# EECS 22L: Software Engineering Project in C Language Lecture 10

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#### Lecture 10: Overview

- Project 2 Technical Discussion and Advise
  - Client-server software architecture
  - Event-based GUI programming
- Discussion on GUI design
  - GTK+ tutorial
  - Cairo graphics rendering
  - GTK clock server example

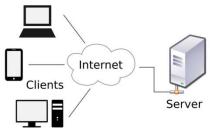
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## Project 2: Software Architecture

- Client-Server Software Architecture
  - Software applications communicating via the Internet



Source: David Vignoni (LGPL, wikipedia.org)

- Server: provides a service function to one or more clients
- Client: initiates requests for service
- Internet: communication network to exchange messages

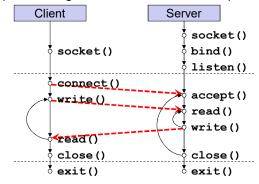
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## **Project 2: Client-Server Communication**

- Discussion on Socket Communication
  - Sequence Diagram for client-server example



- This simple example can handle only one client at a time, others have to wait for their turn to connect (they are blocked)
- > Blocking communication can stall both the client and the server!

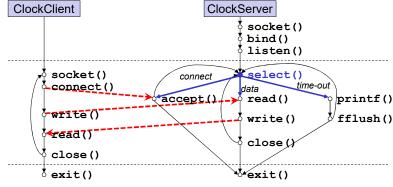
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## **Project 2: Client-Server Communication**

- Multiplexing multiple client connections with select()
  - ClockServer example: ~eecs22/ClockServer.tar.gz



- > Wait simultaneously to connect, to transfer data, or for time-out!
- > Keep sequential execution short
- > Limit client-server interaction to one request at a time

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## **Project 2: GUI Programming**

- GTK+ 2.0 Infrastructure
  - Tutorial: https://developer.gnome.org/gtk-tutorial/stable/
  - Reference: https://developer.gnome.org/gtk2/2.24/
  - Widgets: https://developer.gnome.org/gtk2/2.24/ch02.html
- Cairo Graphics Rendering
  - Tutorial: http://zetcode.com/gfx/cairo/
  - Samples: https://cairographics.org/samples/
- · GUI clock server example:
  - ~eecs22/GTK\_ClockServer.tar.gz
  - GTK ClockClient.c
  - GTK ClockServer.c
  - Makefile, README
  - Online demonstration!

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