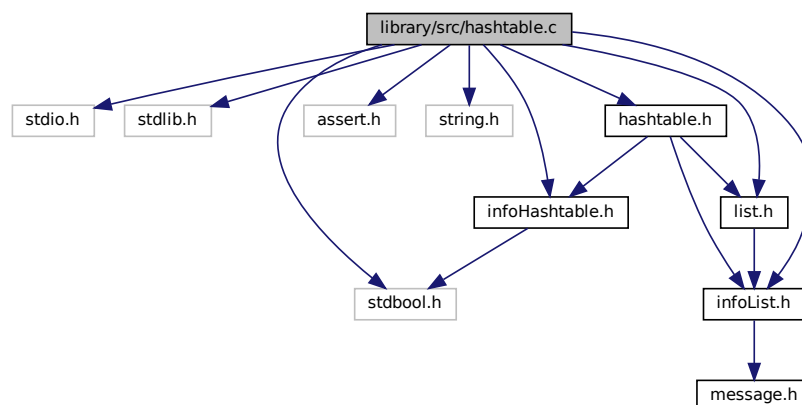
set the color of text or background, apply a text style

Parameters

<i>color</i>	
--------------	--

5.14 library/src/hashtable.c File Reference

```
#include <stdio.h>
#include <stdlib.h>
#include <stdbool.h>
#include <assert.h>
#include <string.h>
#include "infoList.h"
#include "list.h"
#include "hashtable.h"
#include "infoHashtable.h"
Include dependency graph for hashtable.c:
```



Functions

- `THashTable * hashTableCreate ()`
Creation of a new HashTable.
- `void hashTableResize (THashTable *ht, int n)`
resizing Hashtable

- void `hashTableDestroy` (`THashTable` *ht)
destroy the HashTable
- `TValueHashtable` `hashTableSearch` (`THashTable` *ht, `TKeyHashtable` key)
search a key in a HashTable, return the list
- void `hashTableInsert` (`THashTable` *ht, `TKeyHashtable` key, `TValueHashtable` value)
Insert a new key and value in a HashTable.
- void `hashTableDelete` (`THashTable` *ht, `TKeyHashtable` key)
Delete a key in a HashTable.
- void `hashTablePrint` (`THashTable` *ht)
Print a HashTable.
- `u_int64_t` `keyHash` (`TKeyHashtable` key)
hash a key (function h(x))
- `u_int64_t` `keyHashD` (`TKeyHashtable` key)
hash a key (function d(x))
- `u_int64_t` `keyHashExpand` (`TKeyHashtable` key, `u_int64_t` hash, int j)
*double hashing return hash = h(x) + j*d(x)*

5.14.1 Detailed Description

Author

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Version

0.1

Date

2022-10-29

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5.14.2 Function Documentation

5.14.2.1 hashTableCreate()

```
THashTable* hashTableCreate ( )
```

Creation of a new HashTable.

Returns

THashTable*

5.14.2.2 hashTableDelete()

```
void hashTableDelete (
    THashTable * ht,
    TKeyHashtable key )
```

Delete a key in a HashTable.

Parameters

<i>ht</i>	pointer of HashTable
<i>key</i>	key to delete

5.14.2.3 hashTableDestroy()

```
void hashTableDestroy (
    THashTable * ht )
```

destroy the HashTable

Parameters

<i>ht</i>	pointer of HashTable
-----------	----------------------

5.14.2.4 hashTableInsert()

```
void hashTableInsert (
    THashTable * ht,
    TKeyHashtable key,
    TValueHashtable value )
```

Insert a new key and value in a HashTable.

Parameters

<i>ht</i>	pointer of HashTable
<i>key</i>	key to insert
<i>value</i>	value to insert

5.14.2.5 hashtablePrint()

```
void hashtablePrint (
    THashTable * ht )
```

Print a HashTable.

Parameters

<i>ht</i>	pointer of HashTable
-----------	----------------------

5.14.2.6 hashtableResize()

```
void hashtableResize (
    THashTable * ht,
    int n )
```

resizing Hashtable

Resize hashtable.

