

P₁

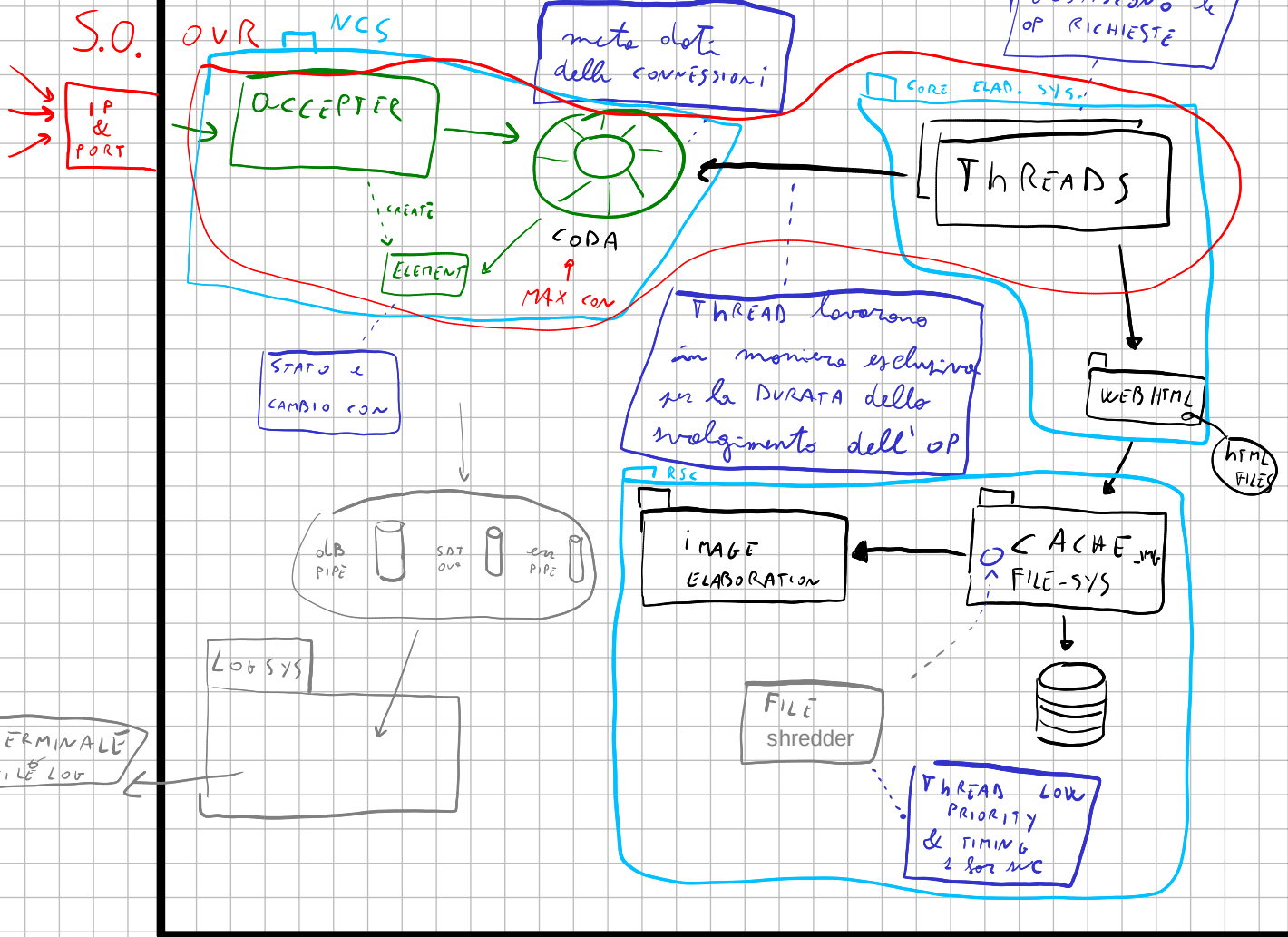
DAD

CREA 1 FIGLIO, e se esce con un errore
RIGENERA IL FIGLIO, altrimenti in caso
di corretta terminazione da parte di
un amministratore, termine

