Process Management and Distributed Computing

Members

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Statement of Completeness

Task 1, 2 and 3 were completed.

Statement of Contribution

Think we can just say 50/50 if you’re down.

How to Run and Compile

Both the c programs files for the assignment were compiled using the Linux Ubuntu terminal. The line to compile the server is “gcc -o server server.c -lpthread” and “gcc -o client client.c” for the client. In order to run the server a port has to be used the line would be “./server 1234” and in order to connect to the server the client would have to include the ip address and the port number of the server. Looking like this “./client localhost 1234”, where localhost can be swapped for the ip address of the server.

Leader Board Data Structure

The leader board data was stored in a struct named scoreBoard, which held the players name, games won and played. Once a user had successfully logged in a struct would be initialised based on the line the user’s name is on in the authentication.txt. The player’s name was then assigned to a certain struct and each game played, depending on if it was won or not either gamesPlayed and gamesWon would be called and added to or just gamesPlayed.

Multithreaded Critical-Section Handling

Description of how the critical-section problem is handled in your report

Thread Pool Creation and Management

Description of how the thread pool is created and managed in your report