Parameters

<i>ht</i>	pointer of HashTable
<i>n</i>	new size

5.14.2.7 hashtableSearch()

```
TValueHashtable hashtableSearch (
    THashTable * ht,
    TKeyHashtable key )
```

search a key in a HashTable, return the list

search in a HashTable

Parameters

<i>ht</i>	pointer of HashTable
<i>key</i>	key to find

Returns

TValueHashtable

5.14.2.8 keyHash()

```
u_int64_t keyHash (
    TKeyHashtable key )
```

hash a key (function h(x))

Returns

u_int64_t

5.14.2.9 keyHashD()

```
u_int64_t keyHashD (
    TKeyHashtable key )
```

hash a key (function d(x))

Returns

u_int64_t

5.14.2.10 keyHashExpand()

```
u_int64_t keyHashExpand (
    TKeyHashtable key,
    u_int64_t hash,
    int j )
```

double hashing return hash = h(x) + j*d(x)

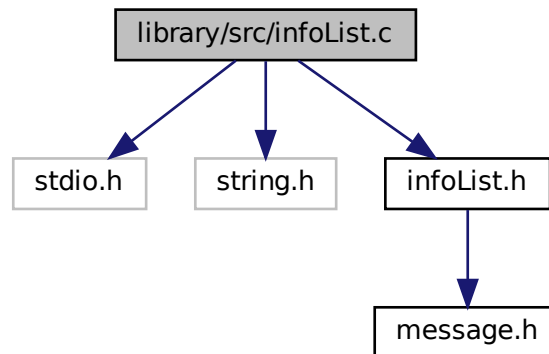
Returns

u_int64_t

5.15 library/src/infoList.c File Reference

```
#include <stdio.h>
#include <string.h>
#include "infoList.h"
```

Include dependency graph for infoList.c:



Functions

- int `infoListEqual` (`TInfoList` info1, `TInfoList` info2)
check if all the information of first value are the same of the second value
- void `infoListPrint` (`TInfoList` info)
structured print of the value

5.15.1 Detailed Description

Author

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Version

0.1

Date

2022-10-29

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5.15.2 Function Documentation

5.15.2.1 infoListEqual()

```
int infoListEqual (
    TInfoList info1,
    TInfoList info2 )
```

check if all the information of frist value are the same of the second value

Returns

bool

5.15.2.2 infoListPrint()

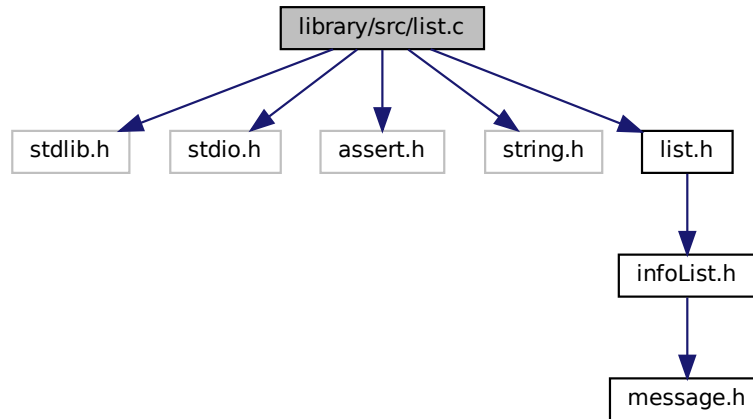
```
void infoListPrint (
    TInfoList info )
```

structured print of the value

5.16 library/src/list.c File Reference

```
#include <stdlib.h>
#include <stdio.h>
#include <assert.h>
#include <string.h>
#include "list.h"
```

Include dependency graph for list.c:



Functions

- `THLNode * nodeCreate (TInfoList info)`
- `void nodeDestroy (THLNode *node)`
- `TList listCreate ()`
Creation of a new List.
- `TList listDestroy (TList list)`
Destroy a List.
- `TList listInsert (TList l, TInfoList info)`
Insert a new value in the List.
- `THLNode * listSearch (TList list, TInfoList info)`
Search an element into the List.
- `TList listDelete (TList list, TInfoList info)`
Delete an element from a list.
- `void listPrint (TList list)`
Print of an entire List.

5.16.1 Detailed Description

Author

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Version

0.1

Date

2022-10-29

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5.16.2 Function Documentation

5.16.2.1 listCreate()

```
TList listCreate ( )
```

Creation of a new List.

Returns

TList

5.16.2.2 listDelete()

```
TList listDelete (
    TList list,
    TInfoList info )
```

Delete an element from a list.