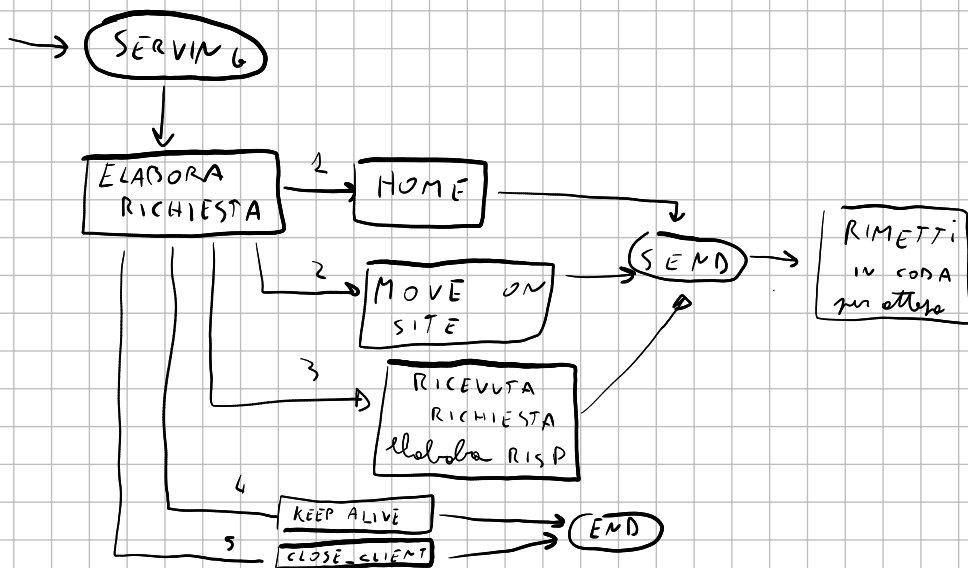
CREATE

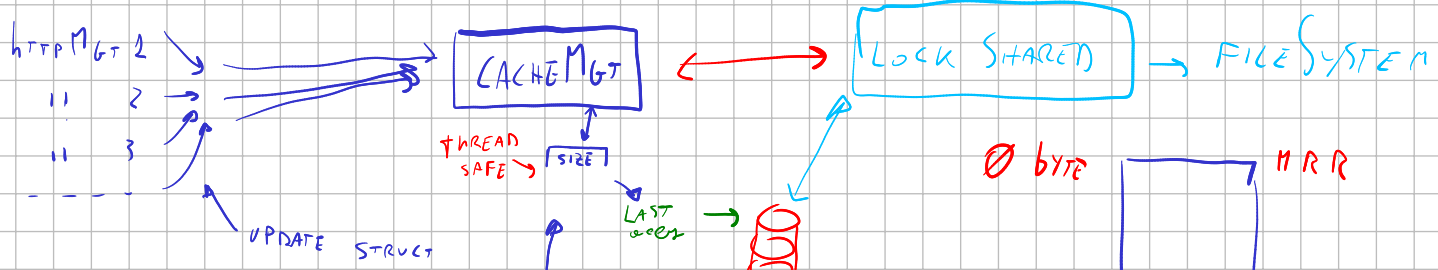
P₂

WEB SERVER



