

Operating System Architectures

Haiku Project

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1 Introduction

The main goal of this project is to write a program that generates "Haiku" poems. Haiku is a specific type of Japanese poem which has 17 syllables divided into three lines of 5, 7 and 5 syllables. Haiku is typically written on the subject of nature. The word haiku (pronounced hahy-koo) is derived from the Japanese word hokku meaning starting verse.

2 Version 1

There are 2 dedicated programs (client.c and server.c) and 1 header file (message.h) for version 1. Client must send signals (SIGINT and SIGQUIT) to server, server has to receive the signal and print the type of poem for each signal (japanese for SIGINT and western for SIGQUIT).

Message queues used to send signal from client to server. There is `message_id_generator()` function used in both programs to create and access the queue. Additionally, there is `message_buffer` structure in both programs which contains `message_type` and `message_signal_type` variables.

In client.c, there is sig_handler() function , which receives signal, initialises the received signal to message_signal.type and sends it to the message queue and increments the global variable counter by one. This process takes place until counter is equal to 100, after, program stops running.

In `server.c`, `queue` is accessed with the help of `msg_id_generator()` function. There is 2D array `haiku_category` which contains `SIGINT` and `SIGQUIT` on itself. Server receives signal from `queue` using `msgrcv()` system call. When received signal is equal to `haiku_category[0][0]` (means `SIGINT` signal), it prints "japanese" type, when it's equal to `haiku_category[1][0]` (means `SIGQUIT` signal), it prints "western" type, after, the global variable `counter` is incremented by one. This process takes place until `counter` is equal to 100 and then program stops running.

Server Output:

[illegible]

NOTE:

Compile client.c: `gcc client.c -o client`

Compile server.c: `gcc server.c -o server`

Execute client: `./client`

Execute server: `./server`

3 Version 2

There are 2 dedicated programs (writer.c and reader.c) and 1 header file (message.h) for version 2. Additionally, there are 2 directories (japanese and western) that contain .txt files and there is 1 haiku poem for each file. Writer must take the poems from these 2 directories and send them to reader via message queue. Reader must take all the poems from queue and write 3 random poems to .txt files for each category.

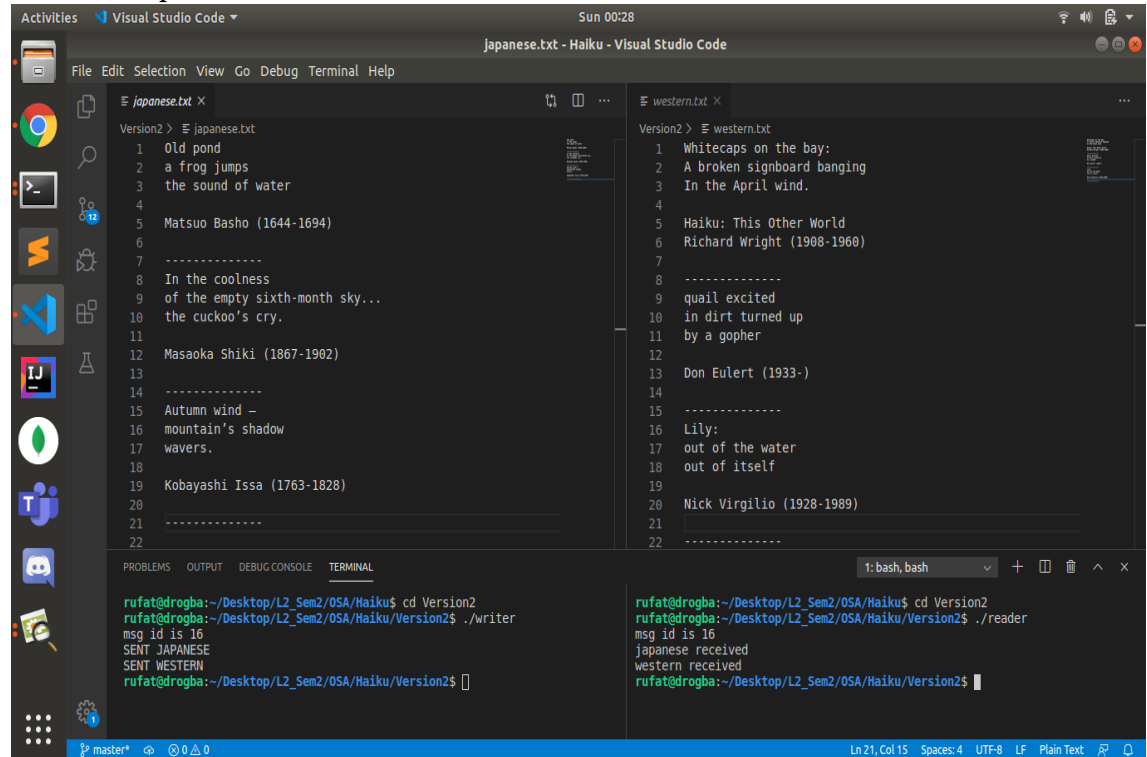
Message queues are used to send data from writer to reader. There is `msg_id_generator()` function used in both programs to create and access the queue. There is also `message_buffer` structure in `message.h` (`message.h` is included in both programs) which contains `message_type` and `haiku_array`.

