Operating system May 15, 2023

OS Project

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Instructions To RUN The Code

- 1. First open the VSCODE in the OS Project Folder and open terminal here.
- 2. Type the following command

```
>gcc data.c
>./a.out
```

3. Then open 2 terminals beside each other one for server and other for client.

Terminal 1:

```
>gcc -o server server.c products.c
>./server
```

Terminal 2:

```
>gcc -o client client.c
>./client
```

4. Client will show option for Login or Register. Choose by entering 1 or 2.

If you choose 2 (Register) then it asks for password , enter password and enter. It then asks for permissions like user or admin. Enter 0 or 1 accordingly. It generates userID for it.

Use this userID and password for logging in.

You can use the following hardcoded users:

admin: userID: 1000, password: 1 user: userID: 1001, password: 123 user: userID: 1002, password: 123

5. Logging in as admin will give you admin functions and logging in as user will give you user functions

Approach:

The project contains following files:

server.c: Contains the server part of the code client.c: Contains the client part of the code

products.c : Contains the product functions which server calls

 ${\tt data.c}$: Contains the initial login data and empty cart

server_file.h : headers for server client_file.h : headers for client products.h : headers for products receipt : This contains the user receipt

adminReceipt.txt : This contains the log file when admin exits

products: This is the file which contain products data userDetails: This is the file which contains userDetails

Products data is written into products file which stores data of product structure

Cart of each user is written into customer file where each cart struct contains an array of products of particular user

userDetails contains user login information stored as user struct

User Usecases:

- 1. Display all the products: shows all the products in inventory with it's P_ID P_name P_Cost and P_quantity
- 2. Add a product to cart
- 3. Display the Cart
- 4. Edit the cart : This gives the option to change the product quantity , if quantity is updated to -1 , then the item is removed from cart
- 5. Proceed with Payment : This lets user to purchase the items in the cart , the user is shown all the products in the cart with total cost and asked to pay , if he enters amount greater than total cost the transaction is successful and the quantity decreases in the products data
- 6. Exit: This quits the client program

Admin Usecases:

- 1. Add a product
- 2. Display all the products
- 3. Delete a product
- 4. Update a product : This allows to change the price and quantity of the product , if quantity entered is -1 then product is removed from the products data
- 5. Exit

OS concepts Used

1. OS syscalls and flags:

open(), read()

O_TRUNC Flag used while opening receipt to clear the log file.

2. Socket Programming:

Used socket programming to establish connection between server and client and each of them can read and write to socket , so that they can communicate with each other

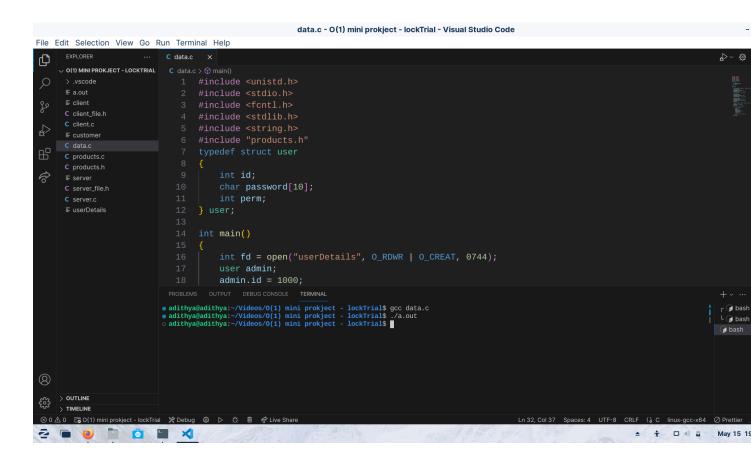
Used fork() syscall to create concurrent server so that multiple clients can connect to server.

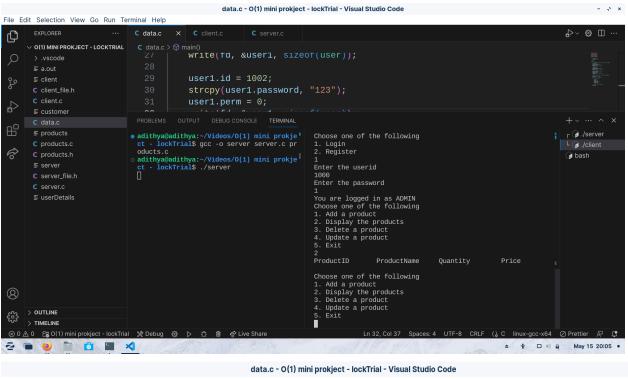
- 3. File Locking
 - 1. When admin is updating or deleting some product, it record locks that product in products file hold write lock on them.
 - 2. When user enters payment gateway , it record locks all the product in the cart holding write lock on them
 - 3. While displaying products in inventory we hold manditory read lock on the whole file.
 - 4. While display products in cart we hold record read lock on the products in the cart.