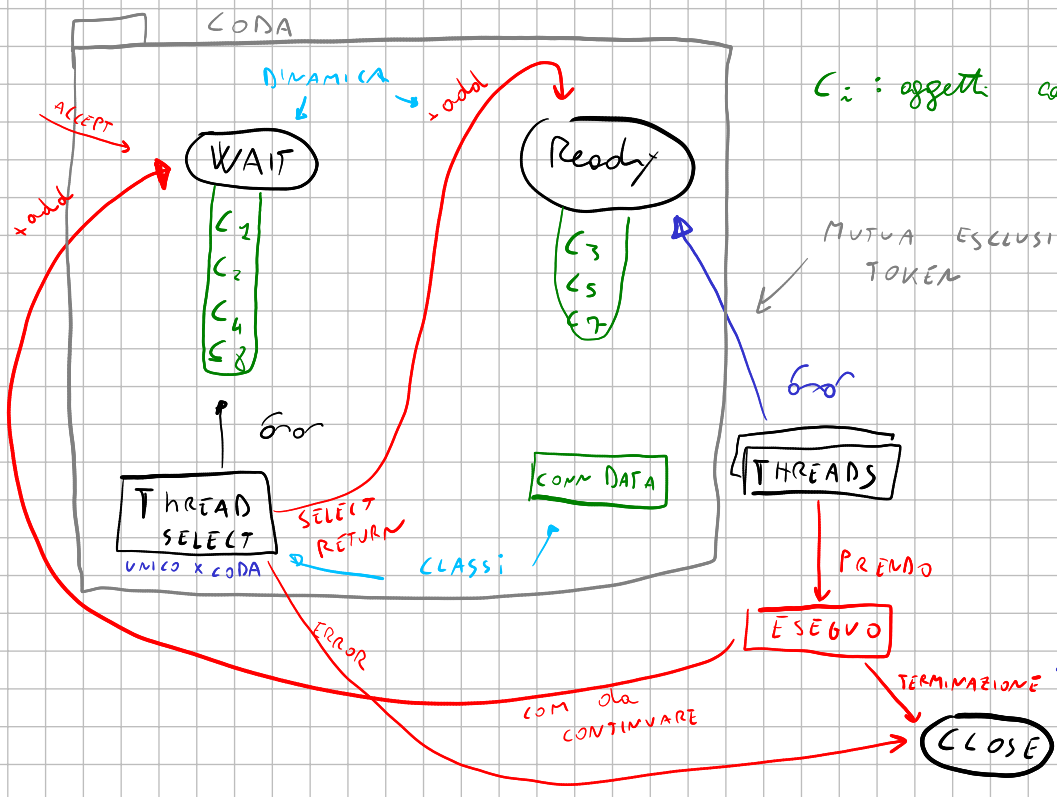
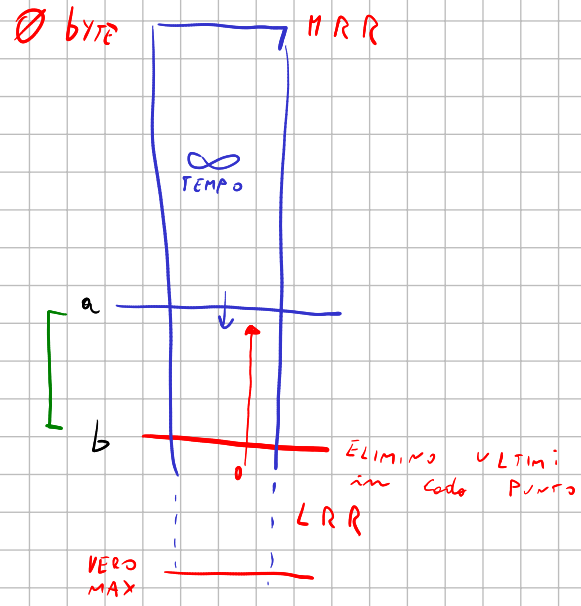
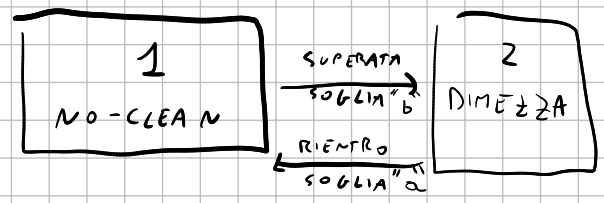
FLUSSO THREAD



