

Politechnika Świętokrzyska Wydział Elektrotechniki, Automatyki i Informatyki		
Programowanie Usług Sieciowych - laboratorium		
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Celem laboratorium było napisanie programów: serwera współbieżnego oraz klienta, wykorzystujących do komunikacji funkcję select().

Serwer:

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

```
#include <sys/socket.h>
```

```
#include <netinet/in.h>
```

```
#include <string.h>
```

```
#include <unistd.h>
```

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

```
#define MAXLINE 4096
```

```
#define MAX 4096
```

```
#define LISTENQ 1024
```

```
#define SIZE 10
```

```
struct sockaddr_in serv_addr, cli_addr;
```

```
void err_sys(char *s){
```

```
    printf("%s\n",s);
```

```
    exit(-1);
```

```
}
```

```
int main() {
```

```
    fd_set rset, allset;
```

```
    // FD_ZERO(&rset);
```

```
    socklen_t clilen;
```

```
    char recvline [MAXLINE +1] = {0};
```

```
    int sockfd = socket(AF_INET, SOCK_STREAM, 0);
```

```
    if (sockfd < 0){
```

```
        perror("socket");
```

```
    }
```

```
    bzero(&serv_addr, sizeof(serv_addr));
```

```
    serv_addr.sin_family = AF_INET;
```

```
    serv_addr.sin_addr.s_addr = htonl(INADDR_ANY);
```

```
    serv_addr.sin_port = htons(4000);
```

```
    if(bind(sockfd, (struct sockaddr *) &serv_addr, sizeof(serv_addr)) < 0){
```

```
        perror("bind");
```

```
    }
```

```
    if(listen(sockfd, 24) < 0){
```

```
        perror("listen");
```

```
    }
```

```
    int n, connfd, i, d, e;
```

```
    float a, b, c;
```

```

int client[10] = {-1,-1,-1,-1,-1,-1,-1,-1,-1,-1};

int maxfd = sockfd;

FD_ZERO(&allset);

FD_SET(sockfd, &allset);


for (;;) {

    rset=allset;

    select(maxfd+1, &rset, NULL, NULL, NULL);

    if(FD_ISSET(sockfd, &rset)){
        clilen = sizeof(cli_addr);
        bzero(recvline, MAXLINE);
        if(connfd = accept(sockfd, (struct sockaddr *) NULL, NULL))
        {
            perror("accept");
        }

        for(i=0; i<SIZE; i++)
            if(client[i]<0){
                client[i]=connfd;
                break;
            }
        if(i==SIZE){
            err_sys("za duzo klientow");
        } else {
            if(connfd>maxfd)

```

```

        maxfd = connfd;

        FD_SET(connfd,&allset);
    }
}

for(i=0;i<=maxfd; i++){

    if((sockfd=client[i])<0)
        continue;

    if(FD_ISSET(sockfd, &rset)){
        if(n = read(connfd, recvline, MAXLINE) <= 0){

            close(sockfd);

            FD_CLR(sockfd,&allset);

            client[i]=-1;

        }else
        {
            printf("%s \n", recvline);

            char resline[strlen(recvline)];

            for(int t=0;t<strlen(recvline);t++){
                resline[t]=recvline[strlen(recvline)-t-1];
            }

            resline[strlen(recvline)] = '\0';

```

```

        printf("\nPo odwróceniu: %s\n", resline);
        write(connfd, resline, strlen(resline));
    }
}
}
}
}
}

```

Klient

```

#include <stdio.h>
#include <sys/socket.h>
#include <netinet/in.h>
#include <string.h>
#include <unistd.h>
#include <arpa/inet.h>

#define MAXLINE 4096

struct sockaddr_in serv_addr;

int main() {

    char recvline [MAXLINE +1];

    int i = 0;

    int sockfd = socket(AF_INET, SOCK_STREAM, 0);

    bzero(&serv_addr, sizeof(serv_addr));

```

```
serv_addr.sin_family = AF_INET;
```

```
inet_pton(AF_INET, "127.0.0.1", &serv_addr.sin_addr);
```

```
serv_addr.sin_port = htons(4000);
```

```
connect(sockfd, (struct sockaddr *) &serv_addr, sizeof(serv_addr));
```

```
//pętla do zadania A
```

```
/*
```

```
while(1){
```

```
    char buff[100];
```

```
    bzero(buff,sizeof(buff));
```

```
    printf("Wprowadz dane w postaci np.: a<spacja>+<spacja>b \n");
```

```
    scanf("%s", buff);
```

```
    write(sockfd,buff, strlen(buff));
```

```
}
```

```
*/
```

```
//pętla do zadania B
```

```
/*
```

```
while(1){
```

```
    char buff[100];
```

```
    bzero(buff,sizeof(buff));
```

```
    if(i == 0){
```

```
        printf("Wprowadz liczbe a \n");
```

```
        scanf("%s", buff);
```

```
write(sockfd,buff, strlen(buff));}
```

```
if(i == 1){
```

```
printf("Wprowadz liczbe b \n");
```

```
scanf("%s", buff);
```

```
write(sockfd,buff, strlen(buff));}
```

```
if(i == 2){
```

```
printf("Wprowadz liczbe dzialanie: +, -, * \n");
```

```
scanf("%s", buff);
```

```
write(sockfd,buff, strlen(buff));
```

```
i = -1;
```

```
if(read(sockfd, recvline, MAXLINE) > 0) {
```

```
    printf("%d \n", recvline[0]);
```

```
} else {
```

```
    perror("read");
```

```
}
```

```
}
```

```
i++;
```

```
}
```

```
*/
```

```
//pętla do zadania C
```

```
while(1){
```

```

char buff[100];

bzero(buff,sizeof(buff));

printf("Wprowadz dane \n");

scanf("%s", buff);

write(sockfd,buff, strlen(buff));


if(read(sockfd, recvline, MAXLINE) > 0) {

    printf("%s \n", recvline);

} else {

    perror("read");

}

}

}

```

Wyniki działania programów:

The image shows two terminal windows side-by-side. The left window, titled 'lab2_klient', shows the client's input and output. The right window, titled 'lab5_server', shows the server's output.

lab2_klient

```

/home/mateusz/Pulpit/pus/lab5/lab2_klient/cmake-build-debug/lab2_klient
Wprowadz dane
PUS
SUP
Wprowadz dane
Sot
Wprowadz dane
repus
Wprowadz dane
toimdezrpP
Wprowadz dane
toimltsejP
Wprowadz dane
S

```

lab5_server

```

/home/mateusz/Pulpit/pus/lab5/lab5_server/cmake-build-debug/lab5_server
accept: Success
PUS
Po odczycie: SUP
toS
Po odczycie: Sot
super
Po odczycie: repus
przedmiot
Po odczycie: toimdezrp
jest!miot
Po odczycie: toimltsej

```