// Here's my handle Client method:

```
void* handleClient(void* vPtr) {
// Use another pointer to cast back to int
// Save the file descriptor and thread number in local vars
// free() the memory

printf("&a=%p\n", (void *) &a);
printf("castMe=%p\n", (void *) castMe);
int * const numbers = vPtr;
free(vPtr);

/ II.B.  Read command:
char  buffer[BUFFER_LEN]; char  command;
int fileNum;

int fd = castMe[0];
int threadNum = castMe[1];

char  text[BUFFER_LEN]; int  shouldContinue  = 1;

while  (shouldContinue)
{
  text[0] = '\0';
read(fd,buffer,BUFFER_LEN);
printf("Thread %d received: %s\n",threadNum,buffer);
sscanf(buffer,"%c %d \"%[^\"]\"",&command,&fileNum,text);
```

```c
/printf("Thread %d quitting.\n",threadNum); return(NULL);

}
```