Bruno Macedo Pasini

Assignment 3 – CS 6233

October 19th, 2014

Full description of how both programs work can be found in the comments added along the code. A few additional comments were added here.

In the tests I run, the programs achieved all that has been asked in the assignment description.

One thing that could have been implemented to make it more similar to real world applications would be including semaphores, in order to synchronize all the events. However, as a writing action was only used in one of the processes, there was no actual need for preventing inconsistencies and collisions. Thus, I didn’t implement semaphores in this interaction. I intend to add them later just for practice.

Receiver.c should be run before processor.c, as the former acts as a server, as it is responsible for creating the shared memory segment, so that the client (processor.c) can be run making use of that memory segment.

Another relevant comment is that the program should be ended using the “quit” command in the receiver.c file, so that it can properly close the shared memory IPC it has created.