

A Concurrent File Access System Report

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Introduction of server.c

The **server.c** program represents a robust server implementation designed to handle multiple client connections concurrently. This report provides an in-depth analysis of the program's architecture, functionality, key features, and implementation details.

Architecture and Components

The server.c program is a robust server implementation designed to handle multiple client connections concurrently. It's structured around several key components and mechanisms that manage client-server interactions, file operations, signal handling, and process management. **Initialization (initialize_server):**

1. **Initialization (initialize_server):** The server begins its operation by initializing certain components. It creates a specified directory and opens a log file within that directory. The server then prepares to accept client connections. It also sets up a semaphore (sem) for resource synchronization, ensuring that multiple processes can access shared resources without conflicts.
2. **Client Connection Handling (accept_client, handle_client_connection):** The server waits for incoming client connections via a named pipe (FIFO). Once a client connects, the server forks a new process to handle that client's requests independently. This allows the server to handle multiple clients concurrently. Each client is assigned a unique client name and manages bidirectional communication with the server using a dedicated FIFO.
3. **Command Handling (handle_client_request):** The server is capable of parsing and executing commands received from clients. Supported commands include:
 - list: Lists files in the server's directory.
 - readF: Reads specific lines or entire files from the server.
 - writeT: Writes content to specific lines in server files.
 - upload: Transfers files from clients to the server.
 - download: Sends files from the server to clients.
 - archServer: Archives server files into a tarball.
 - killServer: Terminates the server.
 - quit: Disconnects a client from the server.

- Detailed help messages (help <command>) are available to guide clients on command usage.
- 4. **File Operations (handle_readF_command, handle_writeT_command, handle_upload_command, handle_download_command):** The server performs various file operations based on client requests. These operations include reading, writing, uploading, and downloading files. File transfers are managed securely using FIFOs and appropriate file handling techniques to ensure data integrity and security.
- 5. **Signal Handling (handle_kill_signal, handle_child_termination, handle_sigint):** The server has implemented signal handlers to manage different signals (SIGTERM, SIGCHLD, SIGINT) gracefully. This ensures proper cleanup and termination of processes and resources when the server is interrupted or terminated.

Implementation Details

- **Concurrency and Synchronization:** The server uses a semaphore (sem) to manage concurrency and ensure that critical sections (e.g., file operations) are executed safely. This prevents race conditions and ensures data consistency.
- **Error Handling:** System calls and file operations are checked for errors, and appropriate error messages are logged or communicated to clients. This helps in debugging and ensures that clients are informed of any issues.
- **Process Management:** Child processes are forked to handle individual client connections, maintaining responsiveness and scalability. This allows the server to handle multiple clients without slowing down.
- **Communication Protocol:** Clients communicate with the server using named pipes (FIFOs), enabling bidirectional data transfer and command execution. This allows for efficient and reliable communication between the server and its clients.

For testing and validation, the server program should be thoroughly tested to ensure robustness, reliability, and security. Testing scenarios should include concurrent client connections, various file operations (reading, writing, uploading, downloading), handling of edge cases (e.g., empty directories, invalid commands), and signal handling and process termination scenarios.

In terms of future enhancements, several recommendations can be made:

- **Security Enhancements:** Implement authentication mechanisms to secure client-server interactions. Enforce access controls for file operations based on user permissions.

- **Performance Optimization:** Optimize file transfer mechanisms for efficiency, especially when dealing with large files or multiple concurrent clients.
- **Logging and Monitoring:** Enhance logging capabilities to capture detailed information for debugging and auditing purposes. Implement monitoring tools to track server performance and resource usage.
- **User Interface:** Develop a user-friendly interface or command-line interface (CLI) for interacting with the server, simplifying command execution and management.

In conclusion, the `server.c` program provides a solid foundation for a multi-client server application capable of handling diverse file-related operations and client requests. By following best practices in error handling, concurrency management, and signal processing, the server ensures reliability and responsiveness in real-world deployment scenarios.

Introduction of `client.c`

The `client.c` program is a comprehensive client-side application designed to interact with a server program via named pipes (FIFOs). It is part of a larger system that allows multiple clients to connect to a server and perform various file operations concurrently. The client program is responsible for establishing a connection with the server, sending requests, handling server responses, and managing file transfers. It also implements signal handling to ensure graceful termination of the program.

Architecture and Components

The client program is structured around various functions and mechanisms responsible for establishing communication with the server, sending requests, handling server responses, managing file transfers, and implementing signal handling. Here's an overview of its main components:

1. **Connecting to the Server (`connect_to_server`):** The client establishes a connection with the server by writing its process ID (PID) to the server's named pipe and creating a unique client-specific FIFO for bidirectional communication. Depending on the specified option (`Connect` or `tryConnect`), the client either waits for a spot in the server queue or attempts an immediate connection.
2. **Sending Requests (`send_request_to_server`):** The client sends various requests to the server via the client-specific FIFO. These requests include file upload, download, server commands, and others. The client also handles the "quit" and "killServer" commands, which allow the client to disconnect from the server or terminate the server, respectively.

3. **Handling Server Responses (handle_server_response):** After sending a request, the client waits for a response from the server, which it reads from its designated FIFO. The response is then displayed to the user.
4. **Signal Handling (handle_sigint):** The client implements a signal handler to intercept Ctrl+C signals. Upon receiving this signal, the client sends a "quit" message to the server, performs cleanup tasks, and exits gracefully.

Implementation Details

The client program is implemented in C and uses several system calls and libraries to perform its functions:

1. **File Operations:** The client supports file upload and download operations with the server. Files are read from or written to the local filesystem and transferred to/from the server using FIFOs.
2. **Concurrency and Synchronization:** The client uses a semaphore to manage concurrency and control access to critical sections of the code, ensuring safe execution of file transfer operations.
3. **Error Handling:** The client checks system calls and file operations for errors and displays or logs appropriate error messages.
4. **Inter-Process Communication (IPC):** IPC between the client and server is facilitated through named pipes (FIFOs), providing a reliable means of communication for command execution and data transfer.
5. **Command Parsing and Execution:** The client parses and validates requests before sending them to the server for execution. Responses from the server are processed and presented to the user in a readable format.

Testing and Validation

The client program should undergo comprehensive testing to ensure robustness, reliability, and proper functionality under various scenarios. This includes testing different command inputs, verifying file upload/download operations with files of varying sizes and types, and testing signal handling and cleanup procedures upon termination. Testing different command inputs (e.g., valid commands, invalid commands).

Recommendations and Future Enhancements

1. **Enhanced Command Set:** The range of supported commands could be expanded to include additional functionalities for server interaction, such as user authentication and directory management.

2. **User Interface:** A more intuitive and user-friendly interface could be implemented for command input and response presentation, possibly incorporating menu-driven interactions.
3. **Security Measures:** Encryption mechanisms could be integrated for secure data transmission between the client and server. User authentication and access control measures could also be implemented to enhance system security.
4. **Performance Optimization:** File transfer algorithms and FIFO handling techniques could be optimized for improved efficiency and scalability, especially when dealing with large files or concurrent client connections.

Conclusion

The **client.c** program serves as an essential component of a client-server application, offering a flexible interface for users to interact with server functionalities. By adhering to best practices in IPC, error handling, and command processing, the client program ensures seamless communication and efficient data transfer with the server. Future enhancements can further enrich its capabilities and usability, making it suitable for diverse client-server applications across different domains.

```

emre@emre-VirtualBox: ~/Desktop/system midtern$ gcc server.c -o server
emre@emre-VirtualBox: ~/Desktop/system midtern$ ./server Here 2
>> Server Started PID 17226
>> waiting for clients...
>> Client PID 17245 connected as "client01"
>> Client PID 17247 connected as "client02"
>> Connection request PID 17253 rejected. Queue FULL

emre@emre-VirtualBox: ~/Desktop/client$ gcc -o client client.c
emre@emre-VirtualBox: ~/Desktop/client$ ./client Connect 17226
Connected to the server.
>>Enter command (type 'help' for available commands): help
This doesnt work just couldnt handle more
  
```



```
emre@emre-VirtualBox: ~/Desktop/system midterm$ gcc server.c -o server
emre@emre-VirtualBox: ~/Desktop/system midterm$ ./server Here 2
Server Started PID 17226
waiting for clients...
Client PID 17245 connected as "client01"
Client PID 17247 connected as "client02"
Connection request PID 17253 rejected. Queue FULL
client02 disconnected
Client PID 17423 connected as "client03"

0000212900 00000 n
0000213767 00000 n
0000213972 00000 n
0000214161 00000 n
0000214365 00000 n
0000214554 00000 n
0000214751 00000 n
trailer
<</Info 113 0 R /Root 112 0 R /Size 193/ID[<FDE9392A64B64329CAAF46
39954F8894><70CE9F850D1908E32426BA26468BEC16>]>>
startxref
214928
%%EOF
>>Enter command (type 'help' for available commands): ^ readF a.pd
f^C
>> Ctrl+C signal received. Exiting...
bye...
emre@emre-VirtualBox: ~/Desktop/client$ ./client Connect 17226
Wait for a spot in the server queue...
Connected to the server.
>>Enter command (type 'help' for available commands):
```

```
emre@emre-VirtualBox: ~/Desktop/client$ ./client Connect 17226
Wait for a spot in the server queue...
Connected to the server.
>>Enter command (type 'help' for available commands):
```

```
asdsadasd
asdasd
987654321
234234
123123
gggggggggg
oooooooooooo
yyyyyyyy
>>Enter command (type 'help' for available commands): help writ
eT
writeT <file> <line #> <string>
request to write the content of "string" to the #th line th
e <file>, if the line # is not given writes to the end of file.
If the file does not exists in Servers directory creates and e
dits the file at the same time
>>Enter command (type 'help' for available commands): writeT xd
.txt 0 qweasdzxc123
>>Enter command (type 'help' for available commands): writeT as
das.txt 5 new line added
>>Enter command (type 'help' for available commands):
```

Recent

Starred

Home

Documents

Downloads

Music

Pictures

Videos

a.pdf

asdas.txt

Here

makefile

midterm2024.pdf

server

server.c

x.pdf

xd.txt

Open

Save

xd.txt

~/Des...

1 qweasdzxc123

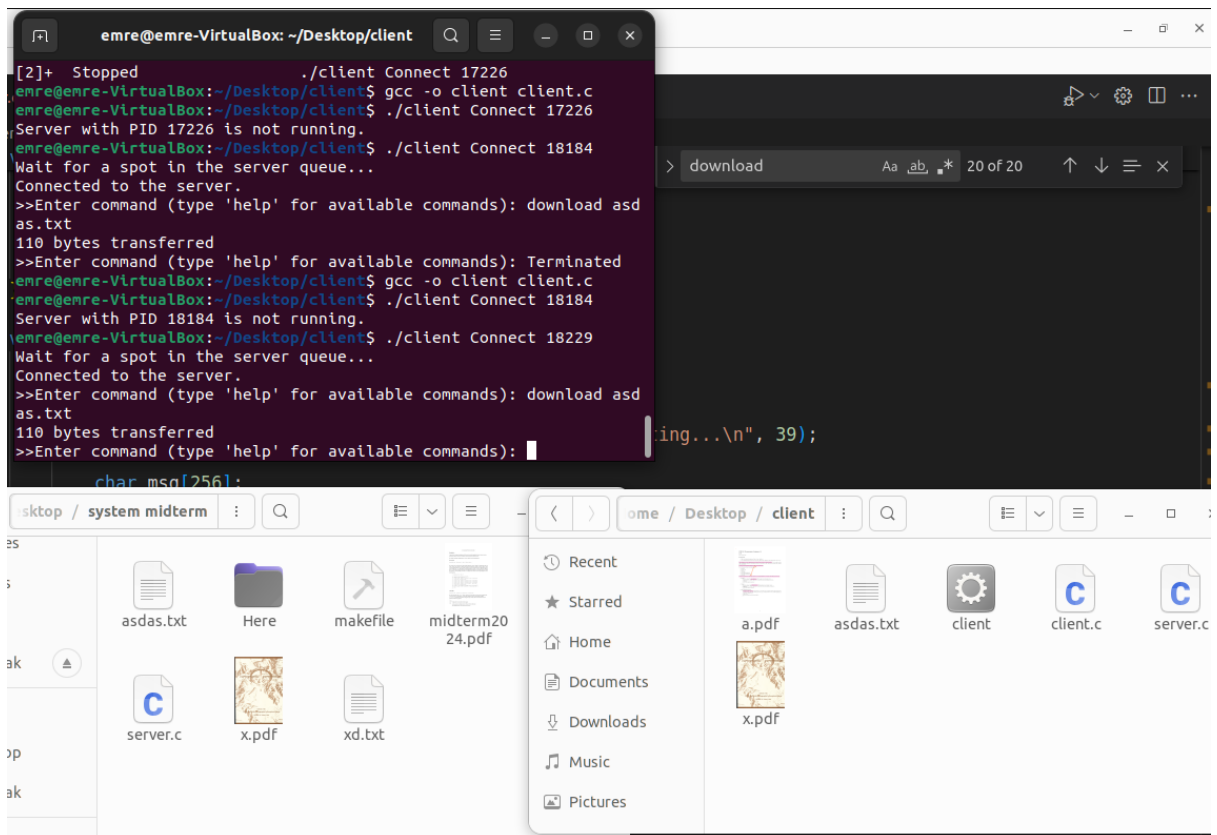
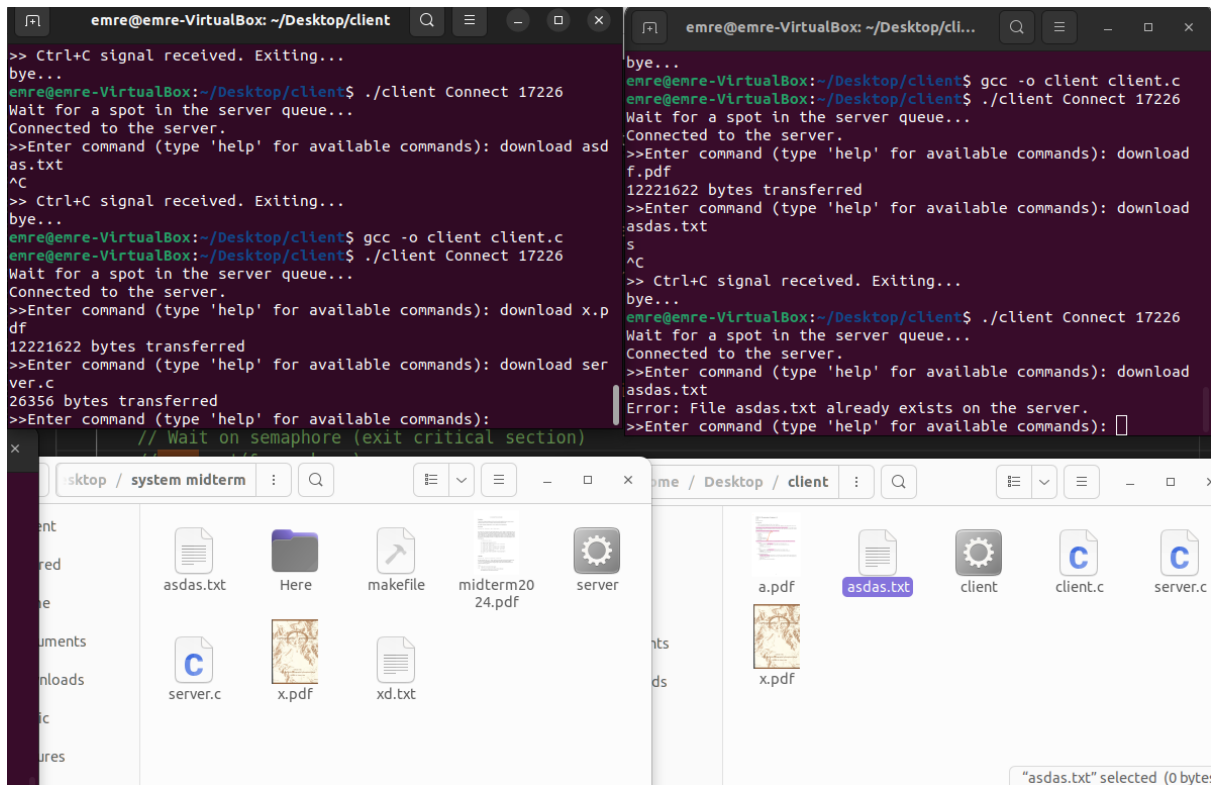
Plain Text