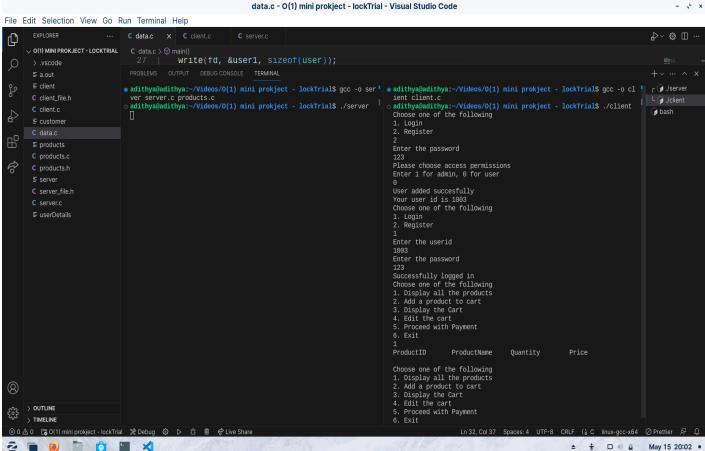
1 Final Overview

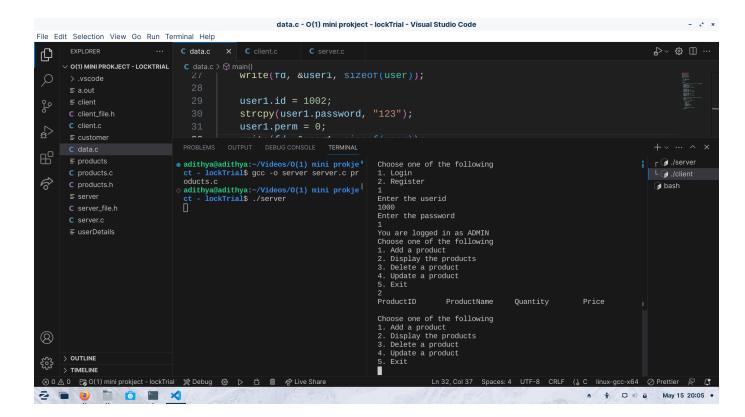
This is how the code works, first client menu pops up and the client takes necessary input and sends the info to server side. Then the server calls the functions of products.c based on the choice passed to server. The server in the end takes the result of the products.c functions is passed back to client.

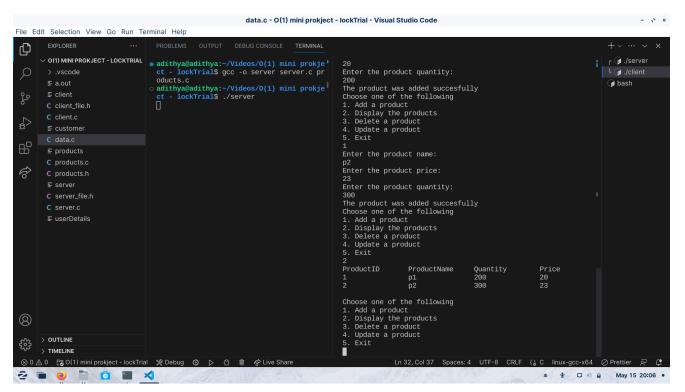
Screenshots:



