
Client

**Report on Configuration
Windows_Client**

PACKAGES

Default

GLOBALS:

Relations:

itsClient

Composition of Client, Multiplicity of 1, Uni-directional

CLASSES:

Client

A Windows client which sends over messages to the Pager through TCP connections every 1 minute.

Overridden Properties

Subjects:

CG

Metaclasses:

Class

Properties:

Concurrency: active

Operations:

socketInit

Overridden Properties

Subjects:

CPP_CG

Metaclasses:

Operation

Properties:

Kind: common

Inline: none

Primitive-operation , Public, Return type is int

Body

```
struct sockaddr_in serverAddr;
int sockAddrSize;
int clientSocket;
WSADATA wsaData;

// prep for a Windows socket version 1.1
if (WSAStartup(MAKEWORD(1, 1), &wsaData) != 0)
{
    perror("WSAStartup Failed");
    return (-1);
}

//memset(&serverAddr, 0, sizeof(serverAddr));
serverAddr.sin_addr.s_addr = inet_addr("129.210.16.211");
serverAddr.sin_family = AF_INET;
serverAddr.sin_port = htons(6000);

// create client's socket
if ((clientSocket = socket (AF_INET, SOCK_STREAM, 0)) < 0)
{
    perror("Error creating socket");
    return(-1);
}

if (connect (clientSocket, (struct sockaddr *) &serverAddr, sizeof(serverAddr)) < 0)
{
    perror ("Could not connect to Server");
    closesocket (clientSocket);
}
```

```

    return (-1);
}

if(clientSocket < 0){
cout << "Not connected" << endl; }

return(clientSocket);

```

Attributes:

clientSocket

Type of int, Public

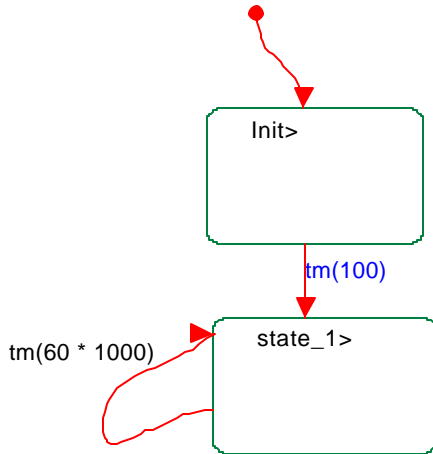
outBuffer

Type of 'char %s[250]', Public

serverAddr

Type of 'struct sockaddr_in', Public

Statechart



ROOT

Or-state

Substates:

Init

state_1

Default Transition

Target:

Init

Init

Or-state

EntryAction

```
//clientSocket = socketInit();
```

Out Transition

tm(100)

Target:

state_1

state_1

Or-state

EntryAction

```

clientSocket = socketInit();
strcpy(outBuffer, "I'm here");
//cout << outBuffer << endl;
if(send(clientSocket, outBuffer, sizeof(outBuffer), 0) < 0){
perror("write");
closesocket(clientSocket);
}
closesocket(clientSocket);

```

Out Transition

tm(60 * 1000)

Target:
state_1

OBJECT MODEL DIAGRAMS

Model1



Are these messages that you type in at the terminal?

COMPONENTS

DefaultComponent

COMPONENT SETTINGS:

Build type: Executable

CONFIGURATIONS:

vxworks

Overridden Properties

Subjects:

CPP_CG

Metaclasses:

Configuration

Properties:

Environment: VxWorks

Scope type: Explicit

Instrumentation type: None

Time-model type: Real-time

Statechart generation type: Flat

Standard headers:

netdb.h,iostream.h,iolib.h,tylib.h,iomanip.h,stdlib.h,stdio.h,vxWorks.h,sockLib.h,inetLib.h,strLib.h,hostLib.h,errno.h,string.h,time.h

Include path: C:\Tornado\target\H

Windows_Client

Scope type: Explicit

Instrumentation type: None

Time-model type: Real-time

Statechart generation type: Flat

Libraries: ws2_32.lib

Standard headers: stdio.h,winsock.h,stdlib.h,iostream.h,time.h,string.h,fstream.h,io.h

FILES AND FOLDERS: