

## Chapter 1: Process Control

- ✓ Changing User IDs and Group IDs
- ✓ Interpreter Files
- ✓ System Function
- ✓ Process Accounting
- ✓ User Identification
- ✓ Process Times
- ✓ I/O Redirection

### **CHANGING USER IDs AND GROUP IDs**

- ✓ When our programs need additional privileges or need to gain access to resources that they currently aren't allowed to access, they need to change their user or group ID to an ID that has the appropriate privilege or access.
- ✓ Similarly, when our programs need to lower their privileges or prevent access to certain resources, they do so by changing either their user ID or group ID to an ID without the privilege or ability access to the resource.

```
#include <unistd.h>

int setuid(uid_t uid);
int setgid(gid_t gid);
```

Both return: 0 if OK, 1 on error

There are rules for who can change the IDs. Let's consider only the user ID for now. (Everything we describe for the user ID also applies to the group ID.)

- ▶ If the process has superuser privileges, the setuid function sets the real user ID, effective user ID, and saved set-user-ID to uid.
- ▶ If the process does not have superuser privileges, but uid equals either the real user ID or the saved set-user-ID, setuid sets only the effective user ID to uid. The real user ID and the saved set-user-ID are not changed. If neither of these two conditions is true, errno is set to EPERM, and 1 is returned.

We can make a few statements about the three user IDs that the kernel maintains.

- ✓ Only a superuser process can change the real user ID. Normally, the real user ID is set by the login(1) program when we log in and never changes. Because login is a superuser process, it sets all three user IDs when it calls setuid.
- ✓ The effective user ID is set by the exec functions only if the set-user-ID bit is set for the program file. If the set-user-ID bit is not set, the exec functions leave the effective user ID as its current value. We can call setuid at any time to set the effective user ID to either the real user ID or the saved set-user-ID. Naturally, we can't set the effective user ID to any random value.
- ✓ The saved set-user-ID is copied from the effective user ID by exec. If the file's set-user-ID bit is set, this copy is saved after exec stores the effective user ID from the file's user ID.

## setreuidand setregidFunctions

- ✓ Swapping of the real user ID and the effective user ID with the setreuid function.

```
#include <unistd.h>
int setreuid(uid_t ruid, uid_t euid);
int setregid(gid_t rgid, gid_t egid);
```

Both return : 0 if OK, -1 on error

- ✓ We can supply a value of 1 for any of the arguments to indicate that the corresponding ID should remain unchanged.
- ✓ The rule is simple: an unprivileged user can always swap between the real user ID and the effective user ID.
- ✓ This allows a set-user-ID program to swap to the user's normal permissions and swap back again later for set-user-ID operations.

## seteuid and setegid functions :

- ✓ POSIX.1 includes the two functions seteuid and setegid. These functions are similar to setuid and setgid, but only the effective user ID or effective group ID is changed.

```
#include <unistd.h>
int seteuid(uid_t uid);
int setegid(gid_t gid);
```

Both return : 0 if OK, 1 on error

- ✓ An unprivileged user can set its effective user ID to either its real user ID or its saved set-user-ID.
- ✓ For a privileged user, only the effective user ID is set to uid. (This differs from the setuid function, which changes all three userIDs.)

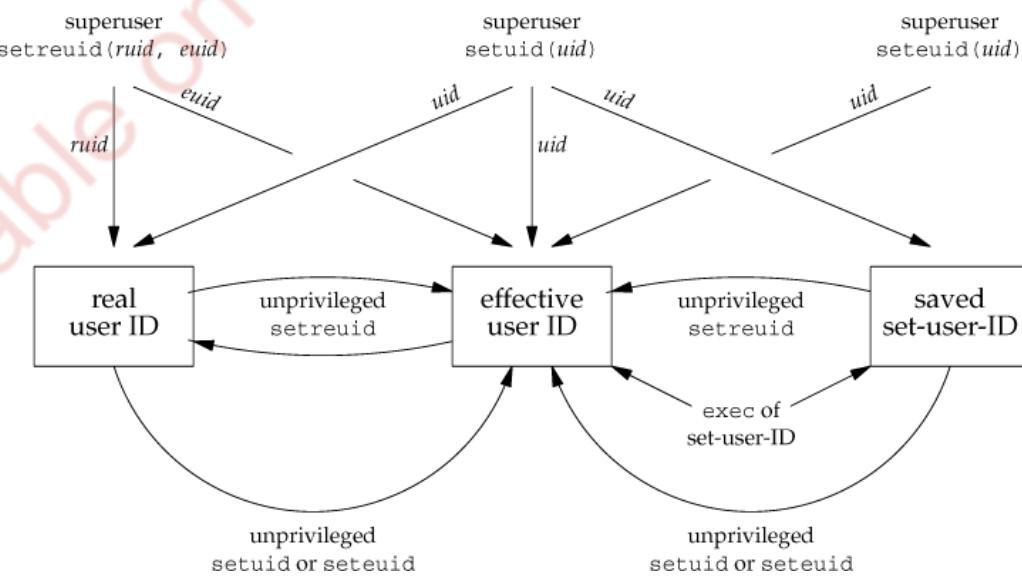


Figure: Summary of all the functions that set the various user Ids

## INTERPRETER FILES

- ✓ These files are text files that begin with a line of the form  
    **#! pathname [ optional-argument ]**
- ✓ The space between the exclamation point and the pathname is optional. The most common of these interpreter files begin with the line  
    **#!/bin/sh**
- ✓ The pathname is normally an absolute pathname, since no special operations are performed on it (i.e., PATH is not used).
- ✓ The recognition of these files is done within the kernel as part of processing the exec system call.
- ✓ The actual file that gets executed by the kernel is not the interpreter file, but the file specified by the pathname on the first line of the interpreter file.
- ✓ Be sure to differentiate between the interpreter filea text file that begins with #!and the interpreter, which is specified by the pathname on the first line of the interpreter file.
- ✓ Be aware that systems place a size limit on the first line of an interpreter file. This limit includes the #!, the pathname, the optional argument, the terminating newline, and any spaces.

### A program that execs an interpreter file

```
#include "apue.h"
#include<sys/wait.h>
int main(void)
{
    pid_t pid;
    if ((pid = fork()) < 0) {
        err_sys("fork error");
    } else if (pid == 0) { /* child */
        if (execl("/home/sar/bin/testinterp", "testinterp", "myarg1", "MY ARG2", (char *)0) < 0)
            err_sys("execl error");
    }
    if (waitpid(pid, NULL, 0) < 0) /* parent
        */ err_sys("waitpid error");
    exit(0);
}
```

### Output:

```
$ cat
/home/sar/bin/testinterp
#!/home/sar/bin/echoarg foo
$ ./a.out
argv[0]:
/home/sar/bin/echoarg
argv[1]: foo
argv[2]:
/home/sar/bin/testinterp
argv[3]: myarg1
argv[4]: MY ARG2
```

## system FUNCTION

```
#include <stdlib.h>
int system(const char *cmdstring);
```

- ✓ If cmdstring is a null pointer, system returns nonzero only if a command processor is available. This feature determines whether the system function is supported on a given operating system.
- ✓ Under the UNIX System, system is always available.

Because system is implemented by calling fork, exec, and waitpid, there are three types of return values.

1. If either the forkfails or waitpid returns an error other than EINTR, systemreturns 1 with errno set to indicate the error.
2. If the execfails, implying that the shell can't be executed, the return value is as if the shell had executed exit(127).
3. Otherwise, all three functions fork, exec, and waitpid succeed, and the return value from system is the termination status of the shell, in the format specified for waitpid.

#### Program: The systemfunction, without signal handling

```
#include<sys/wait.h>
#include<errno.h>
#include<unistd.h>
int system(const char *cmdstring)      /* version without signal handling */
{
    if (cmdstring == NULL)
        return(1);          /* always a command processor with UNIX */

    if ((pid = fork()) < 0)
    {
        status = -1;      /* probably out of processes */
    }
    else if (pid == 0)
    {   execl("/bin/sh", "sh", "-c", cmdstring, (char *)0);
        _exit(127);       /* execl error */
    }
    else {
        /* parent */
        while (waitpid(pid, &status, 0) < 0)
        { if (errno != EINTR) {
            status = -1;
        }
        }
    }
    return(status);
}
```

#### Program: Calling the systemfunction

```
#include "apue.h"
#include <sys/wait.h>
int main(void)
{
    int status;
    if ((status = system("date")) < 0)
        err_sys("system() error");
    pr_exit(status);

    if ((status = system("nosuchcommand")) < 0)
        err_sys("system() error");
```

```

pr_exit(status);

if ((status = system("who; exit 44")) < 0)
    err_sys("system() error");
pr_exit(status);
exit(0);
}

```

**Program: Execute the command-line argument using system**

```

#include "apue.h"

int main(int argc, char *argv[])
{
    int status;

    if (argc < 2)
        err_quit("command-line argument required");

    if ((status = system(argv[1])) < 0)
        err_sys("system() error");
    pr_exit(status);
    exit(0);
}

```

**Program: Print real and effective user IDs**

```

#include "apue.h"

int main(void)
{
printf("real uid = %d, effective uid = %d\n", getuid(), geteuid());
exit(0);
}

```

**PROCESS ACCOUNTING**

- ✓ Most UNIX systems provide an option to do process accounting. When enabled, the kernel writes an accounting record each time a process terminates.
- ✓ These accounting records are typically a small amount of binary data with the name of the command, the amount of CPU time used, the user ID and group ID, the starting time, and so on.
- ✓ A superuser executes accton with a pathname argument to enable accounting.
- ✓ The accounting records are written to the specified file, which is usually /var/account/acct. Accounting is turned off by executing accton without any arguments.
- ✓ The data required for the accounting record, such as CPU times and number of characters transferred, is kept by the kernel in the process table and initialized whenever a new process is created, as in the child after a `fork`.
- ✓ Each accounting record is written when the process terminates.
- ✓ This means that the order of the records in the accounting file corresponds to the termination order of the processes, not the order in which they were started.
- ✓ The accounting records correspond to processes, not programs.
- ✓ A new record is initialized by the kernel for the child after a `fork`, not when a new program is executed. The structure of the accounting records is defined in the header <sys/acct.h> and looks

something like

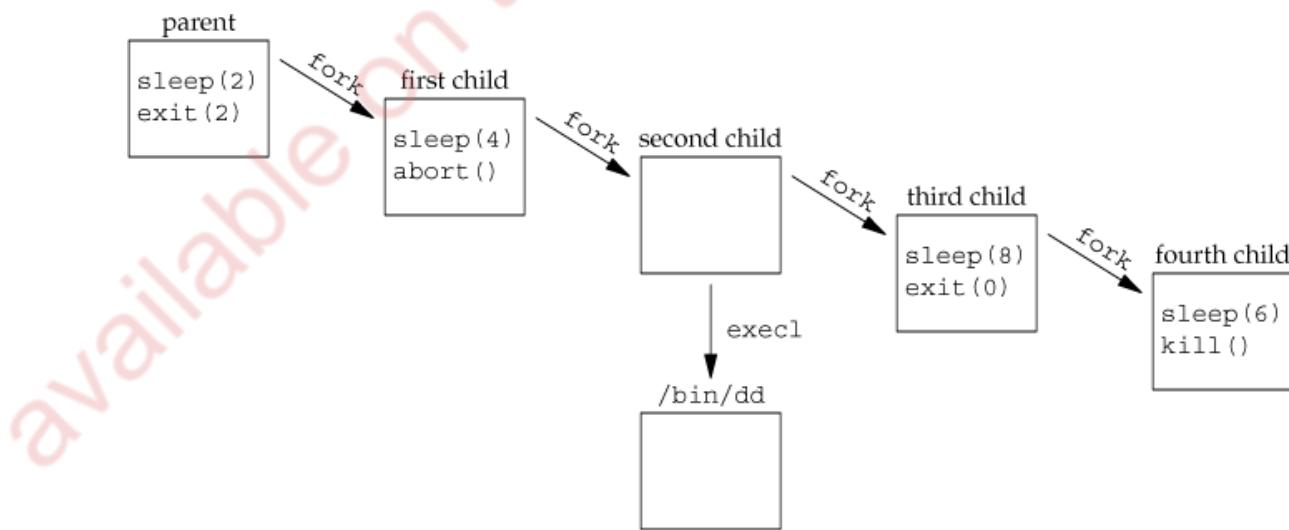
```
typedef u_short comp_t; /* 3-bit base 8 exponent; 13-bit fraction */

struct acct
{
    char ac_flag;           /* flag */
    char ac_stat;          /* termination status (signal & core flag only) */
                           /* (Solaris only) */
    uid_t ac_uid;          /* real user ID */
    gid_t ac_gid;          /* real group ID */
    dev_t ac_tty;          /* controlling terminal */
    time_t ac_btime;       /* starting calendar time */
    comp_t ac_utime;       /* user CPU time (clock ticks) */
    comp_t ac_stime;       /* system CPU time (clock ticks) */
    comp_t ac_etime;       /* elapsed time (clock ticks) */
    comp_t ac_mem;         /* average memory usage */
    comp_t ac_io;          /* bytes transferred (by read and write) */
                           /* "blocks" on BSD systems */
    comp_t ac_rw;          /* blocks read or written */
                           /* (not present on BSD systems) */
    char ac_comm[8];        /* command name: [8] for Solaris, */
                           /* [10] for Mac OS X, [16] for FreeBSD, and */
                           /* [17] for Linux */
};


```

The ac\_flag member records certain events during the execution of the process.

ac_flag	Description
AFORK	process is the result of fork, but never called exec
ASU	process used superuser privileges
ACOMPAT	process used compatibility mode
ACORE	process dumped core
AXSIG	process was killed by a signal
AEXPND	expanded accounting entry



Process structure for accounting example

## USER IDENTIFICATION

- ✓ Any process can find out its real and effective user ID and group ID.
- ✓ Sometimes, however, we want to find out the login name of the user who's running the program.
- ✓ We could call getpwuid(getuid()), but what if a single user has multiple login names, each with the same user ID? (A person might have multiple entries in the password file with the same user ID to have a different login shell for each entry).
- ✓ The system normally keeps track of the name we log in and the getlogin function provides a way to fetch that login name.

```
#include <unistd.h>
char *getlogin(void);
```

Returns : pointer to string giving login name if OK, NULL on error

- ✓ This function can fail if the process is not attached to a terminal that a user logged in to.

## PROCESS TIMES

- ✓ We describe three times that we can measure: wall clock time, user CPU time, and system CPU time. Any process can call the times function to obtain these values for itself and any terminated children.

```
#include<sys/times.h>
Clock_t times(struct tms * buf)
```

Returns: elapsed wall clock time in clock ticks if OK, 1 on error

- ✓ This function fills in the tms structure pointed to by buf:

```
struct tms
{
    clock_t      tms_utime;      /* user CPU time */
    clock_t      tms_stime;      /* system CPU time */
    clock_t      tms_cutime;     /* user CPU time, terminated children */
    clock_t      tms_cstime;     /* system CPU time, terminated children */
};
```

- ✓ Note that the structure does not contain any measurement for the wall clock time.
- ✓ Instead, the function returns the wall clock time as the value of the function, each time it's called.
- ✓ This value is measured from some arbitrary point in the past, so we can't use its absolute value; instead, we use its relative value.

## I/O Redirection

- ✓ It scans the command line for the occurrence of the special redirection characters <,>, or >>
- ✓ Unix provides the capability to change where standard input comes from or where output goes using a concept called Input/Output(I/O) redirection.
- ✓ I/O redirection is accomplished using a redirection operator which allows the user to specify the input or output data be directed to a file.
- ✓ The output redirection operator is the >(greater than) symbol and general syntax:  
**command > output\_file\_spec**

- ✓ Spaces around the redirection is not mandatory, but to add readability to the command.

```
Eg: $ls > my_files [Enter]
$ cat my_files [Enter]
foo
bar
fred
dino
$
```

```
$ echo "Hello World!" > my_files [Enter]
$ cat my_files [Enter]
Hello World!
```

- ✓ The append operator is the >>

```
$ ls > my_files [Enter]
$ echo "Hello World!" >> my_files [Enter]
$ cat my_files [Enter]
foo
bar
fred
dino
Hello World!
```

- ✓ The first output redirection creates the file if it does not exist or overwrites its content if it does and the second redirection appends the string "Hello World!" to the end of the file.
- ✓ When using the append redirection operator, if the file does not exist, >> will cause its creation and append the output (to the empty file).
- ✓ The ability also exists to redirect the standard input using the input redirection operator, the < (less than) symbol
- ✓ The general syntax of input redirection:

**command < input\_file\_spec**

- Redirection summary :

Redirection operator	Resulting operation
command > file	stdout written to file, overwriting if file exists
command >> file	stdout written to file, appending if file exists
command < file	input read from file
command 2> file	stderr written to file, overwriting if file exists
command 2>> file	stderr written to file, appending if file exists
command > file 2>&1	stdout written to file, stderr written to same file descriptor

## Chapter 2 : INTERPROCESS COMMUNICATION

**Overview of IPC Methods**

- ✓ Pipes
- ✓ Popen and pclose Functions
- ✓ Coprocesses
- ✓ FIFOs
- ✓ System V IPC
- ✓ Message Queues
- ✓ Semaphores

**INTRODUCTION**

- ✓ IPC enables one application to control another application, and for several applications to share the same data without interfering with one another. IPC is required in all multiprocessing systems, but it is not generally supported by single-process operating systems.
- ✓ The various forms of IPC that are supported on a UNIX system are as follows :

  - 1) Half duplex Pipes
  - 2) FIFO's
  - 3) Full duplex Pipes
  - 4) Named full duplex Pipes
  - 5) Message queues
  - 6) Shared memory
  - 7) Semaphores
  - 8) Sockets
  - 9) STREAMS

- ✓ The first seven forms of IPC are usually restricted to IPC between processes on the same host.
- ✓ The final two i.e. Sockets and STREAMS are the only two that are generally supported for IPC between processes on different hosts.

**PIPES**

- ✓ Pipes are the oldest form of UNIX System IPC. Pipes have two limitations.
- ✓ Historically, they have been half duplex (i.e., data flows in only one direction).
- ✓ Pipes can be used only between processes that have a common ancestor.
- ✓ Normally, a pipe is created by a process, that process calls fork, and the pipe is used between the parent and the child.
- ✓ A pipe is created by calling the pipefunction.

```
#include <unistd.h>
int pipe(int filedes[2]);
```

Returns: 0 if OK, 1 on error.

- ✓ Two file descriptors are returned through the filedes argument: filedes[0] is open for reading, and filedes[1] is open for writing.
- ✓ The output of filedes[1] is the input for filedes[0].

- ✓ Two ways to picture a half-duplex pipe are shown in Figure 1.
- ✓ The left half of the figure shows the two ends of the pipe connected in a single process. The right half of the figure emphasizes that the data in the pipe flows through the kernel.

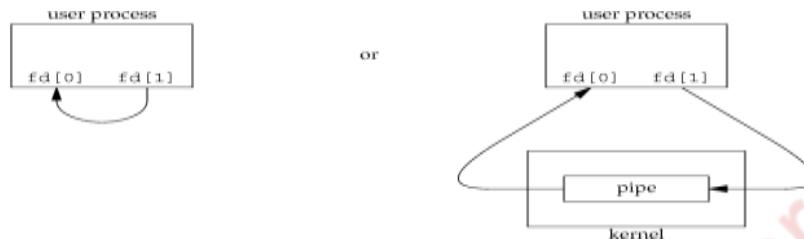


Figure 1. Two ways to view a half-duplex pipe

- ✓ A pipe in a single process is next to useless.
- ✓ Normally, the process that calls pipe then calls fork, creating an IPC channel from the parent to the child or vice versa. Figure 2 shows this scenario.

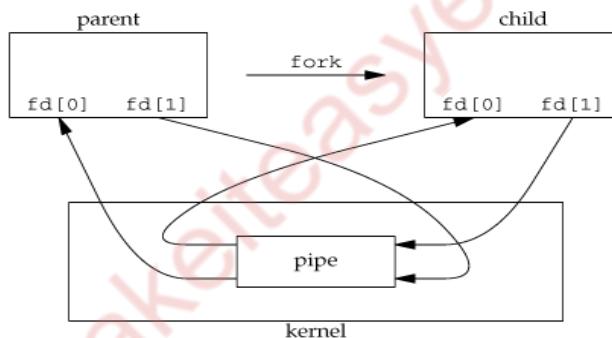
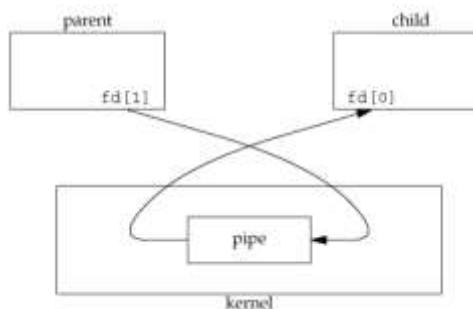


Figure 2 Half-duplex pipe after a `fork`

- ✓ What happens after the fork depends on which direction of data flow we want.
- ✓ For a pipe from the parent to the child, the parent closes the read end of the pipe (fd[0]), and the child closes the write end (fd[1]). Figure 3 shows the resulting arrangement of descriptors.

Figure 3 Pipe from parent to child



- ✓ For a pipe from the child to the parent, the parent closes fd[1], and the child closes fd[0]. When one end of a pipe is closed, the following two rules apply.
  - If we read from a pipe whose write end has been closed, read returns 0 to indicate an end of file after all the data has been read.
  - If we write to a pipe whose read end has been closed, the signal SIGPIPE is generated. If we either ignore the signal or catch it and return from the signal handler, write returns 1 with errno set to EPIPE.

PROGRAM: shows the code to create a pipe between a parent and its child and to send data down the pipe.

```
#include "apue.h"
int main(void)
{
    int      n;
    int      fd[2];
    pid_t   pid;
    char    line[MAXLINE];

    if (pipe(fd) < 0)
        err_sys("pipe
error");
    if ((pid = fork()) < 0) {
        err_sys("fork error");
    } else if (pid > 0) { /* parent */
        close(fd[0]);
        write(fd[1], "hello world\n", 12);
    } else { /* child */
        close(fd[1]);
        n = read(fd[0], line,
MAXLINE);
        write(STDOUT_FILENO, line,
n);
    }
    exit(0);
}
```

### popen AND pclose FUNCTIONS

- ✓ Since a common operation is to create a pipe to another process, to either read its output or send it input, the standard I/O library has historically provided the `popen` and `pclose` functions.
- ✓ These two functions handle all the dirty work that we've been doing ourselves: creating a pipe, forking a child, closing the unused ends of the pipe, executing a shell to run the command, and waiting for the command to terminate.

```
#include <stdio.h>

FILE *popen(const char *cmdstring, const char *type);
```

Returns: file pointer if OK, NULL on error

```
int pclose(FILE *fp);
```

Returns: termination status of cmdstring, or 1 on error

- ✓ The function `popen` does a `fork` and `exec` to execute the `cmdstring`, and returns a standard I/O file pointer.

If type is "r", the file pointer is connected to the standard output of `cmdstring`

**Figure 4 Result of `fp = popen(cmdstring, "r")`**



If type is "w", the file pointer is connected to the standard input of `cmdstring`, as shown:

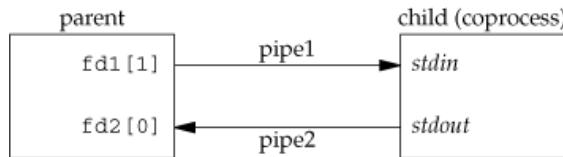
**Figure 5 Result of `fp = popen(cmdstring, "w")`**



## COPROCESSES

- ✓ A UNIX system filter is a program that reads from standard input and writes to standard output.
- ✓ Filters are normally connected linearly in shell pipelines.
- ✓ A filter becomes a coprocess when the same program generates the filter's input and reads the filter's output.
- ✓ A coprocess normally runs in the background from a shell, and its standard input and standard output are connected to another program using a pipe.
- ✓ The process creates two pipes: one is the standard input of the coprocess, and the other is the standard output of the coprocess. Figure 6 shows this arrangement.

Figure 6. Driving a coprocess by writing its standard input and reading its standard output



### Program: Simple filter to add two numbers

```
#include "apue.h"
int main(void)
{
    int      n, int1, int2;
    char    line[MAXLINE];
```

```

while ((n = read(STDIN_FILENO, line, MAXLINE)) > 0)
{   line[n] = 0;           /* null terminate */

    if (sscanf(line, "%d%d", &int1, &int2) == 2)
    { sprintf(line, "%d\n", int1 + int2);
        n = strlen(line);
        if (write(STDOUT_FILENO, line, n) != n)
            err_sys("write error");
    } else {
        if (write(STDOUT_FILENO, "invalid args\n", 13) != 13)
            err_sys("write error");
    }
}
exit(0);
}

```

## FIFOs

- ✓ FIFOs are sometimes called named pipes. Pipes can be used only between related processes when a common ancestor has created the pipe.

```
#include <sys/stat.h>
int mkfifo(const char *pathname, mode_t mode);
```

Returns: 0 if OK, -1 on error

Once we have used `mkfifo` to create a FIFO, we open it using `open`. When we open a FIFO, the nonblocking flag (`O_NONBLOCK`) affects what happens.

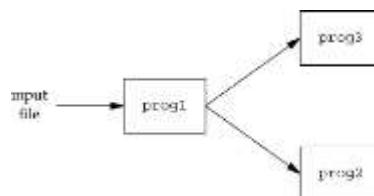
- ▶ In the normal case (`O_NONBLOCK` not specified), an `open` for read-only blocks until some other process opens the FIFO for writing. Similarly, an `open` for write-only blocks until some other process opens the FIFO for reading.
- ▶ If `O_NONBLOCK` is specified, an `open` for read-only returns immediately. But an `open` for write-only returns 1 with `errno` set to `ENXIO` if no process has the FIFO open for reading.

There are two uses for FIFOs.

- ✓ FIFOs are used by shell commands to pass data from one shell pipeline to another without creating intermediate temporary files.
- ✓ FIFOs are used as rendezvous points in client-server applications to pass data between the clients and the servers.

### Example Using FIFOs to Duplicate Output Streams

- ✓ FIFOs can be used to duplicate an output stream in a series of shell commands.
- ✓ This prevents writing the data to an intermediate disk file. Consider a procedure that needs to process a filtered input stream twice. Figure shows this arrangement.



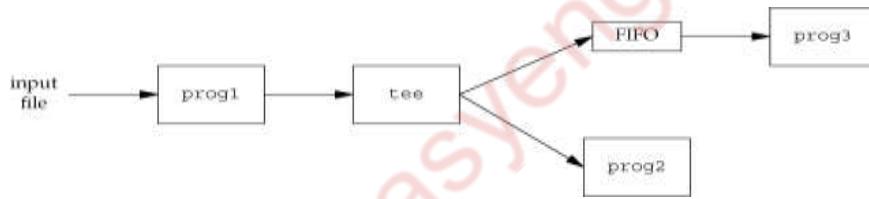
**FIGURE :** Procedure that processes a filtered input stream twice

- With a FIFO and the UNIX program `tee(1)`, we can accomplish this procedure without using a temporary file. (The `tee` program copies its standard input to both its standard output and to the file named on its command line.)

```
mkfifo
fifo1 prog3
< fifo1 &

prog1 < infile | tee fifo1 | prog2
```

- We create the FIFO and then start `prog3` in the background, reading from the FIFO. We then start `prog1` and use `tee` to send its input to both the FIFO and `prog2`. Figure shows the process arrangement.

**FIGURE :** Using a FIFO and `tee` to send a stream to two different processes

### Example Client-Server Communication Using a FIFO

- FIFO's can be used to send data between a client and a server. If we have a server that is contacted by numerous clients, each client can write its request to a well-known FIFO that the server creates. Since there are multiple writers for the FIFO, the requests sent by the clients to the server need to be less than PIPE\_BUF bytes in size.
- This prevents any interleaving of the client writes. The problem in using FIFOs for this type of client server communication is how to send replies back from the server to each client.
- A single FIFO can't be used, as the clients would never know when to read their response versus responses for other clients. One solution is for each client to send its process ID with the request. The server then creates a unique FIFO for each client, using a pathname based on the client's process ID.
- For example, the server can create a FIFO with the name `/vtu/ ser.XXXXX`, where XXXXX is replaced with the client's process ID. This arrangement works, although it is impossible for the server to tell whether a client crashes. This causes the client-specific FIFOs to be left in the file system.
- The server also must catch SIGPIPE, since it's possible for a client to send a request and terminate before reading the response, leaving the client-specific FIFO with one writer (the server) and no reader.

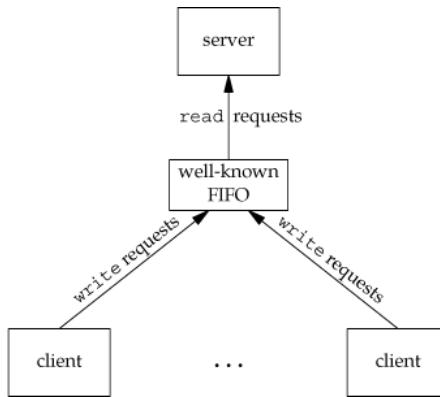


Figure : Clients sending requests to a server using a FIFO

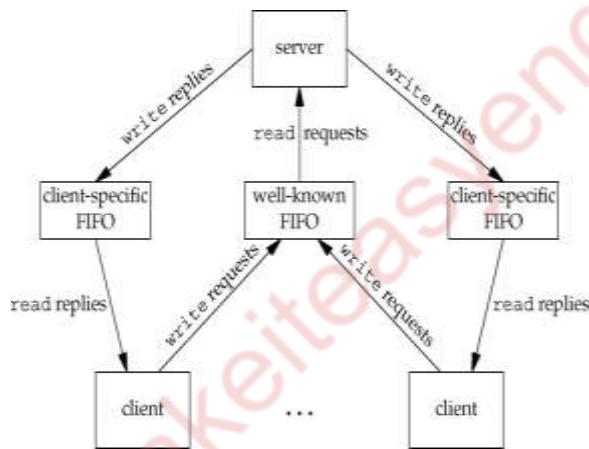


Figure: Client-server communication using FIFOs

## System V IPC

### ❖ Identifiers and Keys

Each IPC structure (message queue, semaphore, or shared memory segment) in the kernel is referred to by a non-negative integer identifier. The identifier is an internal name for an IPC object. Cooperating processes need an external naming scheme to be able to rendezvous using the same IPC object. For this purpose, an IPC object is associated with a key that acts as an external name.

Whenever an IPC structure is being created, a key must be specified. The data type of this key is the primitive system data type `key_t`, which is often defined as a long integer in the header `<sys/types.h>`. This key is converted into an identifier by the kernel.

There are various ways for a client and a server to rendezvous at the same IPC structure.

- ✓ The server can create a new IPC structure by specifying a key of `IPC_PRIVATE` and store the returned

identifier somewhere (such as a file) for the client to obtain. The key IPC\_PRIVATE guarantees that the server creates a new IPC structure. The disadvantage to this technique is that file system operations are required for the server to write the integer identifier to a file, and then for the clients to retrieve this identifier later.

The IPC\_PRIVATE key is also used in a parent-child relationship. The parent creates a new IPC structure specifying IPC\_PRIVATE, and the resulting identifier is then available to the child after the fork. The child can pass the identifier to a new program as an argument to one of the execfunctions.

- ✓ The client and the server can agree on a key by defining the key in a common header, for example. The server then creates a new IPC structure specifying this key. The problem with this approach is that it's possible for the key to already be associated with an IPC structure, in which case the get function (msgget, semget, or shmget) returns an error. The server must handle this error, deleting the existing IPC structure, and try to create it again.
- ✓ The client and the server can agree on a pathname and project ID (the project ID is a character value between 0 and 255) and call the function ftok to convert these two values into a key. This key is then used in step 2. The only service provided by ftok is a way of generating a key from a pathname and project ID.

```
#include <sys/IPC.h>
key_t ftok(const char *path, int id);
```

Returns: key if OK, (key\_t)-1 on error

- ✓ The path argument must refer to an existing file. Only the lower 8 bits of id are used when generating the key.
- ✓ The key created by ftok is usually formed by taking parts of the st\_dev and st\_ino fields in the stat structure corresponding to the given pathname and combining them with the project ID.
- ✓ If two pathnames refer to two different files, then ftok usually returns two different keys for the two pathnames. However, because both i-node numbers and keys are often stored in long integers, there can be information loss creating a key. This means that two different pathnames to different files can generate the same key if the same project ID is used.

#### ❖ Permission Structure

- ✓ XSI IPC associates an ipc\_perm structure with each IPC structure. This structure defines the permissions and owner and includes at least the following members:

```
struct ipc_perm
{
    uid_t uid; /* owner's effective user id */
    gid_t gid; /* owner's effective group id */
    uid_t cuid; /* creator's effective user id */
    gid_t cgid; /* creator's effective group id */
    mode_t mode; /* access modes */
    .
    .
};

};
```

- ✓ All the fields are initialized when the IPC structure is created. At a later time, we can modify the uid, gid, and mode fields by calling msgctl, semctl, or shmctl. To change these values, the calling process must be

either the creator of the IPC structure or the superuser. Changing these fields is similar to calling chown or chmod for a file.

Permission	Bit
<b>user-read</b>	0400
<b>user-write (alter)</b>	0200
<b>group-read</b>	0040
<b>group-write (alter)</b>	0020
<b>other-read</b>	0004
<b>other-write (alter)</b>	0002

**XSI IPC permissions**

❖ **Advantages and Disadvantages**

- ✓ A fundamental problem with XSI IPC( System V IPC ) is that the IPC structures are system wide and do not have a reference count. For example, if we create a message queue, place some messages on the queue, and then terminate, the message queue and its contents are not deleted. They remain in the system until specifically read or deleted by some process calling `msgrecv` or `msgctl`, by someone executing the `ipcrm(1)` command, or by the system being rebooted. Compare this with a pipe, which is completely removed when the last process to reference it terminates. With a FIFO, although the name stays in the file system until explicitly removed, any data left in a FIFO is removed when the last process to reference the FIFO terminates.
- ✓ Another problem with XSI IPC ( System V IPC ) is that these IPC structures are not known by names in the file system. We can't access them and modify their properties with the functions. Almost a dozen new system calls (`msgget`, `semop`, `shmat`, and so on) were added to the kernel to support these IPC objects. We can't see the IPC objects with an `ls` command, we can't remove them with the `rm` command, and we can't change their permissions with the `chmod` command. Instead, two new commands `ipcs(1)` and `ipcrm(1)`were added.
- ✓ Since these forms of IPC don't use file descriptors, we can't use the multiplexed I/O functions (`select` and `poll`) with them. This makes it harder to use more than one of these IPC structures at a time or to use any of these IPC structures with file or device I/O. For example, we can't have a server wait for a message to be placed on one of two message queues without some form of busy wait loop.

## **MESSAGE QUEUES**

- ✓ A message queue is a linked list of messages stored within the kernel and identified by a message queue identifier. We'll call the message queue just a queue and its identifier a queue ID.
- ✓ A new queue is created or an existing queue opened by `msgget`.
- ✓ New messages are added to the end of a queue by `msgsnd`.
- ✓ Every message has a positive long integer type field, a non-negative length, and the actual data bytes (corresponding to the length), all of which are specified to `msgsnd` when the message is added to a queue.
- ✓ Messages are fetched from a queue by `msgrecv`. We don't have to fetch the messages in a first-in, first-out order. Instead, we can fetch messages based on their type field.

Each queue has the following msqid\_dsstructure associated with it:

```

struct msqid_ds
{
    Struct ipc_perm msg_perm;
    msgqnum_t msg_qnum;           /* # of messages on queue */
    msglen_t msg_qbytes;          /* max # of bytes on queue */
    pid_t msg_lspid;             /* pid of last msgsnd() */
    pid_t msg_lspid;             /* pid of last msgrcv() */
    time_t msg_stime;            /* last-msgsnd() time */
    time_t msg_rtime;            /* last-msgrcv() time */
    time_t msg_ctime;            /* last-change time */
    .
    .
};


```

This structure defines the current status of the queue.

### **msgget**

- ✓ The first function normally called is `msgget` to either open an existing queue or create a new queue.

```

#include <sys/msg.h>
int msgget(key_t key, int flag);

```

Returns: message queue ID if OK, 1 on error

When a new queue is created, the following members of the `msqid_ds` structure are initialized.

- ✓ The `ipc_perm` structure is initialized. The `mode` member of this structure is set to the corresponding permission bits of flag.
- ✓ `msg_qnum`, `msg_lspid`, `msg_lrpid`, `msg_stime`, and `msg_rtime` are all set to 0.
- ✓ `msg_ctime` is set to the current time.
- ✓ `msg_qbytes` is set to the system limit.

On success, `msgget` returns the non-negative queue ID. This value is then used with the other three message queue functions.

### **Msgctl**

- ✓ The `msgctl` function performs various operations on a queue.

```

#include <sys/msg.h>
int msgctl(int msqid, int cmd, struct msqid_ds *buf );

```

Returns: 0 if OK, -1 on error

The `cmd` argument specifies the command to be performed on the queue specified by `msqid`.

**Table 9.7.2 POSIX:XSI values for the cmd parameter of msgctl.**

<b>cmd</b>	<b>description</b>
<code>IPC_RMID</code>	remove the message queue <code>msqid</code> and destroy the corresponding <code>msqid_ds</code>
<code>IPC_SET</code>	set members of the <code>msqid_ds</code> data structure from <code>buf</code>
<code>IPC_STAT</code>	copy members of the <code>msqid_ds</code> data structure into <code>buf</code>

## Msgsnd

- ✓ Data is placed onto a message queue by calling msgsnd.

```
#include <sys/msg.h>
int msgsnd(int msqid, const void *ptr, size_t nbytes, int flag);
```

Returns: 0 if OK, -1 on error

- ✓ Each message is composed of a positive long integer type field, a non-negative length (nbytes), and the actual data bytes (corresponding to the length). Messages are always placed at the end of the queue.
- ✓ The ptr argument points to a long integer that contains the positive integer message type, and it is immediately followed by the message data. (There is no message data if nbytes is 0.) If the largest message we send is 512 bytes, we can define the following structure:

```
struct mymesg
{
    long mtype;      /* positive message type */
    char mtext[512]; /* message data, of length nbytes */
};
```

- ✓ The ptr argument is then a pointer to a mymesg structure. The message type can be used by the receiver to fetch messages in an order other than first in, first out.

## msgrecv

- ✓ Messages are retrieved from a queue by msgrecv

```
#include <sys/msg.h>
ssize_t msgrecv(int msqid, void *ptr, size_t nbytes, long type, int flag);
```

Returns: size of data portion of message if OK, -1 on error.

The type argument lets us specify which message we want.

<b>type == 0</b>	The first message on the queue is returned.
<b>type &gt; 0</b>	The first message on the queue whose message type equals type is returned.
<b>type &lt; 0</b>	The first message on the queue whose message type is the lowest value less than or equal to the absolute value of type is returned.

## SEMAPHORES

A semaphore is a counter used to provide access to a shared data object for multiple processes.

To obtain a shared resource, a process needs to do the following:

1. Test the semaphore that controls the resource.
2. If the value of the semaphore is positive, the process can use the resource. In this case, the process

- decrements the semaphore value by 1, indicating that it has used one unit of the resource.
3. Otherwise, if the value of the semaphore is 0, the process goes to sleep until the semaphore value is greater than 0. When the process wakes up, it returns to step 1.

When a process is done with a shared resource that is controlled by a semaphore, the semaphore value is incremented by 1. If any other processes are asleep, waiting for the semaphore, they are awakened.

A common form of semaphore is called a ***binary semaphore***. It controls a single resource, and its value is initialized to 1. In general, however, a semaphore can be initialized to any positive value, with the value indicating how many units of the shared resource are available for sharing.

XSI semaphores are, unfortunately, more complicated than this. Three features contribute to this unnecessary complication.

1. A semaphore is not simply a single non-negative value. Instead, we have to define a semaphore as a set of one or more semaphore values. When we create a semaphore, we specify the number of values in the set.
2. The creation of a semaphore (semget) is independent of its initialization (semctl). This is a fatal flaw, since we cannot atomically create a new semaphore set and initialize all the values in the set.
3. Since all forms of XSI IPC remain in existence even when no process is using them, we have to worry about a program that terminates without releasing the semaphores it has been allocated. The undo feature that we describe later is supposed to handle this.

The kernel maintains a semid\_dsstructure for each semaphore set:

```
struct semid_ds
{
    struct ipc_perm    sem_perm;
    unsigned short     sem_nsems; /* # of semaphores in set */
    time_t      sem_otime; /* last-semop() time */
    time_t      sem_ctime; /* last-change time */
    .
    .
    .
};
```

Each semaphore is represented by an anonymous structure containing at least the following members:

```
struct
{
    unsigned short semval; /* semaphore value, always >= 0 */
    pid_t          sempid; /* pid for last operation */
    unsigned short semncnt; /* # processes awaiting semval>curval */
    unsigned short semzcnt; /* # processes awaiting
                           semval==0 */
    .
    .
    .
};
```

## semget

The first function to call is semget to obtain a semaphore ID.

```
#include <sys/sem.h>
int semget(key_t key, int nsems, int flag);
```

Returns: semaphore ID if OK, 1 on error

When a new set is created, the following members of the semid\_ds structure are initialized.

- ✓ The ipc\_perm structure is initialized. The mode member of this structure is set to the corresponding permission bits of flag.
- ✓ sem\_otime is set to 0.
- ✓ sem\_ctime is set to the current time.
- ✓ sem\_nsems is set to nsems.
- ✓ The number of semaphores in the set is nsems. If a new set is being created (typically in the server), we must specify nsems. If we are referencing an existing set (a client), we can specify nsems as 0.

## Semctl

- ✓ The semctl function is the catchall for various semaphore operations.

```
#include <sys/sem.h>
int semctl(int semid, int semnum, int cmd,... /* union semun arg */);
```

- ✓ The fourth argument is optional, depending on the command requested, and if present, is of type semun, a union of various command-specific arguments:

```
union semun
{
    intval;                                /* for SETVAL */
    struct semid_ds *buf;                  /* for IPC_STAT and IPC_SET */
    unsigned short *array;                /* for GETALL and SETALL */
};
```

- ✓ The cmd argument specifies one of the above ten commands to be performed on the set specified by semid.

<b>Table 9.8.1 POSIX:XSI values for the cmd parameter of semctl.</b>	
<b>cmd</b>	<b>description</b>
GETALL	return values of the semaphore set in arg.array
GETVAL	return value of a specific semaphore element
GETPID	return process ID of last process to manipulate element
GETNCNT	return number of processes waiting for element to increment
GETZCNT	return number of processes waiting for element to become 0
IPC_RMID	remove semaphore set identified by semid
IPC_SET	set permissions of the semaphore set from arg.buf
IPC_STAT	copy members of semid_ds of semaphore set semid into arg.buf
SETALL	set values of semaphore set from arg.array
SETVAL	set value of a specific semaphore element to arg.val

## semop

- ✓ The function `semop` atomically performs an array of operations on a semaphore set.

```
#include <sys/sem.h>
int semop(int semid, struct sembuf semoparray[ ], size_t nops);
                                         Returns: 0 if OK, -1 on error.
```

- ✓ The semoparray argument is a pointer to an array of semaphore operations, represented by `sembuf` structures:

```
struct sembuf
{
    unsigned short sem_num; /* member # in set (0, 1, ..., nsems-1) */
    short      sem_op; /* operation (negative, 0, or positive) */
    short      sem_flg; /* IPC_NOWAIT, SEM_UNDO */
};
```

- ✓ The nops argument specifies the number of operations (elements) in the array.
- ✓ The `sem_op` element operations are values specifying the amount by which the semaphore value is to be changed.
  - If `sem_op` is an integer **greater than zero**, `semop` adds the value to the corresponding semaphore element value and awakens all processes that are waiting for the element to increase.
  - If `sem_op` is **0** and the semaphore element value is not 0, `semop` blocks the calling process (waiting for 0) and increments the count of processes waiting for a zero value of that element.
  - If `sem_op` is a **negative** number, `semop` adds the `sem_op` value to the corresponding semaphore element value provided that the result would not be negative. If the operation would make the element value negative, `semop` blocks the process on the event that the semaphore element value increases. If

the resulting value is 0, semop wakes the processes waiting for 0.

available on [takeiteeasyengineers.com](http://takeiteasyengineers.com)

## **7.16 Client-Server Properties**

- Following are the some of the properties of client - server architecture :
1. Clients and servers are separate processes.
  2. They may run on the same or different machines.
  3. Each process can hide internal information.
  4. Each process can implement its own set of business rules.
  5. They communicate by peer to peer protocols.

---

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- The simplest example of this type is client's "fork" and "exec" of server. Two half-duplex pipes can be created before the fork to allow data to be transferred in both directions. Open server is created using this type of arrangement.
  - With FIFOs, an individual per client FIFO is also required if the server is to send data back to the client. If the client server application sends data only from the client to the server, a single well-known FIFO suffices.
  - Multiple possibilities exist with message queues.
1. A single queue can be used between the server and all the clients, using the type field of each message to indicate the message recipient.
  2. An individual message queue can be used for each client. Before sending the first request to a server, each client creates its own message queue with a key of IPC\_PRIVATE. The server also has its own queue, with a key or identifier known to all clients.
- One problem with this technique is that each client-specific queue usually has only a single message on it : A request for the server or a response for a client. Either of these two techniques using message queues can be implemented using shared memory segments and a synchronization method.

## 7.17 Stream Pipes

VTU : July-14, 17, Jan.-15, 17, 18

- A stream pipe is a bidirectional pipe. For bidirectional data flow between a parent and child, only a single stream pipe is required.

Fig. 7.17.1 shows stream pipe.

- Stream pipe is full duplex. The fd[0] is used by parent process and the child uses only fd[1]. Each end of the stream pipe is full duplex, the parent reads and writes fd[0] and the child duplicates fd[1] to both standard input and standard output. Fig. 7.17.2 shows the resulting descriptors.

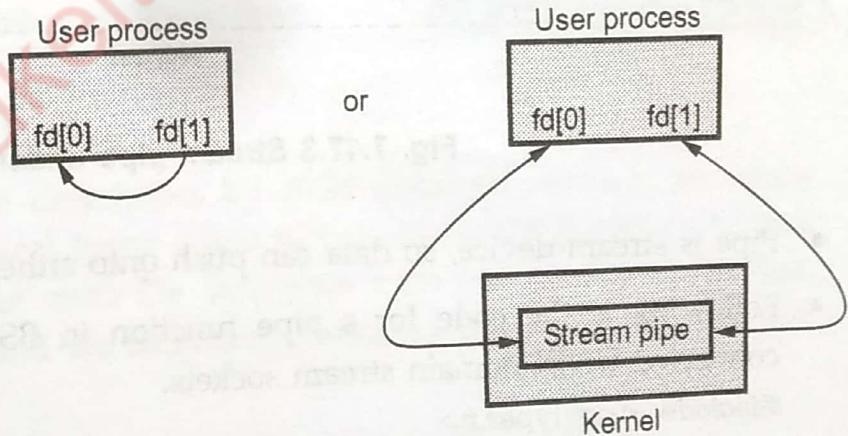


Fig. 7.17.1

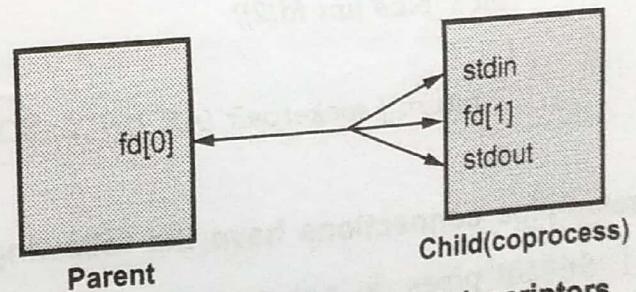


Fig. 7.17.2 Arrangement of descriptors for processes

- The function `s_pipe` is similar to the standard pipe function. It takes the same argument as `pipe`, but the returned descriptors are open for reading and writing.
- `s_pipe` function under SVR4 :

```
#include "ourhdr.h"
int s_pipe (int fd[2])
{
    return ( pipe (fd) );
}
```

- Fig. 7.17.3 shows the stream pipe under SVR4.

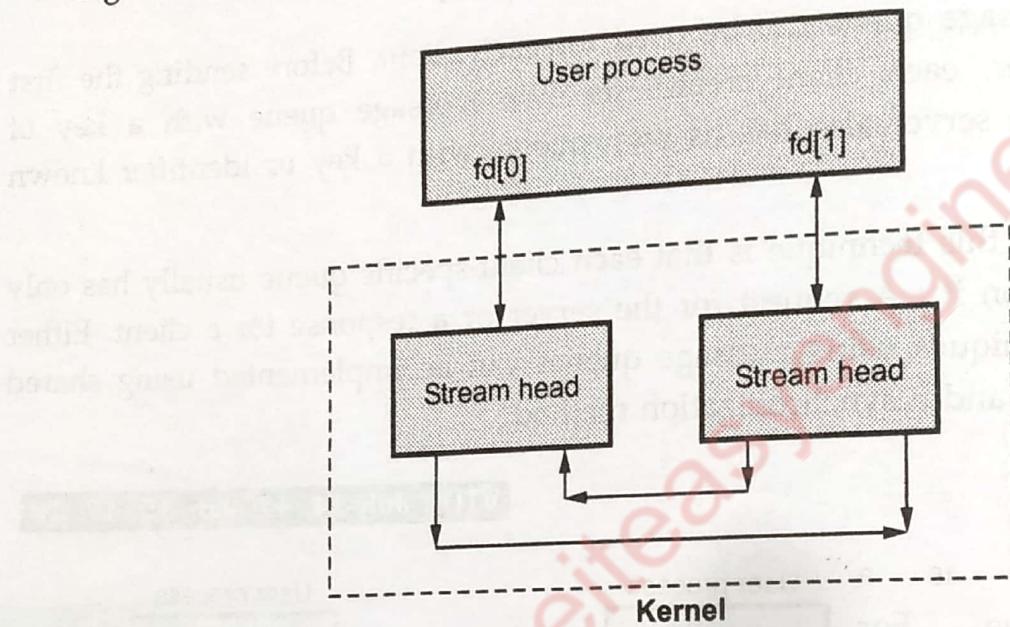


Fig. 7.17.3 Stream pipe under SVR4

- Pipe is stream device, so data can push onto either end of the pipe.
- Following is the code for `s_pipe` function in BSD version. It creates a pair of connected UNIX domain stream sockets.

```
#include <sys/types.h>
#include <sys/socket.h>
int s_pipe (int fd[2])
{
    return ( socketpair (AF_UNIX , SOCK_STREAM, 0, fd ) );
}
```

#### Stream-pipe connections have the following advantages :

1. Stream pipes do not pose the security risk of being overwritten or read by other programs that explicitly access the same portion of shared memory.

2. Stream-pipe connections allow distributed transactions between database servers that are on the same computer.

**Stream-pipe connections have the following disadvantages :**

1. Stream-pipe connections might be slower than shared-memory connections on some computers.
2. Stream pipes are not available on all platforms.
3. When you use stream pipes for client/server communications, the hostname entry is ignored.

### University Questions

1. What are pipes ? Explain the different ways to view a half duplex pipe. Write a program to create a pipe between a parent and its child and to send data down the pipe. **VTU : July-14, Marks 10**
2. Explain with a neat diagram, how STREAM PIPES can be used to implement client server model. **VTU : Jan.-15, Marks 10**
3. What are pipes ? Write a C/C++ program to send data from parent to child over a pipe. **VTU : Jan.-17, Marks 10**
4. Explain STREAMS - based pipes. Write a C function that is used by a server to wait for a client's connect request to arrive. **VTU : July-17, Marks 10**
5. Write short notes on any two of the following : Stream pipes **VTU : Jan.-18, Marks 10**

### 7.18 Passing File Descriptors

- The normal inheritance of file descriptors by child processes suffices for many purposes, one of the most typical being when servers use child processes to deal with clients. When we pass an open file descriptor from one process to another, we want the passing process and the receiving process to also share the same file table entry.
- Fig. 7.18.1 shows passing open file from one process to another process. (See Fig. 7.18.1 on next page)
- When a descriptor is passed from one process to another, sending process closes the descriptor after passing the descriptor. Closing the descriptor by the sender does not really close the file or device, since the descriptor is still considered open by the receiving process.
- In order for a file descriptor to be passed, the sender and receiver must already share a pipe or pump stream for its conveyance. Given a writable file descriptor pd1 for such an open stream and a file descriptor fd1 to be passed, the sender executes the command.