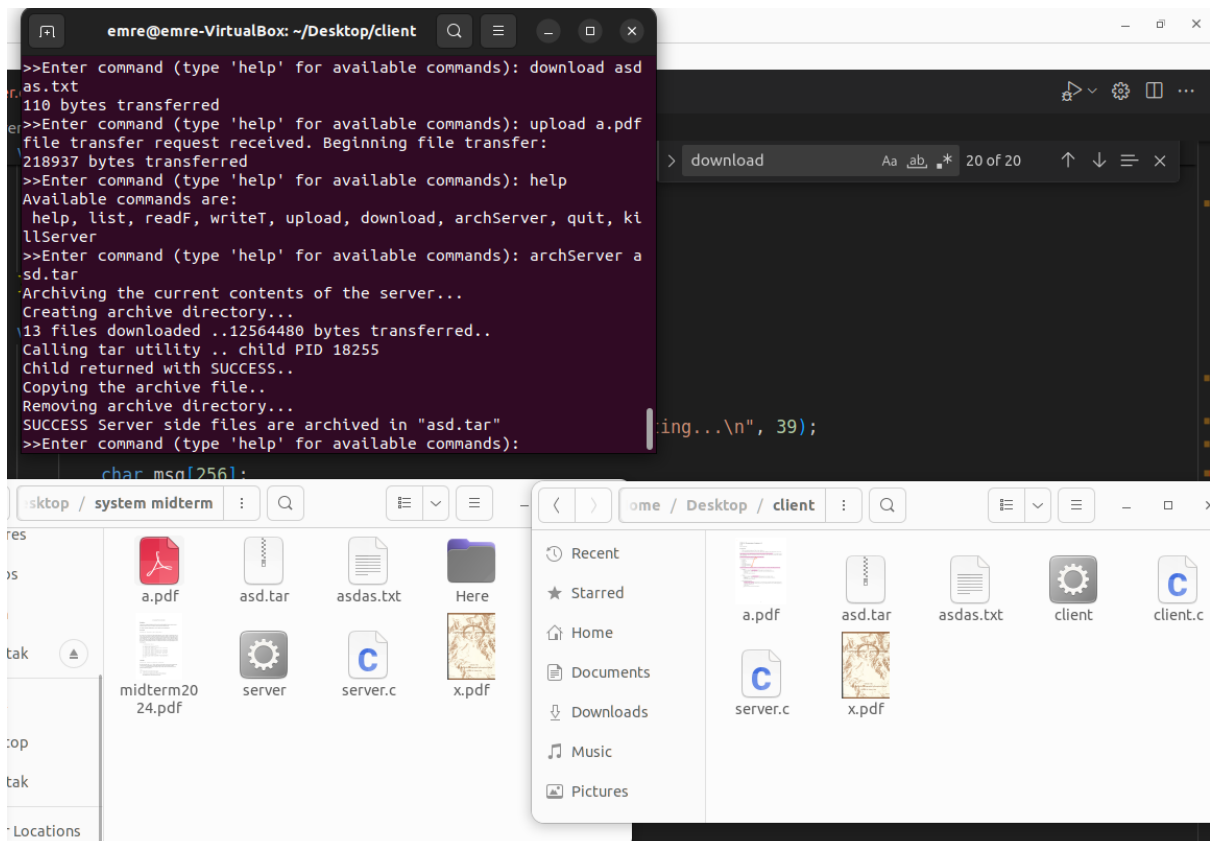
