

Server Framework

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Next two week (although next week off)

Working with a framework for TCP-servers

This week:

- Class library
- Template/abstract server class
- Framework = comments
- Soft-closedown of server

Next Time

- Tracing and Logging
- Configuration of the server using XML

Template/abstract server class

Design Pattern

- Summary of good programming experience – Best practise
- Terminology among programmers

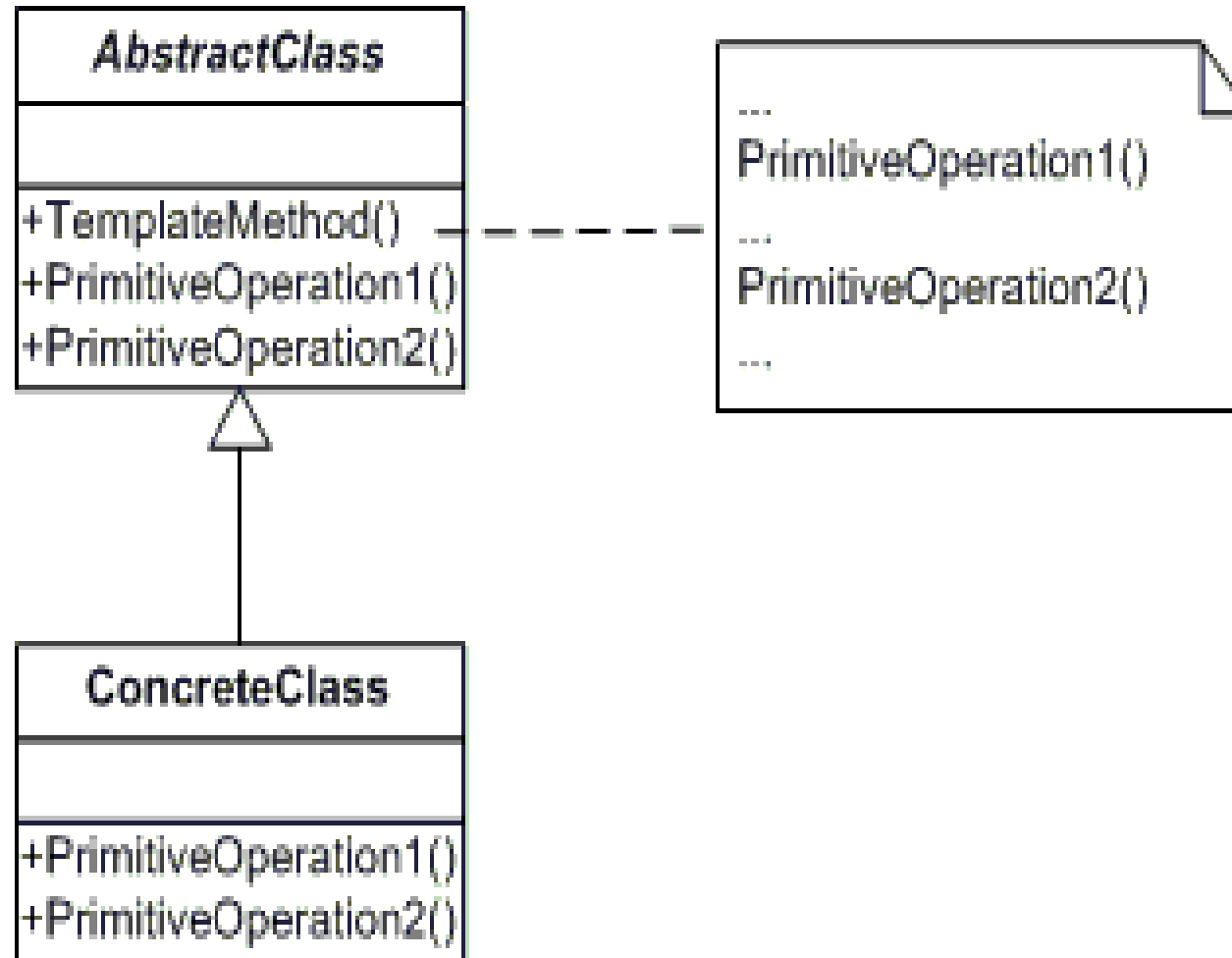
They are described as

- **Name:** Can talk of them ~ like Singleton
- **Problem:** What problem will they solve?
- **Solution:** A design solution – not a programming language specific solution – although OOP

Template/abstract server class

Name: Template

Problem: Most of the algorithm are the same –
Only a small part vary



Demo

Very basic - The template design Pattern

Github : <https://github.com/RO23F-VF-ASWC/ClassDemoTemplate>

Soft Closing the Server

Until now Brute Force shutdown.

Like Soft Shutdown.

1. Introduce a bool field Stop – initial false
2. Let the while-loop condition be this field (not always true)
3. Implement another method – which is a new server eg. listen at port ServerPort + 1
4. Start this stop-server in a separate thread (task)
5. Within the while-loop before AcceptTcpClient – ask if any connection is pending otherwise wait e.g. 2 sec.

Your turn



After Lunch - Comments

Commenting code

Type	Example	Purpose
Single Line	<code>// this I a comment</code>	For maintenance programmers
Multiple Lines	<code>/* * This is a comment */</code>	For maintenance programmers
Structured XML comments	<code>/// <summary> /// Here comes some text /// </summary> /// <returns>Text of return type</returns></code>	For Documentation of code for programmers to use the classes; Typical API's
Special Variation for Visual Studio	<code>//todo //hack</code>	For maintenance programmers

XML-Comments

```
/// <summary>
/// return a multiplication of x and the number within n
/// </summary>
/// <param name="x">The value to be multiplied</param>
/// <param name="n">The value of the figure to be multiplied must be '2' or '3'</param>
///<exception cref="System.ArgumentNullException">Thrown when n is null or empty</exception>
///<exception cref="System.ArgumentException">Thrown when n is not '2' or '3'</exception>
/// <returns>The value x multiplied by two or three depending on the value in n</returns>

public int SomeMethod(int x, String n)
{
    if (string.IsNullOrEmpty(n)) throw new ArgumentNullException("n must have a value but was null or empty");
    if (! (n=="2" || n=="3")) throw new ArgumentException("Only '2' or '3' is supported but was " + n);

    switch (n)
    {
        case "2" : return x * 2;
        case "3" : return x * 3;
    }

    throw new NotImplementedException("");
}
```

Doxygen – Make homepage of documentation

Download and install Doxygen

Using is either through commands

- Generate Config file
...> Doxygen -g "nameOfConfigFile"
- Generate documentation
...> Doxygen "nameOfConfigFile"
- Show documentation
In ...<projectFolder>/html/index.html

OR

- Use 'Doxywizard' to guide you though creating the documentation

Your turn again



Next week – no classes,
Thursday the 16th Tracing/Logging and Configuration