Parameters

<i>list</i>	pointer of List
<i>info</i>	value of List

Returns

TList

5.16.2.3 listDestroy()

```
TList listDestroy (  
    TList list )
```

Destroy a List.

Parameters

<i>list</i>	pointer of List
-------------	-----------------

Returns

TList

5.16.2.4 listInsert()

```
TList listInsert (  
    TList l,  
    TInfoList info )
```

Insert a new value in the List.

Parameters

<i>list</i>	pointer of List
<i>info</i>	value of List

Returns

TList

5.16.2.5 listPrint()

```
void listPrint (  
    TList list )
```

Print of an entire List.

Parameters

<i>list</i>	pointer of List
-------------	-----------------

5.16.2.6 listSearch()

```
THLNode* listSearch (
    TList list,
    TInfoList info )
```

Search an element into the List.

Parameters

<i>list</i>	pointer of List
<i>info</i>	value of List

Returns

THLNode*

5.16.2.7 nodeCreate()

```
THLNode* nodeCreate (
    TInfoList info )
```

Parameters

<i>info</i>	
-------------	--

Returns

THLNode*

5.16.2.8 nodeDestroy()

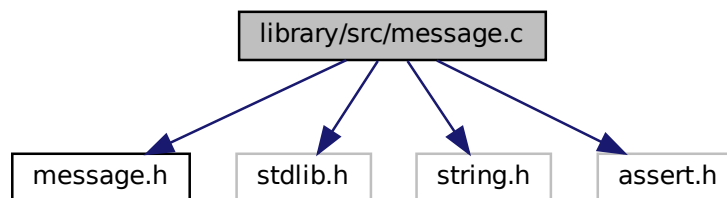
```
void nodeDestroy (
    THLNode * node )
```

Parameters

<i>node</i>	
-------------	--

5.17 library/src/message.c File Reference

```
#include "message.h"
#include <stdlib.h>
#include <string.h>
#include <assert.h>
Include dependency graph for message.c:
```



Functions

- `Message * message_create ()`
Creates an empty message.
- `void message_constructor (Message *msg, char *user, char *text)`
Constructs a basic exchangeable message.
- `void message_code_constructor (Message *msg, char *user, char *text, int code)`
Constructs a code message.
- `void message_destroy (Message *message)`
Destroys a Message.

5.17.1 Detailed Description

Author

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Version

0.1

Date

2022-10-29

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5.17.2 Function Documentation

5.17.2.1 message_code_constructor()

```
void message_code_constructor (
    Message * message,
    char * user,
    char * text,
    int code )
```

Constructs a code message.

Parameters

<i>user</i>	Username
<i>text</i>	Message text
<i>code</i>	code to append

Returns

void

5.17.2.2 message_constructor()

```
void message_constructor (
    Message * message,
```

```
char * user,  
char * text )
```

Constructs a basic exchangeable message.

Parameters

<i>user</i>	Username
<i>text</i>	Message text

Returns

void

5.17.2.3 message_create()

```
Message* message_create ( )
```

Creates an empty message.

Returns

Message* pointer to the Empty message.

5.17.2.4 message_destroy()

```
void message_destroy (
    Message * message )
```

Destroys a Message.

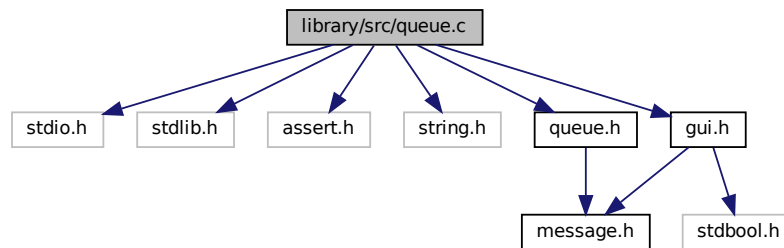
Parameters

<i>message</i>	the Message reference to destroy.
----------------	-----------------------------------

5.18 library/src/queue.c File Reference

```
#include <stdio.h>
#include <stdlib.h>
#include <assert.h>
#include <string.h>
#include "queue.h"
#include "gui.h"
```


Include dependency graph for queue.c:



Functions

- `TQueue * queueCreate (int queue_size)`
- `void queueDestroy (TQueue *q)`
- `void queueAdd (TQueue *q, Message x)`
- `Message * queueRemove (TQueue *q)`
- `Message * queueFront (TQueue *q)`
- `int queueIsEmpty (TQueue *q)`
- `void queuePrint (TQueue *q, char *user_sender)`