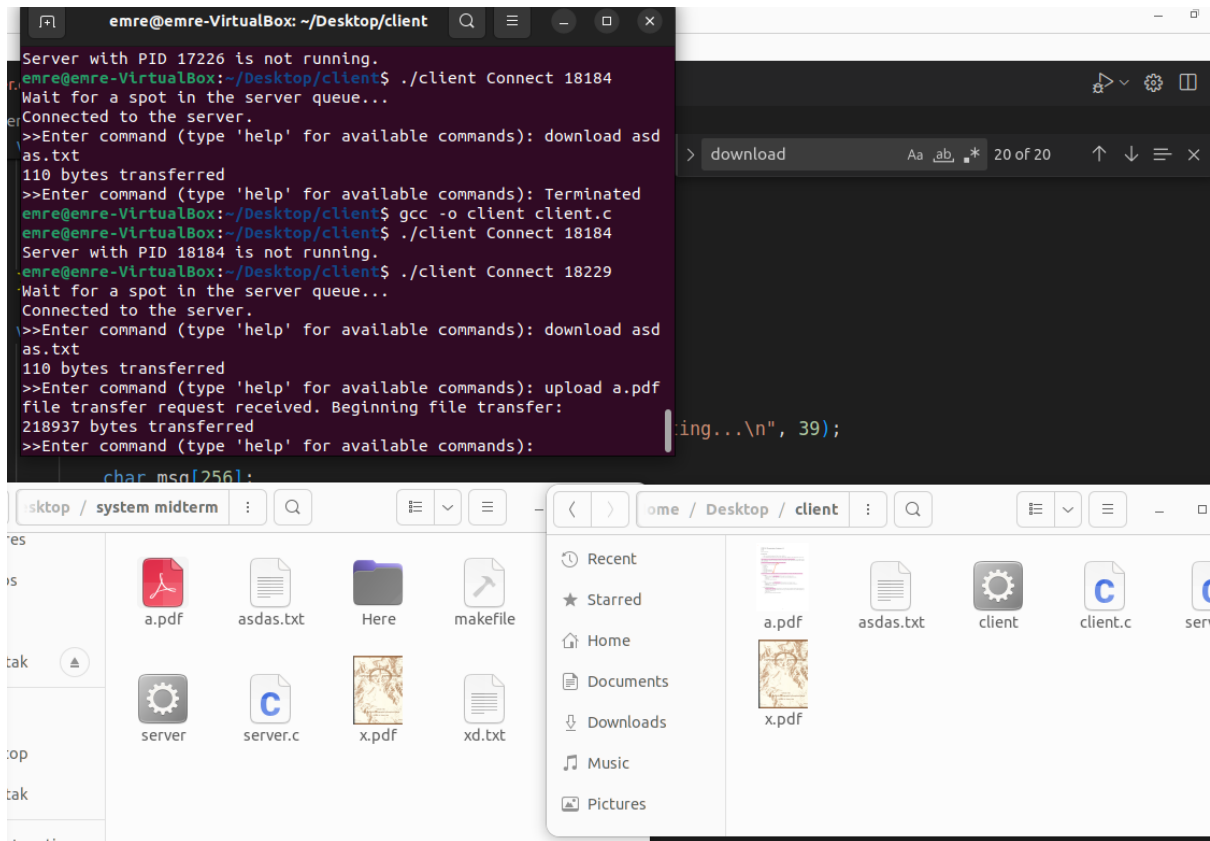
Tab Width: 8

