## Asst3 Readme

On the client side, we have completed netopen(), netread(), netwrite(), netclose() and netinit(). All of these call the socketGen function which returns a socket or an error. We have completed extension A, with the unrestricted, exclusive and transaction mode. We use a switch statement which checks the connection mode. The connection mode is passed as a member of a file descriptor struct. Our port number is 32768.

On the server side, we use pthread\_create to create a worker thread that reads the hostname and file, and then uses the socket to read or write a particular file if it is found. It returns the required errors if there is no file, or if there is a n error opening the file because of permissions. The thread locks the read during transaction or exclusive mode.

We tested our code using a hard-coded tester.c which reads and writes files with different permissions, sizes, etc.