General Strategy Psoudecode

Assumptions:

- filewithfifonames contains exact same number of fifonames with processes
- At most 1024 character in each line of fileWithFifoNames
- At most 200 processes are supported

Some Constants that I used

```
#define NAME_MAX_LEN 255
#define LINE_MAX_LEN 1024
#define MAX_NUM_OF_PROCESS 200
```

Struct declerations

```
struct fifoInfo{
char name[NAME_MAX_LEN];
Int ownerPid;
int readEndLastOpened; // if the value is 1, first open WR end of the other fifos then open
RD end of this fifo
};
struct potatoInfo{
int id;
int temperature; // current temperature
int doneSwitchNumber;
};
struct message{
int senderPid;
int potatold;
};
struct sharedMem{
sem t semFifoBarrier;
int numOfProceses;
struct fifoInfo fifos[MAX_NUM_OF_PROCESS];
     struct potatoInfo potatos[MAX_NUM_OF_PROCESS];
};
```

Each process creates its Fifo file,

First executed processes is responsible for waiting for others to create their fifos, then it opens all other fifoes write ends. Then open its read end. On the other hand all the other processes opens their read ends first then open all the fifos write ends.

For waiting fifo creation of other processes an unnamed semaphore is used. The process who needs to wait perform sem_wait() n-1 times, and the other n-1 processes perform sem_post() on that unnamed semaphore one by one.

Temperature of potatos and number of switch that is made so far is maintained in shared memory segment.

While creating shared memory segment, reading file, flock() is used for synchronization.

Screan Shots