Ln 1, Col 13

INS

```
1 123456789
2 ggggggggggggggggggg
3 89
4
5 2
6 new line added
7 sdasd
8 987654321
9 234234
10 123123
11 gggggggggg
12 oooooooooooooo
Plain Text
```





```
emre@emre-VirtualBox: ~/Desktop/system mid...
Terminated
emre@emre-VirtualBox: ~/Desktop/system mid...$ gcc server.c -o server
emre@emre-VirtualBox: ~/Desktop/system mid...$ ./server Here 2
>> Server Started PID 18387
>> waiting for clients...
>> Client PID 18397 connected as "client01"
>> Client PID 18399 connected as "client02"
>> kill signal from client01.. terminating...
>> bye
Terminated
emre@emre-VirtualBox: ~/Desktop/system mid...$ gcc server.c -o server
emre@emre-VirtualBox: ~/Desktop/system mid...$ ./server Here 2
>> Server Started PID 18507
>> waiting for clients...
>> Client PID 18514 connected as "client01"
>> Client PID 18516 connected as "client02"
>> kill signal from client02.. terminating...
>> bye
Terminated
emre@emre-VirtualBox: ~/Desktop/system mid...$

emre@emre-VirtualBox: ~/Desktop/client
Connected to the server.
>>Enter command (type 'help' for available commands): killServer
quitting write request to server log file
waiting for logfile ...
logfile write request granted
bye...
emre@emre-VirtualBox: ~/Desktop/client$ gcc -o client client.c
emre@emre-VirtualBox: ~/Desktop/client$ ./client Connect 18507
Wait for a spot in the server queue...
Connected to the server.
>>Enter command (type 'help' for available commands): help
Available commands are:
help, list, readf, writef, upload, download, archServer, quit,
killServer
>>Enter command (type 'help' for available commands): killServer
quitting write request to server log file
waiting for logfile ...
logfile write request granted
bye...
emre@emre-VirtualBox: ~/Desktop/client$

emre@emre-VirtualBox: ~/Desktop/asd
emre@emre-VirtualBox: ~/Desktop/asd$ gcc -o client client.c
emre@emre-VirtualBox: ~/Desktop/asd$ ./client tryConnect 18507
Connected to the server.
>>Enter command (type 'help' for available commands): help
Available commands are:
help, list, readf, writef, upload, download, archServer, quit,
killServer
>>Enter command (type 'help' for available commands): Terminated
emre@emre-VirtualBox: ~/Desktop/asd$
```

```
emre@emre-VirtualBox: ~/Desktop/system mid...
emre@emre-VirtualBox: ~/Desktop/system mid...$ gcc server.c -o server
emre@emre-VirtualBox: ~/Desktop/system mid...$ ./server Here 2
>> Server Started PID 18507
>> waiting for clients...
>> Client PID 18514 connected as "client01"
>> Client PID 18516 connected as "client02"
>> kill signal from client02.. terminating...
>> bye
Terminated
emre@emre-VirtualBox: ~/Desktop/system mid...$ gcc server.c -o server
emre@emre-VirtualBox: ~/Desktop/system mid...$ ./server Here 2
>> Server Started PID 18563
>> waiting for clients...
>> Client PID 18568 connected as "client01"
>> Client PID 18573 connected as "client02"
>> client01 disconnected
>> kill signal from client02.. terminating...
>> bye
Terminated
emre@emre-VirtualBox: ~/Desktop/system mid...$

emre@emre-VirtualBox: ~/Desktop/client
>>Enter command (type 'help' for available commands): help
Available commands are:
help, list, readf, writef, upload, download, archServer, quit,
killServer
>>Enter command (type 'help' for available commands): killServer
quitting write request to server log file
waiting for logfile ...
logfile write request granted
bye...
emre@emre-VirtualBox: ~/Desktop/client$ gcc -o client client.c
emre@emre-VirtualBox: ~/Desktop/client$ ./client Connect 18563
Wait for a spot in the server queue...
Connected to the server.
>>Enter command (type 'help' for available commands): help
Available commands are:
help, list, readf, writef, upload, download, archServer, quit,
killServer
>>Enter command (type 'help' for available commands): quit
bye...
emre@emre-VirtualBox: ~/Desktop/client$

emre@emre-VirtualBox: ~/Desktop/asd
x.pdf
.vscod
server.c
Here
midterm2024.pdf
makefile
>>Enter command (type 'help' for available commands): download x
.pdf
12221622 bytes transferred
>>Enter command (type 'help' for available commands): upload a.p
df
file transfer request received. Beginning file transfer:
218937 bytes transferred
>>Enter command (type 'help' for available commands): killServer
quitting write request to server log file
waiting for logfile ...
logfile write request granted
bye...
emre@emre-VirtualBox: ~/Desktop/asd$

server.log
1 Client PID 18573 requested: list
2 Client PID 18573 requested: upload
3 Client PID 18568 requested: help
```