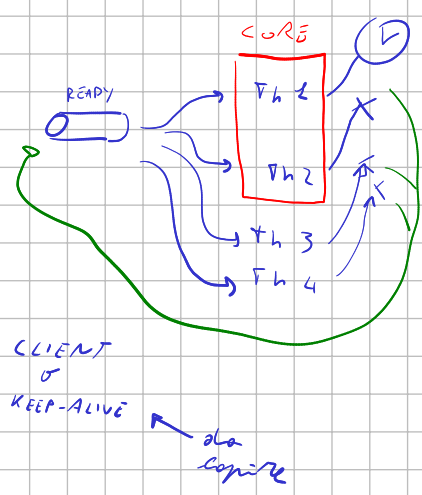


Se un FILE è LOCKED Read/WRITE è disabilitato e non può avvenire

GESTIONE FILE SHREDDING MACCHINA A STATI



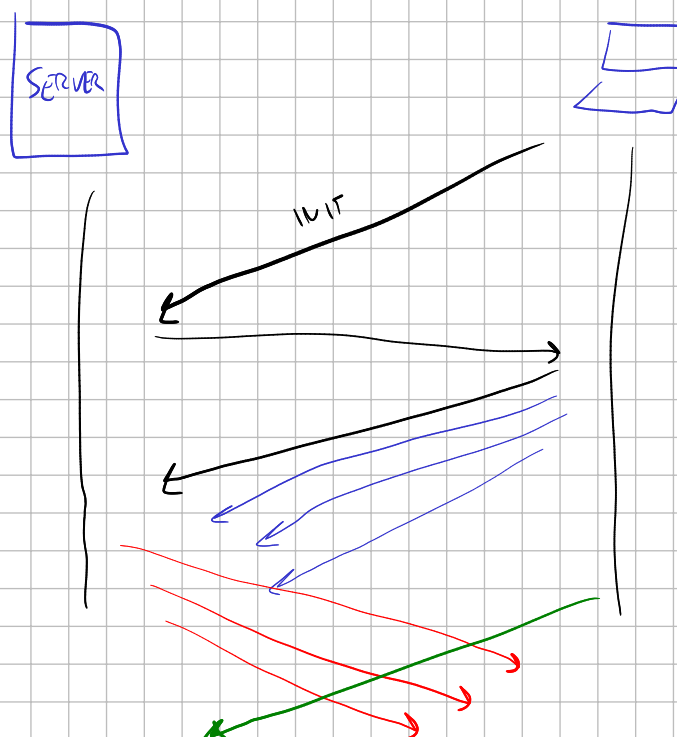
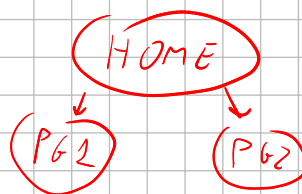
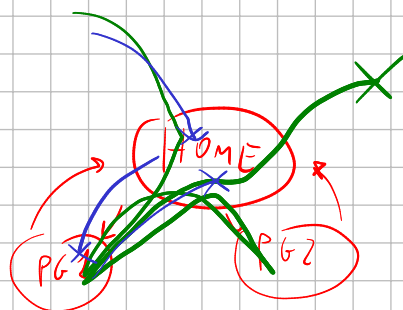
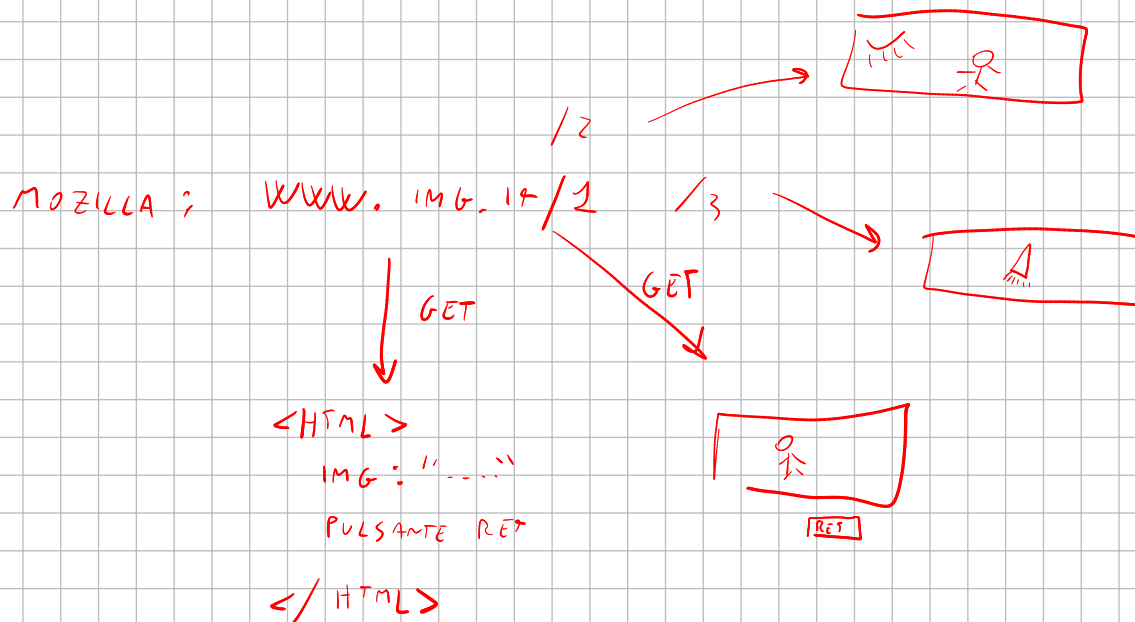
Ci: oggetti connessione, per tenere METADATI



