

// B-Part Do --- (Implementing doServer(int listenFd))

//Here is a code for doserver

```
void doServer (int listenFd)
```

```
{
```

```
//I. Application validity check:
```

```
//II. Server clients:
```

```
pthread_t threadId;
```

```
pthread_attr_t threadAttr;
```

```
int threadCount = 0;
```

```
//1.Malloc use
```

```
int *a; while(1) {
```

```
a = malloc(sizeof(int) * 2);
```

```
// if not satisfied then use &a[0]
```

```
accept(getServerFileDescriptor(), NULL, NULL);
```

```
// 2.
```

```
a[0] = getServerFileDescriptor();
```

```
// 3.
```

```
a[1] = threadCount++;
```

```
//4
```

```
pthread_attr_init(&threadAttr);
```

```
pthread_attr_setdetachstate(&threadAttr, PTHREAD_CREATE_DETACHED);
```

```
pthread_create(&threadId, &threadAttr, handleClient, &a[0]);  
pthread_join(threadId, NULL);  
pthread_attr_destroy(&threadAttr);  
}  
}
```