# CSE 344 – System Programming – Midterm Report Muhammet Fikret ATAR – 1801042693

The main idea of this project is to simulate the aforementioned paradigm with 2 process-pooled servers: Y and Z executing on the same system as the clients. There are 3 programs to be implemented: client X, server Y and server Z. There will be a single instance of Y and of Z, and there can be an arbitrary number of client processes X, all running concurrently. Each client will submit a matrix to the server Y, and receive a response (from Y or Z) about whether it is invertible or not.

### Design Plan And Implementation:

#### 1) Client X

The square matrix was read from the csv file and converted into a message to be sent. I've stored all the data as an integer in a one-dimensional array.

It communicates via client x and servery fifo. Therefore, client x opens the fifo created by the server and places the requests in it. At the same time, a fifo name is sent to each child so that it can respond. In this way, the children will know which client to send the response to. Therefore, I created a fifo on the path containing the program's own id in the client program.

#### 2) Server Y

In this section, I first take measures against double instantiation. When the program is opened, it runs as a deamon. and cannot be controlled by terminal. Once a request arrives through the serverFifo, it will send it (using a pipe) to any available worker process. . But how will it know which worker is available?

I solved this problem with shared memory. The information has to go through the kernel.

I have a pool size \* 2 array in shared memory . In half of this array, the ids of the children are written in the other half whether they are busy or not(0,1). In this way, the parent process will be able to know the status of the children.

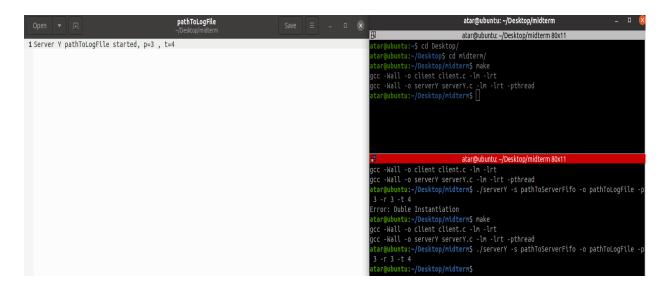
The pool workers will simulate intensive processing by sleeping for t seconds. Afterwards, the worker will wait for the next request, In this part, I called the sleep() function as much as t taken in the argument of the child process that finished its calculation. Also, the child communicates with the parent pip here, and each child has its own fd, so the read/write pipe function works perfectly.

#### 3)Server Z

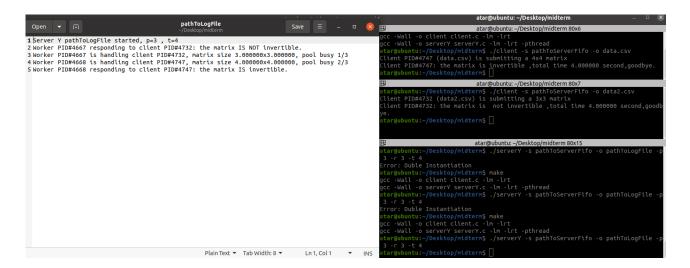
However, if all worker processes of serverY are already busy handling other requests, then serverY could forward the incoming request to serverS (using a pipe). I couldn't complete this part ,also my sigint call for all programs is not working properly.

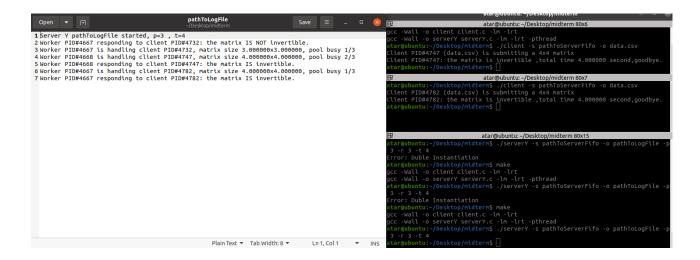
# Test And Result:

1)



2)





## 4)