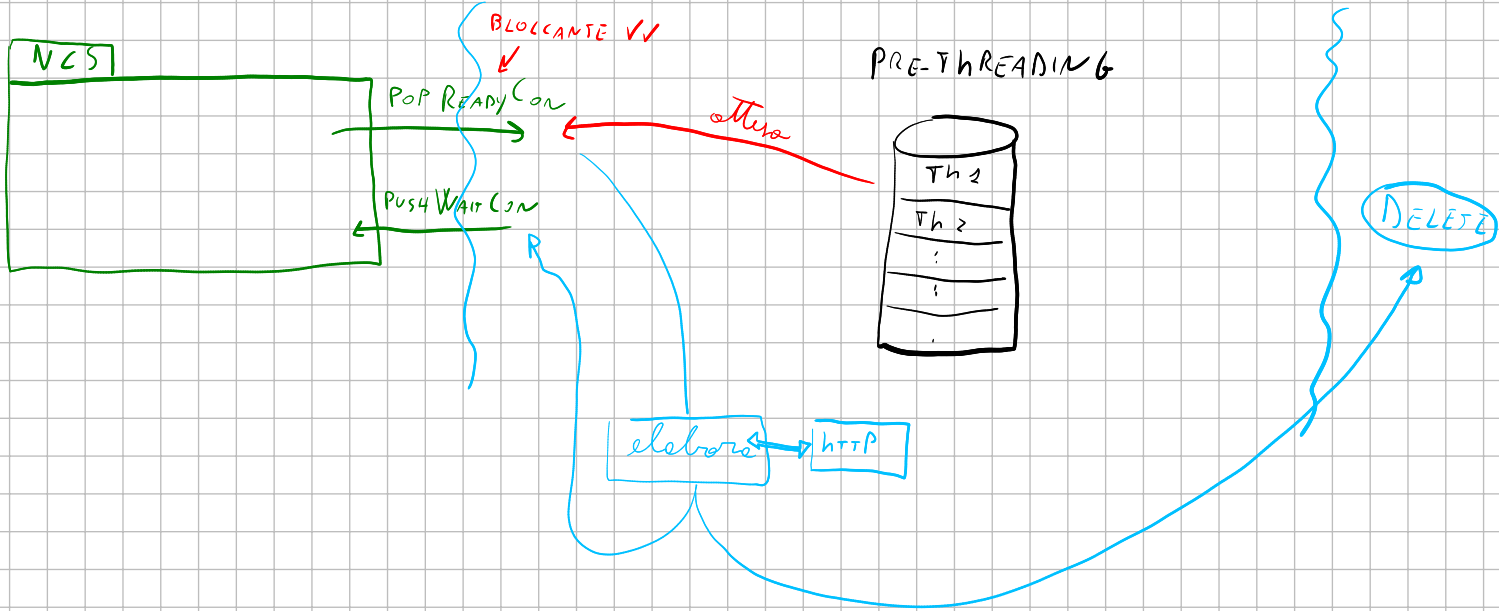
HOME

- LEONE - NAVE - AEREO - - - -

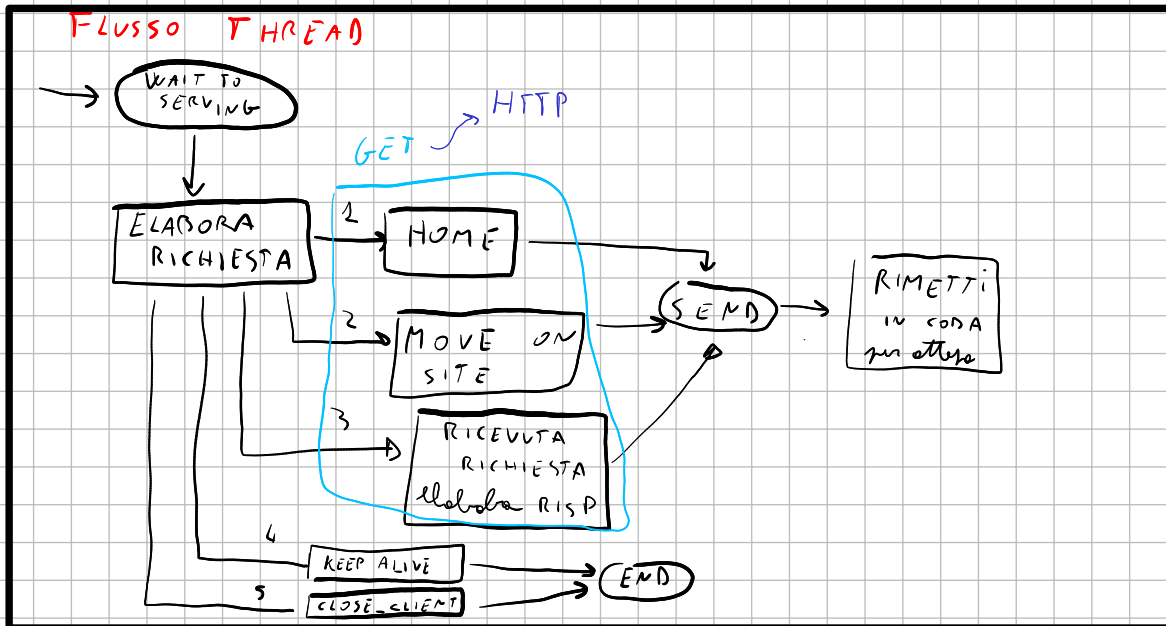
↑
href: "..."



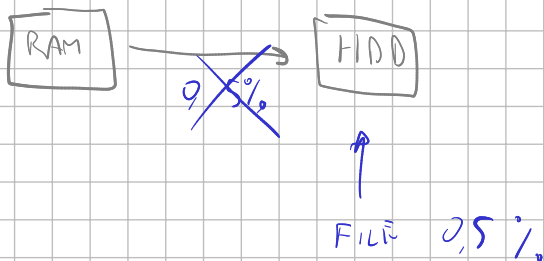
CORE ELABORATION SYSTEM



FLUSSO THREAD



RIFLETTERE se i THREAD devono sapere se c'è stato un BROKEN-PIPE sulla connessione in elaborazione e interrompere l'elaborazione in anticipo