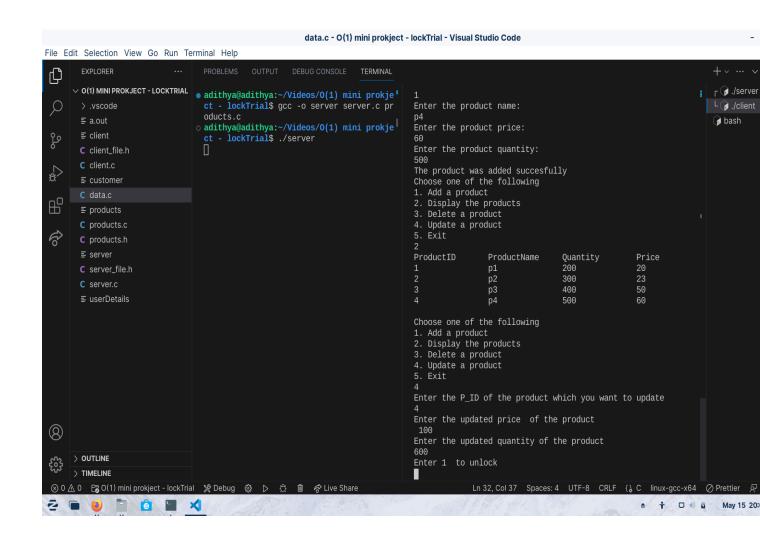




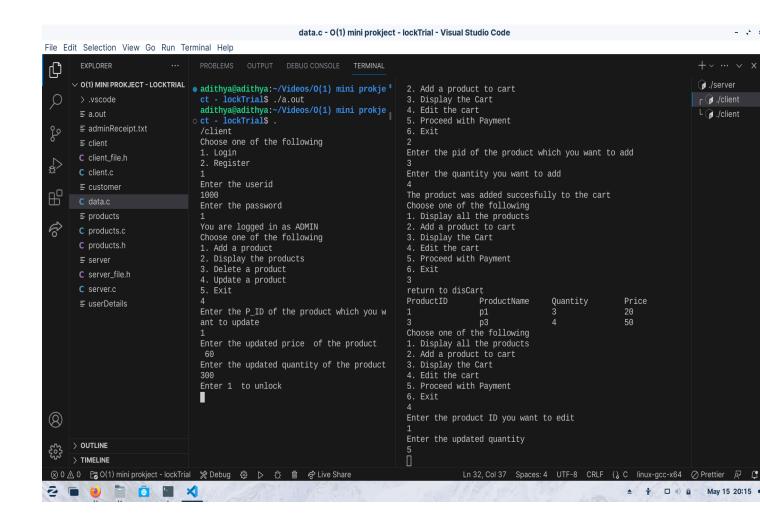




Following image contains file locking:

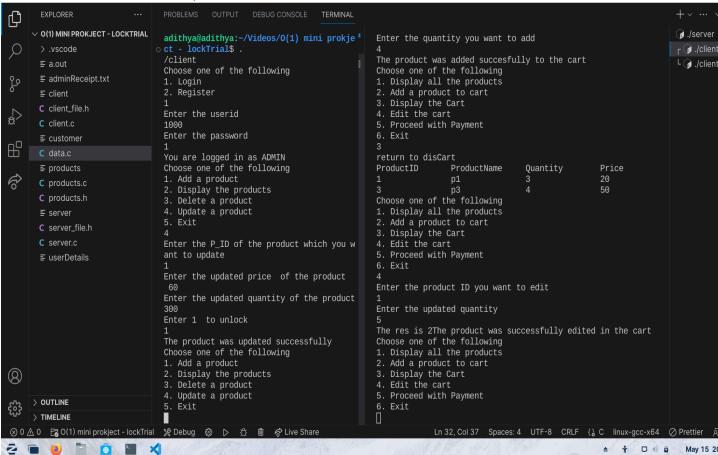


Case: When admin has the lock on product p1 and a user tries edit the cart which contains

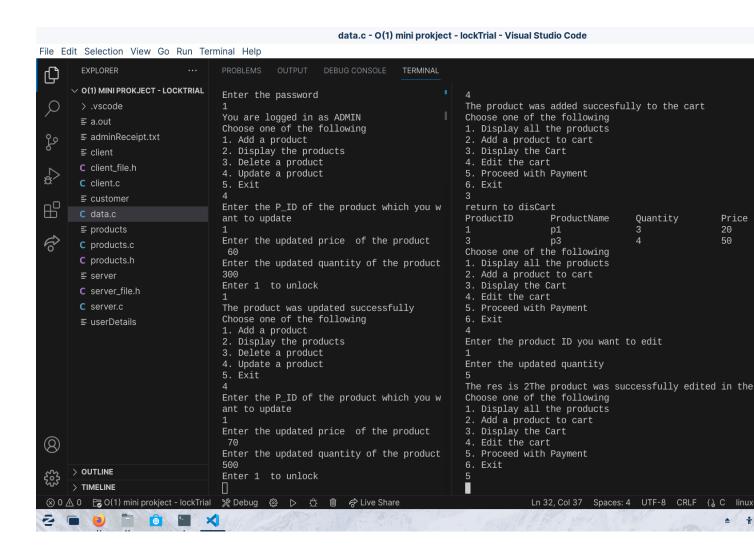


After releasing the lock:

