**// 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 satisied 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);

  }

}