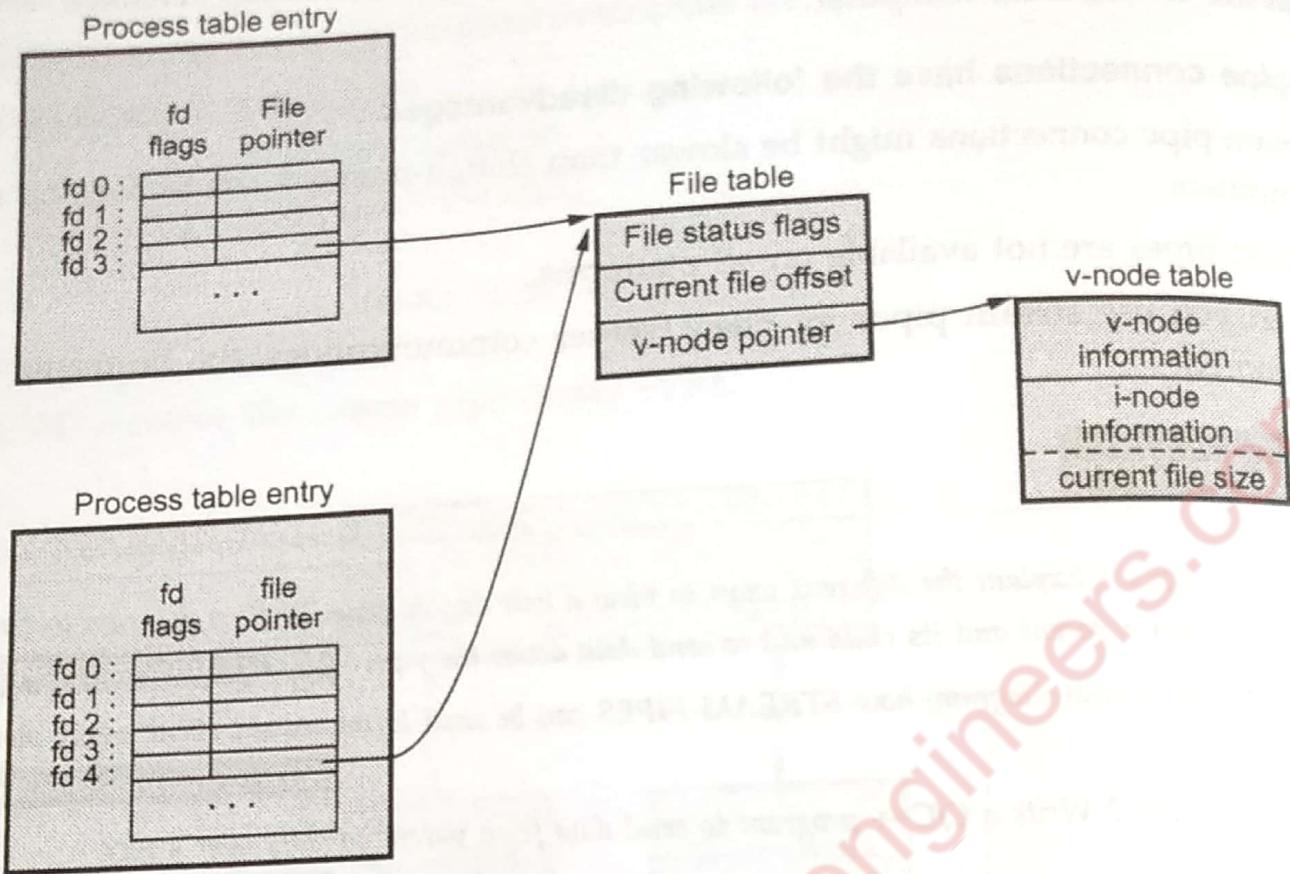


Fig. 7.18.1 Passing an open file

```
#include "ourhdr.h"
int send_fd(int spipefd, int filedes);
int send_err(int spipefd, int status, const char *errmsg);
int recv_fd(int spipefd, ssize_t (*userfun)(int, const viod *, size_t));
```

- When a process wants to pass a descriptor to another process it calls either `send_fd` or `send_err`. The process waiting to receive the descriptor calls `recv_fd`.
- The function `send_err` calls the `send_fd` function after writing the error message to the s\_pipe.

```
int send_err(int fd, int errcode, const char *msg)
{
    int n;
    if ((n = strlen(msg)) > 0)
        if (writen(fd, msg, n) != n) /* send the error message */
            return(-1);
    if (errcode >= 0)
        errcode = -1; /* must be negative */
    if (send_fd(fd, errcode) < 0)
        return(-1);
    return(0);
}
```

- File descriptors are exchanged using `ioctl` command `I_SENDFD` and `I_RECVFD` in SRV4 on stream pipe. Third argument is used for send descriptor. Following is the program for these purposes.
- The `send_fd` function for STREAMS pipes :

```
#include "apue.h"
#include <stropts.h>

int send_fd(int fd, int fd_to_send)
{
    char buf[2]; /* send_fd()/recv_fd() 2-byte protocol */
    buf[0] = 0; /* null byte flag to recv_fd() */
    if (fd_to_send < 0)
    {
        buf[1] = -fd_to_send; /* nonzero status means error */
        if (buf[1] == 0)
            buf[1] = 1; /* -256, etc. would screw up protocol */
    }
    else
    {
        buf[1] = 0; /* zero status means OK */
    }

    if (write(fd, buf, 2) != 2)
        return(-1);
    if (fd_to_send >= 0)
        if (ioctl(fd, I_SENDFD, fd_to_send) < 0)
            return(-1);
        return(0);
}
```

The `strrecvfd` structure :

```
struct strrecvfd
{
    int fd; /* new descriptor */
    uid_t uid; /* effective user ID of sender */
    gid_t gid; /* effective group ID of sender */
    char fill[8];
};
```

- The `recv_fd` function reads the STREAMS pipe until the first byte of the 2-byte protocol is received. When we issue the `I_RECVFD` ioctl command, the next message on the stream head's read queue must be a descriptor from an `I_SENDFD` call, or we get an error.

## 7.19 An Open Server-Version 1

- To develop a open server program i.e. a program that is executed by a process to open one or more files. But instead of sending the contents of the file back to the calling process, the server sends back an open file descriptor.
  - Following is the advantages for designing separate program on server are as follows :
    - The server can easily be contacted by any client, similar to the client calling a library function.
    - If we need to change the server, only a single program is affected.
    - The server can be a set-user-ID program, providing it with additional permissions that the client does not have.
  - The client process creates an `s_pipe` and then calls `fork` and `exec` to invoke the server. The client sends requests across the `s_pipe`, and the server sends back responses across the `s_pipe`. Following are the application protocol between the client and the server.
    - The client sends a request of the form "open <pathname> <openmode>\0" across the `s-pipe` to the server.
    - The server sends back an open descriptor or an error by calling either `send_fd` or `send_err`.
- The client "main" function, version 1 is as follows :
- ```
#include "open.h"
#include <fcntl.h>

#define BUFFSIZE 8192
int main(int argc, char *argv[])
{
    int n, fd;
    char buf[BUFFSIZE], line[MAXLINE];
    /* read filename to cat from stdin */
    while (fgets(line, MAXLINE, stdin) != NULL)
    {
```

```

        if (line[strlen(line) - 1] == '\n')
            line[strlen(line) - 1] = 0; /* replace newline with null */

        /* open the file */
        if ((fd = csopen(line, O_RDONLY)) < 0)
            continue; /* csopen() prints error from server */

        /* and cat to stdout */
        while ((n = read(fd, buf, BUFFSIZE)) > 0)
            if (write(STDOUT_FILENO, buf, n) != n)
                err_sys("write error");
            if (n < 0)
                err_sys("read error");
            close(fd);
        }
        exit(0);
    }

```

### The server main function, version 1

```
#include "opend.h"
```

```

char errmsg[MAXLINE];
int oflag;
char *pathname;

int main(void)
{
    int nread;
    char buf[MAXLINE];

    for (;;)
    {
        /* read arg buffer from client, process request */
        if ((nread = read(STDIN_FILENO, buf, MAXLINE)) < 0)
            err_sys("read error on stream pipe");
        else if (nread == 0)
            break; /* client has closed the stream pipe */
        request(buf, nread, STDOUT_FILENO);
    }
    exit(0);
}

```

## 7.20 Client-Server Connection Functions

VTU : Jan.-16, 17

- Here we will discuss three functions that can be used by a client server to establish the functions per client connections.

```
#include "ourhdr.h"
int serv_listen (const char *name);
```

- Server listens for client connection on a well known name by calling *serv\_listen*. Here name is the well known name of the server. When client wants to connect with server then client used this name. The return value is the file descriptor for the server's end of the named stream pipe.
- Once a server has called *serv\_listen*, it calls *serv\_accept* to wait for a client connection to arrive.

```
#include "ourhdr.h"
int serv_accept (int listenfd, uid_t *uidptr);
```

where *listenfd* is a descriptor from *serv\_listen*.