In `writer.c`, 2 `message_buffer` structures are declared (`message_jap`, `message_western`). There is `haiku_to_arr()` function which receives pointer to `message_buffer` structure and type of message as a parameter. There is `haikuAmount` integer declared inside this function() that holds the number of haiku based on category of haiku. If arguments of this function are structure `message_jap` and type 1, function enters the japanese directory, takes all the poems from .txt files inside that directory and writes to `message-> haiku_array` and if arguments are structure `message_western` and type 2, function enters the western directory, takes all the poems from .txt files inside that directory and writes to `message-> haiku_array`. In `main()` function, this function is called twice (for japanese and western). It means both structures are full now with its poems. So, all the data are sent to the same queue with the help of `msgsnd()` system call.

In `reader.c`, 2 `message_buffer` structures are declared (`message_jap` and `message_western`). There is `read_haiku()` function which receives haiku category as parameter. If category is 1, it receives the data of `message_jap` structure from the queue, generates 3 different random haikus using `generate_random_number()` function and writes them to the "japanese.txt" file. Same when category is 2, it receives the data of `message_western` structure from the queue, generates 3 different random haikus using `generate_random_number()` function and writes them to the "western.txt" file. If there is no such .txt files, it will automatically create it. In `main()` function, this function is called twice (category 1, category

2). When the work is completed, queue is emptied using `msgctl()` system call.

Server Output:



The screenshot shows the Visual Studio Code interface. The top part has two text editors: `japanese.txt` and `western.txt`. The `japanese.txt` editor contains a list of 22 lines of Japanese haiku, including authors like Matsuo Basho and Masaoka Shiki. The `western.txt` editor contains a list of 22 lines of Western haiku, including authors like Richard Wright and Nick Virgilio. The bottom part of the interface shows a terminal window with the following output:

```
rufat@drogba:~/Desktop/L2_Sem2/OSA/Haiku$ cd Version2
rufat@drogba:~/Desktop/L2_Sem2/OSA/Haiku/Version2$ ./writer
msg id is 16
SENT JAPANESE
SENT WESTERN
rufat@drogba:~/Desktop/L2_Sem2/OSA/Haiku/Version2$
```

NOTE:

Compile writer.c: `gcc writer.c -o writer`
Compile reader.c: `gcc reader.c -o reader`
Execute writer: `./writer`
Execute reader: `./reader`

4 Version 3

In version 3 our previous 2 versions are combined into 1 version. In this version, the main point is to print a haiku of a given type when the matching signal is received. As in version 1, the client program stays the same. But on the server, there are some changes. In version3 two different message-ids are used by the server. The first one is used to communicate with the client and the second one is used to send haikus that read from .txt file to reader program. Then in the main function haikus are read from the text files into the array. After these arrays are sent to reader program over second message-id. Inside

the while function server just waits for and respond from the client and according to the response's category, it calls read_haiku(int category) method. Inside read_haiku() method it reads the message queue according to its category and prints 3 randomly chosen haiku then prints them to terminal.

Server Output:

```

Terminal
shirin@shirin-Lenovo: ~/Desktop/OSA/Project_Haiku/git_ver1/Haiku/Version3
shirin@shirin-Lenovo:~/Desktop/OSA/Project_Haiku/git_ver1/Haiku/Version3$ gcc client.c -o client
shirin@shirin-Lenovo:~/Desktop/OSA/Project_Haiku/git_ver1/Haiku/Version3$ ./client
^Western sent with signal 3
shirin@shirin-Lenovo:~/Desktop/OSA/Project_Haiku/git_ver1/Haiku/Version3$

shirin@shirin-Lenovo:~/Desktop/OSA/Project_Haiku/git_ver1/Haiku/Version3$ gcc server.c message.c reader.c writer.c -o server
shirin@shirin-Lenovo:~/Desktop/OSA/Project_Haiku/git_ver1/Haiku/Version3$ ./server
SENT JAPANESE
SENT WESTERN
msg id is 1179658
Western
western received

quail excited
in dirt turned up
by a gopher

Don Eulert (1933-)
-----
Snow in my shoe
Abandoned
Sparrow's nest

Book of Haikus
Jack Kerouac (1922-1969)
-----
Bass
picking bugs
off the moon

Nick Virgilio (1928-1989)
-----
shirin@shirin-Lenovo:~/Desktop/OSA/Project_Haiku/git_ver1/Haiku/Version3$

```

NOTE:

Compile writer.c: gcc client.c -o client

Compile reader.c: gcc server.c message.c reader.c writer.c -o server

Execute client: ./client

Execute server: ./server