5.18.1 Detailed Description

Author

Gianluca (g.canzolino3@studenti.unisa.it)

Version

0.1

Date

2022-11-03

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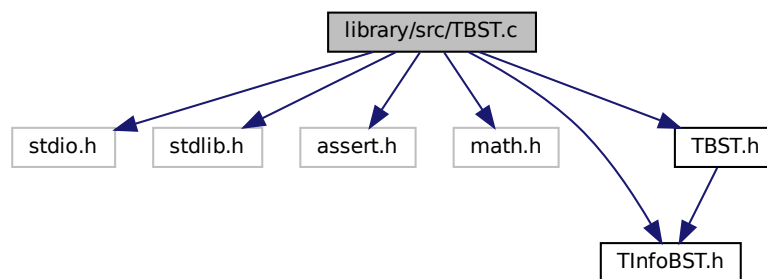
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5.19 library/src/TBST.c File Reference

```
#include <stdio.h>
#include <stdlib.h>
#include <assert.h>
#include <math.h>
#include "TInfoBST.h"
#include "TBST.h"
Include dependency graph for TBST.c:
```



Functions

- **TBSTnode** * **BSTnodeCreate** (TInfoBST info)
- void **BSTnodeDestroy** (TBSTnode *node)
- **TBST** **BSTcreate** ()
- **TBST** **BSTdestroy** (TBST tree)
- **TBST** **BSTsearch** (TBST tree, TInfoBST info)
- **TBST** **BSTmin** (TBST tree)
- **TBST** **BSTmax** (TBST tree)
- **TBST** **BSTinsert** (TBST tree, TInfoBST info)
- **TBST** **BSTdelete** (TBST tree, TInfoBST info)
- void **BSTprint** (TBST tree)
- **TBST** **BSTsearchI** (TBST tree, TInfoBST info)
- **TBST** **BSTinsertI** (TBST tree, TInfoBST info)
- **TBST** **BSTdeleteI** (TBST tree, TInfoBST info)
- int **BSTdepth** (TBST tree)
- void **BSTprintStructure1** (TBST tree, int o, TInfoBST *n, int *m)

5.19.1 Detailed Description

Author

Giuseppe Gambardella (g.gambardella23@studenti.unisa.it)

Version

0.1

Date

2022-11-04

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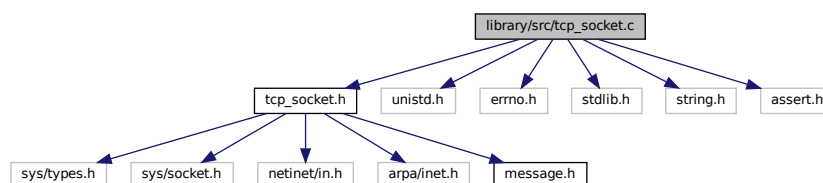
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5.20 library/src/tcp_socket.c File Reference

```
#include "tcp_socket.h"
#include <unistd.h>
#include <errno.h>
#include <stdlib.h>
#include <string.h>
#include <assert.h>
```

Include dependency graph for tcp_socket.c:



Functions

- **TCPSocket** * [tcp_socket_create](#) (ConnType type, char *server_ip)
Creates a TCP Socket and pass its pointer.
- void [tcp_socket_server_listen](#) (TCP Socket *tcp_socket)
Configures the server in listening mode.
- int [tcp_socket_server_accept](#) (TCP Socket *tcp_socket)
Accepts a connection from a requesting client.
- void [tcp_socket_client_connect](#) (TCP Socket *tcp_socket)
Connects the client to the specified TCP Socket.
- int [tcp_socket_send_message](#) (int connection_fd, **Message** *message)
Sends a Message on TCP Socket.
- int [tcp_socket_rcv_message](#) (int connection_fd, **Message** *message)
Receives a Message from TCP Socket.
- void [tcp_socket_destroy](#) (TCP Socket *tcp_socket)
Destroys a TCP Socket.

5.20.1 Detailed Description

Author

Giuseppe Gambardella (g.gambardella23@studenti.unisa.it)

Version

0.1

Date

2022-10-30

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5.20.2 Function Documentation

5.20.2.1 tcp_socket_client_connect()

```
void tcp_socket_client_connect (
    TCPSocket * tcp_socket )
```

Connects the client to the specified TCPSocket.

