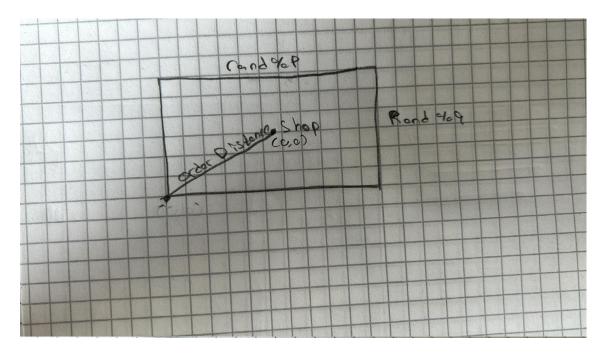
CSE 344 - SYSTEM PROGRAMMING FINAL PROJECT

Introduction

This report describes the implementation of a food ordering and delivery simulation system. The system consists of two main parts: the server-side (PideShopServer) which handles orders and deliveries, and the client-side (HungryVeryMuch) which generates and sends orders to the server. The communication between the client and the server is managed using sockets. The system also incorporates multithreading for handling various tasks simultaneously.



Server-Side Implementation

The server-side implementation (PideShopServer) is responsible for receiving orders, preparing them, and managing delivery personnel. Key components and functions are described below:

Data Structures

- 1. **Order**: Represents an individual order with attributes like orderId, customer location, and status.
- 2. **OrderQueue**: A thread-safe queue for managing orders at different stages (waiting, in oven, ready for delivery).
- 3. Cook: Represents a cook thread responsible for preparing and cooking orders.
- 4. **DeliveryPerson**: Represents a delivery thread responsible for delivering orders to customers.
- 5. **Oven**: Manages oven apparatus with a specific capacity for cooking meals.
- 6. **PideShopServer**: The main server structure containing attributes for server configuration, thread pools, mutexes, and log handling.

Initialization Functions

- **initServer**: Initializes the server with the specified port, cook and delivery thread pool sizes, and speed.
- **initCooks**: Initializes cook threads.
- initDelivery: Initializes delivery threads.
- initQueue: Initializes an order queue.

Thread Functions

- **cookThread**: Handles the preparation and cooking of orders, including placing and removing meals from ovens.
- **deliveryThread**: Manages the delivery of cooked orders to customers.
- **clientHandler**: Processes client connections and handles incoming orders.
- managerHandler: Manages the overall state of the server and coordinates the activities of cooks and delivery personnel.

Log and Signal Handling

- **logMessage**: Logs messages to a file in a thread-safe manner.
- **handleSignal**: Handles termination signals to ensure graceful shutdown of the server.

Server Operation

The server listens for incoming client connections, creates a new thread for each connection to handle the client's order, and coordinates cooks and delivery personnel to process and deliver orders efficiently.

Client-Side Implementation

The client-side implementation (HungryVeryMuch) generates and sends orders to the server. Key components and functions are described below:

Data Structures

1. **Client**: Represents a client with attributes like server IP, port, and order details.

Functions

- **sendOrder**: Connects to the server and sends an order message.
- **handle_signal**: Handles termination signals to ensure graceful shutdown of the client.

Client Operation

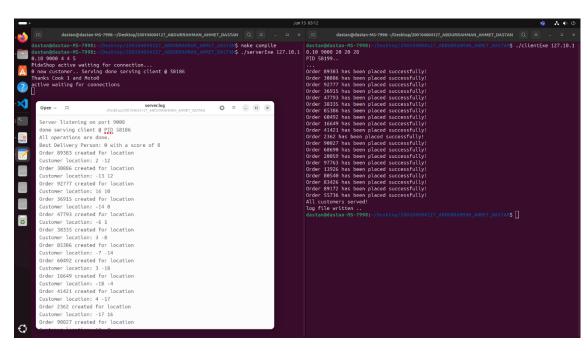
The client generates a specified number of orders with random locations and sends them to the server. Once all orders are sent, a special order with coordinates (-999, -999) is sent to signal the end of the order sequence.