- When the client does connect to the server, a new stream pipe is automatically created, and the new descriptor is returned as the value of the function. The effective user ID of the client is stored through the pointer *uidptr*.
- A client just calls *cli\_conn* to connect to a server.

```
#include "ourhdr.h"
int cli_conn (const char *name);
```

- where name specified by the client must be the same name that was advertised by the server's call to *serv\_listen*.
- All above three functions are used for writing server daemons to handle multiple clients. The number of descriptor available to a single process is only limit to handle the multiple clients. Server requires one descriptor for each client connection. The client-server connections are all stream pipes, open descriptors can be passed across the connections.

### 7.20.1 System V Release 4

- SVR4 provides mounted streams and a streams processing module named *connld* that we can use to provide a named stream pipe with unique connections for the server. Initially server creates an unnamed stream pipe and pushes the stream processing module *connld* on one end. Fig. 7.20.1 shows SVR4 pipe after pushing "*connld*".
- SVR4 uses *fattach* function to attach a pathname to the end of the pipe that has the *connld* pushed onto it.

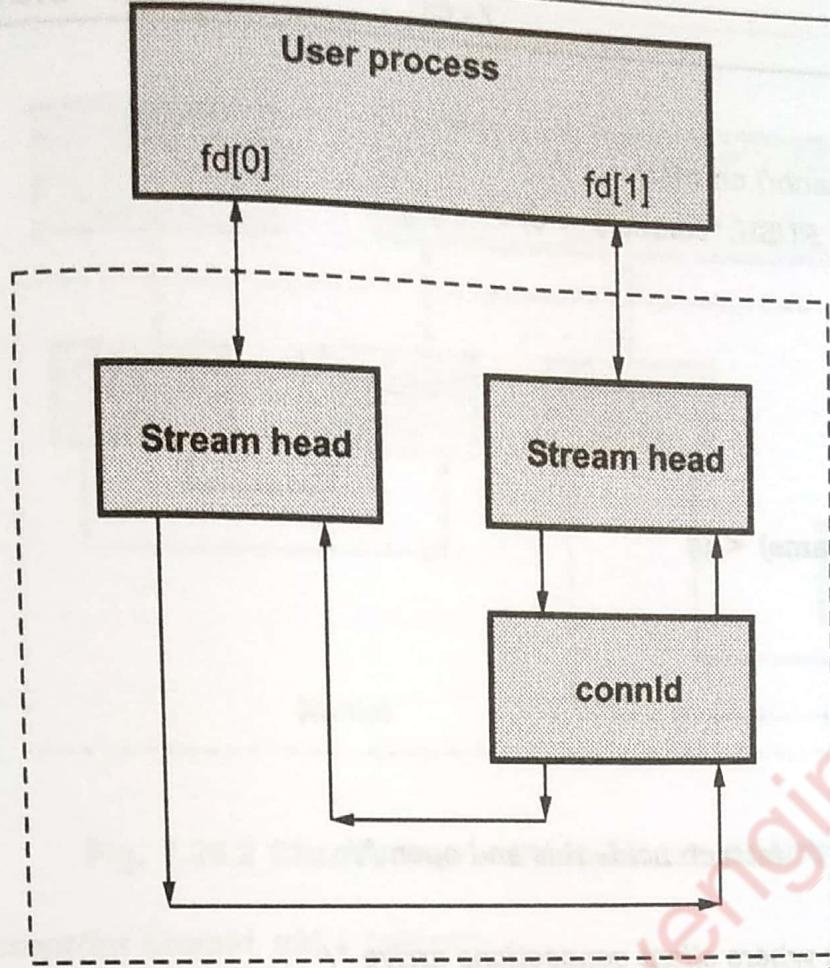


Fig. 7.20.1 SVR4 pipe after pushing connid

- The serv\_listen function using STREAMS pipes is as follows :

```

#include "apue.h"
#include <fcntl.h>
#include <stropts.h>
/* pipe permissions: user rw, group rw, others rw */
#define FIFO_MODE (S_IRUSR|S_IWUSR|S_IRGRP|S_IWGRP|S_IROTH|S_IWOTH)

/* Establish an endpoint to listen for connect requests.*/
int serv_listen(const char *name)
{
    int tempfd;
    int fd[2];

    /* Create a file: mount point for fattach(). */
    unlink(name);
    if ((tempfd = creat(name, FIFO_MODE)) < 0)
        return(-1);
    if (close(tempfd) < 0)
        return(-2);
    if (pipe(fd) < 0)

```

```

    return(-3);

/* Push connld & fattach() on fd[1]. */

    if (ioctl(fd[1], I_PUSH, "connld") < 0)
    {
        close(fd[0]);
        close(fd[1]);
        return(-4);
    }

    if (fattach(fd[1], name) < 0)
    {
        close(fd[0]);
        close(fd[1]);
        return(-5);
    }

    close(fd[1]); /* fattach holds this end open */

return(fd[0]); /* fd[0] is where client connections arrive */
}

```

- When another process call a open for the named end of the pipe, the following occurs :
  1. A new pipe is created.
  2. One descriptor for new pipe is passed back to the client as the return value from open.
  3. The other descriptor is passed to the server on the other end of the named pipe.
- Fig. 7.20.2 shows client-server connection on a named stream pipe. The pipe between the client and server is created by the open. The file descriptor in the client (fd) is returned by the open. The new file descriptor in the server is received by the server using an ioctl of I\_RECVFD on the descriptor fd[0]. Once the server has pushed *connld* onto fd[1] and attached a name to fd[1], it never specifically uses fd[1] again.
- The server waits for a client connection to arrive by calling the serv\_accept function. It shown in the following program.

```

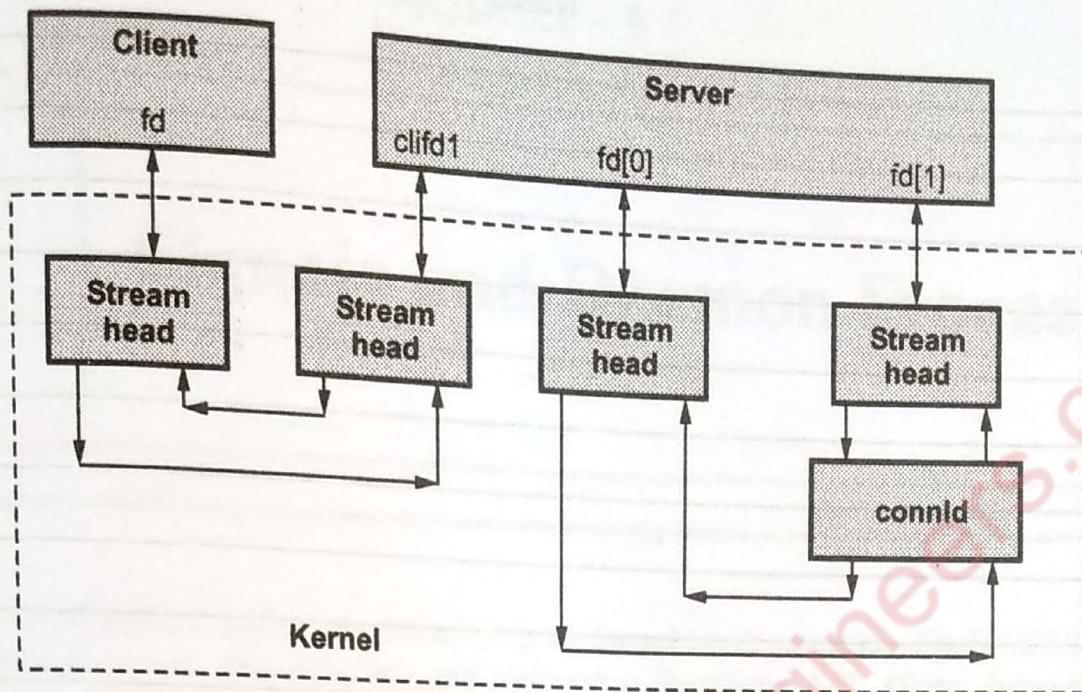
#include <sys/types.h>
#include <sys/stat.h>
#include <stropts.h>
#include "ourhdr.h"

```

```

/* Wait for a client connection to arrive, and accept it. */

```



**Fig. 7.20.2 Client-server connection on a named stream pipe**

```

int serv_accept(int listenfd, uid_t *uidptr)
    /* returns new fd if all OK, -1 on error */
{
    struct strrecvfd    recvfd;
    if (ioctl(listenfd, I_RECVFD, &recvfd) < 0)
        return(-1);           /* could be ENTER if signal caught */

    if (uidptr != NULL)
        *uidptr = recvfd.uid; /* effective uid of caller */

    return(recvfd.fd); /* return the new descriptor */
}

```

### University Questions

1. Write short notes on client server properties.

VTU : Jan.-16, Marks 8

2. Explain the different client server connection functions, with example program.

VTU : Jan.-17, Marks 10