Parameters

<i>tcp_socket</i>	pointer to TCPSocket struct.
-------------------	------------------------------

5.20.2.2 tcp_socket_create()

```
TCPSocket* tcp_socket_create (
```

```
ConnType type,
char * server_ip )
```

Creates a TCPSocket and pass its pointer.

Parameters

<i>type</i>	the TCPSocket type (client or server)
<i>server↔ _ip</i>	if type = CLIENT, is mandatory to specify the server's ip address formatted as string.

Returns

TCPSocket* pointer to TCPSocket struct

5.20.2.3 tcp_socket_destroy()

```
void tcp_socket_destroy (
    TCPSocket * tcp_socket )
```

Destroys a TCPSocket.

Parameters

<i>tcp_socket</i>	the TCPSocket reference to destroy.
-------------------	-------------------------------------

5.20.2.4 tcp_socket_recv_message()

```
int tcp_socket_recv_message (
    int connection_fd,
    Message * message )
```

Receives a Message from TCPSocket.

Parameters

<i>connection↔ _fd</i>	connection file descriptor. If client, it is param sockfd of TCPSocket. If server, it is obtained by the output of tcp_socket_server_accept function.
<i>message</i>	pointer to the message to receive.

Returns

int returns the number of bytes received, or -1 if an error occurred. In the event of an error, errno is set to indicate the error.

5.20.2.5 tcp_socket_send_message()

```
int tcp_socket_send_message (
    int connection_fd,
    Message * message )
```

Sends a Message on TCPSocket.

Parameters

<i>connection_fd</i>	connection file descriptor. If client, it is param sockfd of TCPSocket. If server, it is obtained by the output of tcp_socket_server_accept function.
<i>message</i>	the Message to send.

Returns

int On success, returns the number of bytes sent. On error, -1 is returned, and errno is set to indicate the error.

5.20.2.6 tcp_socket_server_accept()

```
int tcp_socket_server_accept (
    TCPSocket * tcp_socket )
```

Accepts a connection from a requesting client.

Parameters

<i>tcp_socket</i>	pointer to TCPSocket struct.
-------------------	------------------------------

Returns

int the connection file descriptor.

5.20.2.7 tcp_socket_server_listen()

```
void tcp_socket_server_listen (
    TCPSocket * tcp_socket )
```

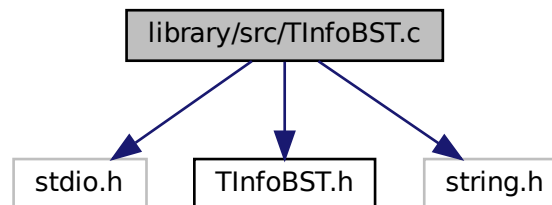
Configures the server in listening mode.

Parameters

<i>tcp_socket</i>	pointer to TCPSocket struct.
-------------------	------------------------------

5.21 library/src/TInfoBST.c File Reference

```
#include <stdio.h>
#include "TInfoBST.h"
#include <string.h>
Include dependency graph for TInfoBST.c:
```



Functions

- int **infoBSTEqual** (TInfoBST info1, TInfoBST info2)
- int **infoBSTGreater** (TInfoBST info1, TInfoBST info2)
- int **infoBSTLess** (TInfoBST info1, TInfoBST info2)
- void **infoBSTPrint** (TInfoBST info)

5.21.1 Detailed Description

Author

Giuseppe Gambardella (g.gambardella23@studenti.unisa.it)

Version

0.1

Date

2022-11-04

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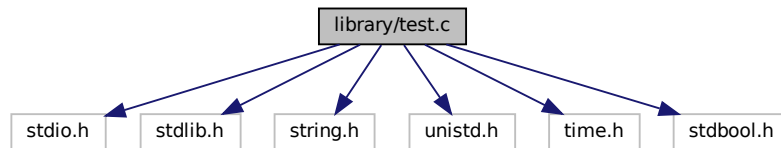
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5.22 library/test.c File Reference

