

PA 5, CS 214

MULTI-THREADED BANKING SYSTEM

CONNOR JAMES SMITH

FALL 2015

This assignment, I must admit, was quite hard. There isn't much inside the source code that I can really and truly call my own, socket programming and communicating between programs in that way is something I had no idea how to do prior to this project... after this project I would say I have a much better understanding but would still have to lean heavily on internet sources as I did for this one. That being said, lets get on to the anlysis!

MULTI-THREADED SYNCHRONIZATION was the big time idea for this assignment. To keep the multiple threads from stepping on each other every account had a pthread_mutex_lock built into the account structure so that any time a client would have a customer session open, the associated client-handling thread would have exclusive access to the account. A semaphore was used to make sure that eveyone paused what they were up to while the server printed out the bank roll. Setting up the semaphore and the timer, using a signal handler... man this project has it all! It certainly felt like a trial by fire, I have no idea how my peers did any of this, let alone myself.