ENGINE ELABORATION SYSTEM

ees

WORKING SERVE SYSTEM

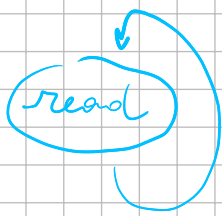
wss

ELABORATION SYSTEM

es

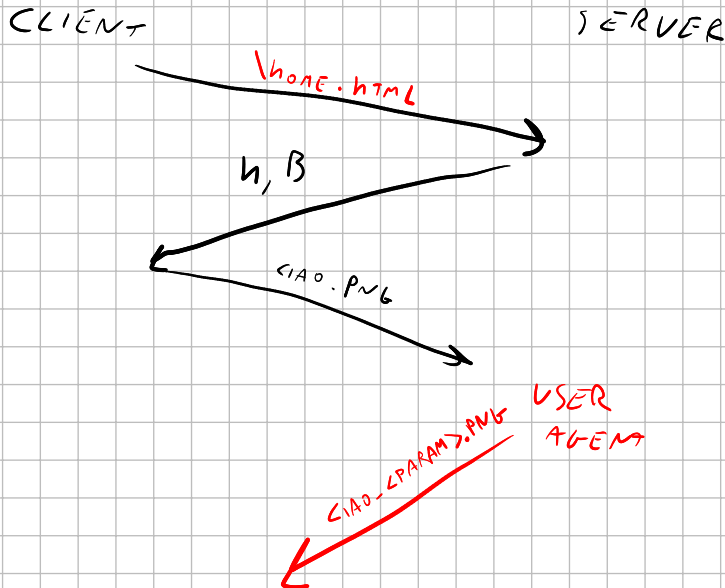
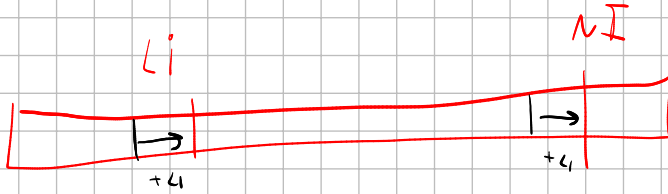
CORE ENGINE SYSTEM
CORE ELABORATION SYSTEM