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <unistd.h>
#include <time.h>
#include <stdbool.h>
Include dependency graph for test.c:
```



Functions

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

5.22.1 Detailed Description

Author

Gianluca (g.canzolino3@studenti.unisa.it)

Version

0.1

Date

2022-10-29

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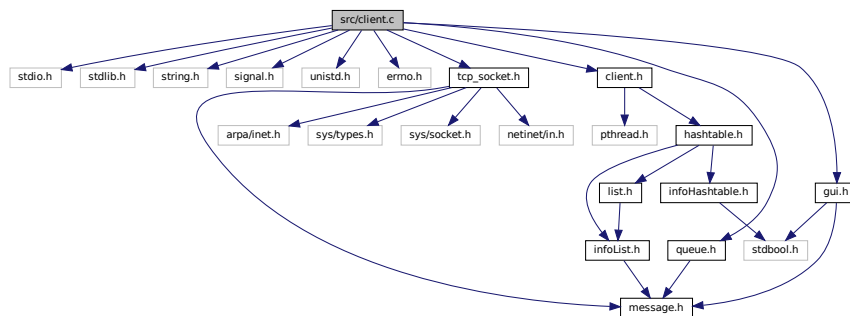
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5.23 src/client.c File Reference

Client Implementation of gagchat.

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <signal.h>
#include <unistd.h>
#include <errno.h>
#include "tcp_socket.h"
#include "client.h"
#include "queue.h"
#include "gui.h"
```

Include dependency graph for client.c:



Functions

- void * [client_message_receiver](#) (void *arg)
Thread listener and management.
- int **main** (int argc, char **argv)

Variables

- [TCPSocket](#) * **sock**

5.23.1 Detailed Description

Client Implementation of gagchat.

Author

Giuseppe Gambardella (g.gambardella23@studenti.unisa.it)

Version

0.1

Date

2022-10-28

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5.23.2 Function Documentation

5.23.2.1 client_message_receiver()

```
void* client_message_receiver (
    void * arg )
```

Thread listener and management.

thread for message receiving.

Parameters

<i>arg</i>	ThreadArgs var containing all the necessary information
------------	---

Returns

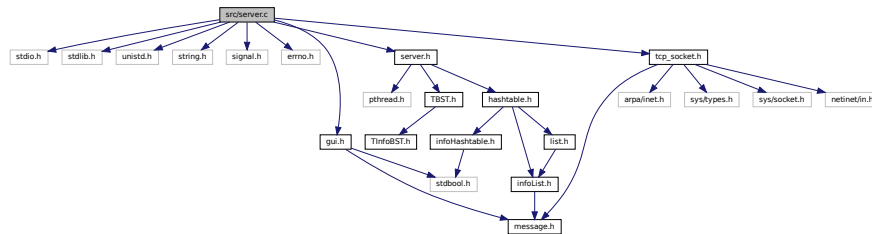
void*

5.24 src/server.c File Reference

Server implementation of gagchat.

```
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <string.h>
#include <signal.h>
```

```
#include <errno.h>
#include "server.h"
#include "tcp_socket.h"
#include "gui.h"
Include dependency graph for server.c:
```



Functions

- void `server_sendToAll` (THashTable *ht, TBST tree, Message *message)
Sends a message to all clients.
- void `server_sendUsersTo` (int connection_fd, TBST users)
Sends the users list to specified client.
- void * `server_manage_client` (void *arg)
Thread listener and management.
- int `main` (int argc, char **argv)

Variables

- TCPSocket * `sock`

5.24.1 Detailed Description

Server implementation of gagchat.

Author

Giuseppe Gambardella (g.gambardella23@studenti.unisa.it)

Version

0.1

Date

2022-10-30

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5.24.2 Function Documentation

5.24.2.1 server_manage_client()

```
void* server_manage_client (
    void * arg )
```

Thread listener and management.

Thread for managing a generic client.

Parameters

<i>arg</i>	ThreadArgs var containing all the necessary information
------------	---

Returns

void*

5.24.2.2 server_sendToAll()

```
void server_sendToAll (
    THashTable * ht,
    TBST tree,
    Message * message )
```

Sends a message to all clients.

Parameters

<i>ht</i>	the hashtable containing connections.
<i>tree</i>	tree list of users.
<i>message</i>	the message to send.

5.24.2.3 server_sendUsersTo()

```
void server_sendUsersTo (
    int connection_fd,
    TBST users )
```

Sends the users list to specified client.

Parameters

<i>connection</i> ↔ <i>_fd</i>	connection file descriptor.
<i>users</i>	tree with all of users.

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