Conclusion

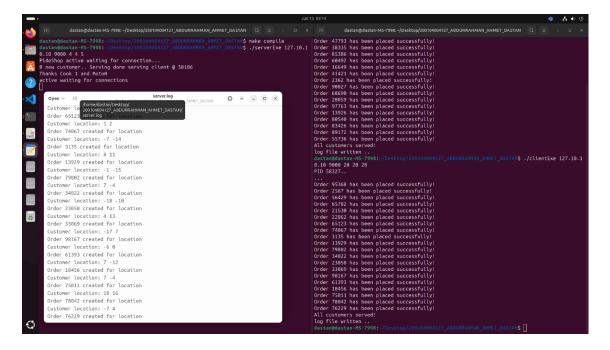
This implementation effectively simulates a food ordering and delivery system using multithreading and socket communication. The server handles multiple clients and coordinates various tasks efficiently, while the client generates and sends orders to the server. The use of thread-safe data structures and proper synchronization ensures the reliability and scalability of the system.

Test Cases:

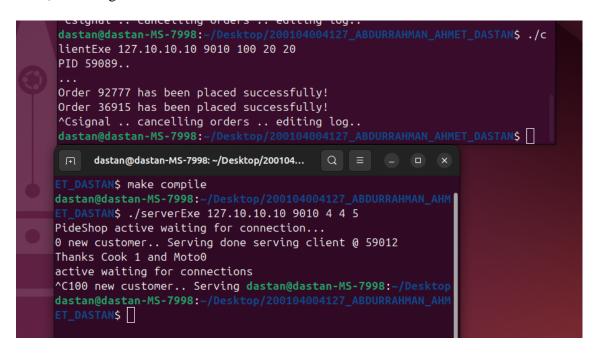
1) Creating server and casual calling with 20 client orders



2) Secondly connect after first client generator finished.



3) Sending 100 elements to server



5) Sending 200 order to server side

```
dastan@dastan-MS-7998: ~/Desktop/200104004127_ABDURRAHMAN_AHMET_DASTAN
dastan@dastan-MS-7998:~/Desktop/200104004127 ABDURRAHMAN AHMET DASTAN$ ./clientExe 127.10.1
0.10 9010 200 20 20
PID 59450..
Order 89383 has been placed successfully!
Order 30886 has been placed successfully!
Order 92777 has been placed successfully!
Order 36915 has been placed succe dastan@dastan-MS-7998: ~/Desktop/2001...
                                                                        Q ≡
Order 38335 has been placed succedastan@dastan-MS-7998:~/Desktop/200104004127_ABDURRAHMAN_A
Order 85386 has been placed succeptet_dastan$ ./serverExe 127.10.10.10 9010 4 4 5
Order 60492 has been placed succepideShop active waiting for connection...
Order 16649 has been placed succio new customer.. Serving done serving client @ 59432
Order 41421 has been placed succ<sub>t</sub>Thanks Cook 1 and Moto0
Order 2362 has been placed succesactive waiting for connections
Order 29027 has been placed succ€
Order 68690 has been placed succe
Order 20059 has been placed succe
Order 97763 has been placed succe
Order 13926 has been placed succe
Order 80540 has been placed succe
Order 83426 has been placed succe
Order 89172 has been placed succe
Order 55736 has been placed succe
Order 5211 has been placed succes
Order 95368 has been placed succe
Order 2567 has been placed succes
Order 56429 has been placed succe
Order 65782 has been placed successfully!
Order 21530 has been placed successfully!
Order 22862 has been placed successfully!
Order 65123 has been placed successfully!
Order 74067 has been placed successfully!
Order 3135 has been placed successfully!
Order 13929 has been placed successfully!
Order 79802 has been placed successfully!
```