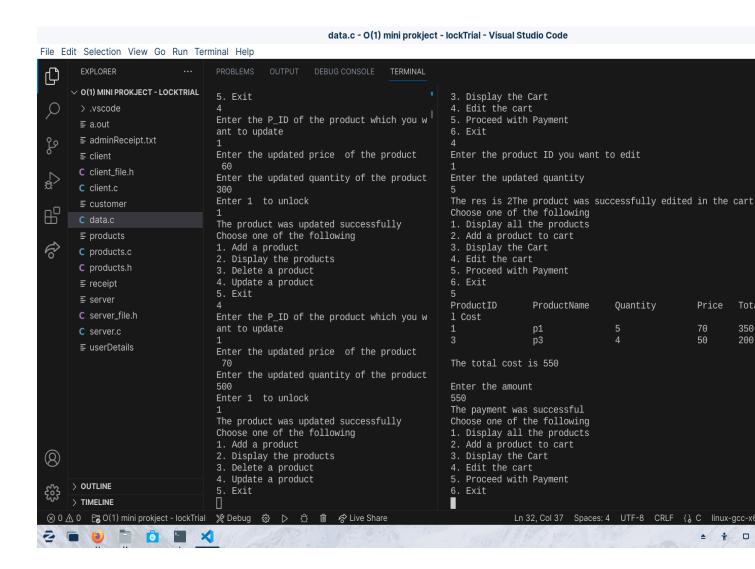
File Edit Selection View Go Run Terminal Help



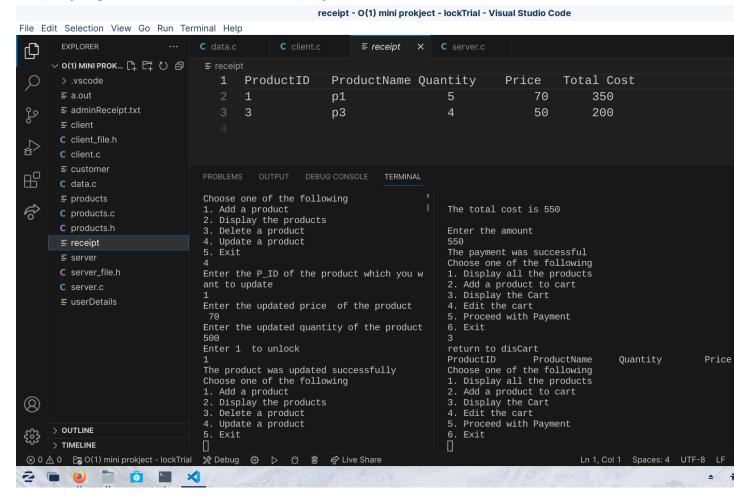
Case: When admin holds the lock on p1 and user tries to go to payment gateway where the cart contains p1. Payment should wait.



After releasing lock:

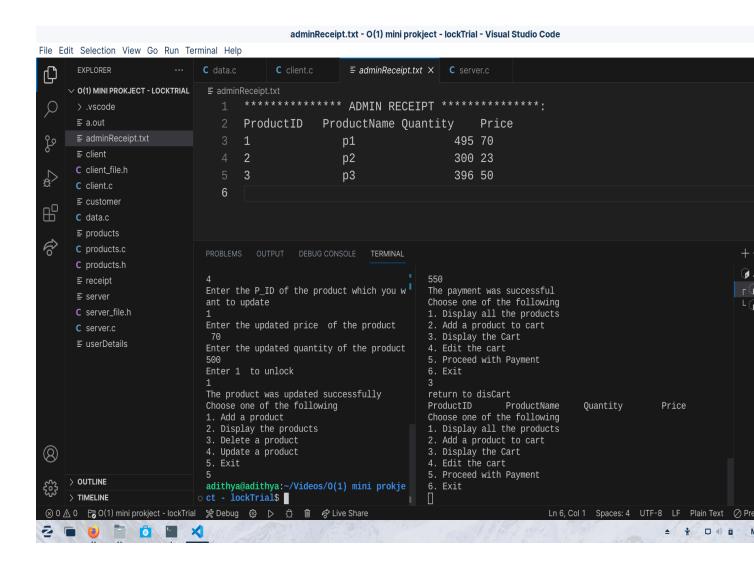


Displaying Cart after successful payment:



As you can see the cart is empty now and the recept file has been generated.

Admin receipt when admin exits:



I have focussed on showing the file locking cases, other cases work normally as they should with error handling.

Thank You.