ces ←



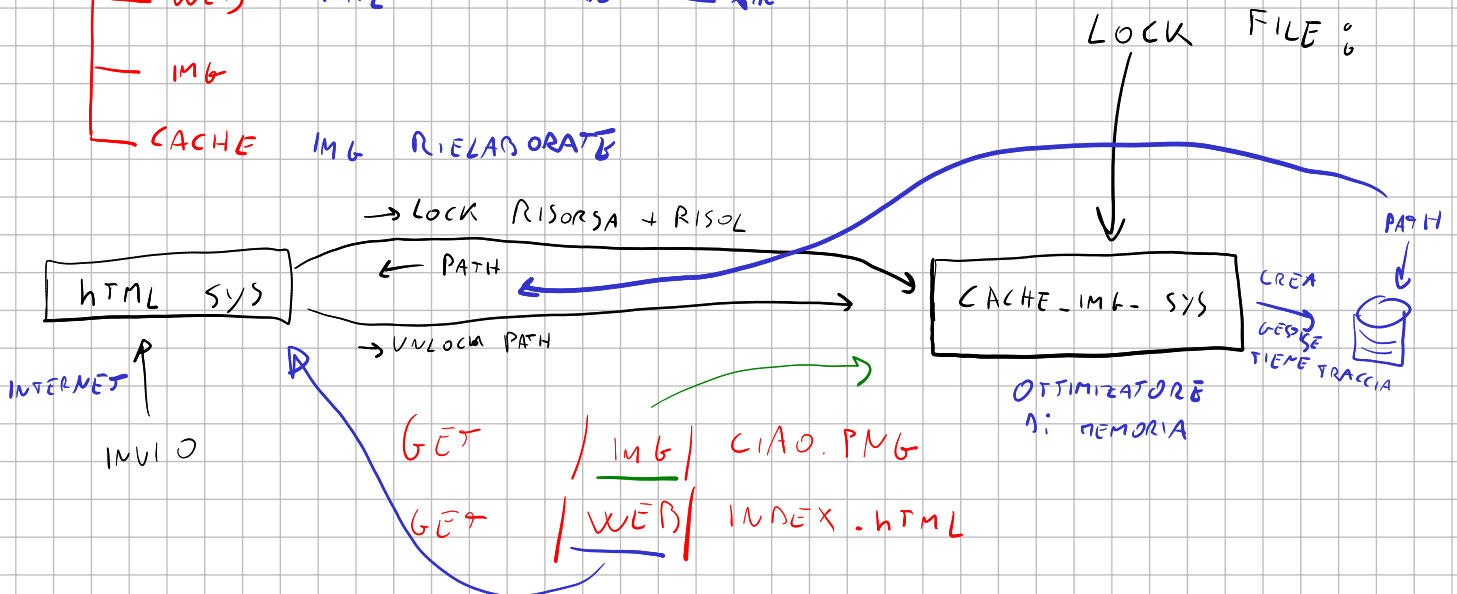
UNTIL FIND body / end

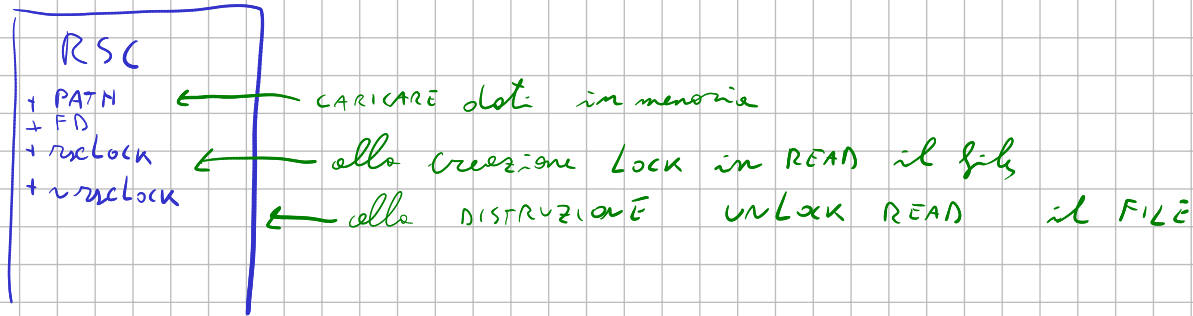
end: $\begin{cases} \text{GET body EMPTY} \\ \text{Post body to Read} \end{cases}$



SOTTO SIS HTML

Root SERVER





LOCK WRITE sul FILE lo fa il CACHE MGT in creazione fino alla fine dell'elaborazione, poi lo rilascia

ATOMICO

OPEN (FILENAME, O-EXCLUSIVE)

Si

DEVO SUBITO

fare la WRITE LOCK

Come farlo subito?

elaborazione

UNLOCK

FAIL

⇒ read Lock

CHECK SIZE

70

W/IO

SUGGERIMENTO
LOCK-GUARD <MUTEX>

STESSO LOCK

X FILE SHADER

Se trova file read/write lock, vuol dire l'ultimo access è vecchio, significa che il SO non ha aggiornato la nuova richiesta, ma si deve andare avanti

LOCK (OPEN-MUTEX) ← FILE

OPEN (FILENAME, O-CREATE, O-EXCLUSIVE)

non

WRITE LOCK
SUL FILE

UNLOCK (OPEN-MUTEX) ← FILE

esiste

UNLOCK (OPEN-MUTEX) ← FILE

READ LOCK sul FILE

SEND ← HTML SYS

read UNLOCK FILE ← RSC OBJ

END

elaborazione

WRITE UNLOCK ← RS OBJ

read LOCK ← RSC OBJ

SEND ← HTML SYS

mc → read UNLOCK FILE

END

