// **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);

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

}