

1.

No. of Processes  $\Rightarrow 6$ Name of Processes  $\Rightarrow$  /performer /screen /anchor

/j1 /j2 /j3

IPs used  $\Rightarrow$  Socket (for showing performance  
and announcement of result)message-queue (for question answering  
and putting score)Special BSD calls  $\rightarrow$  recv, send, sendmsg, recvmsg,  
socket, bind, listen, connect, accept-I/O Mux  $\rightarrow$  pollSignals  $\rightarrow$  Yes.Name  $\rightarrow$  sig1-handler  
in ~~Socket~~ Afor  $\rightarrow$  S notifying Asig1-handler  
in judgefor  $\rightarrow$  A alerting judge

sig1 handler in P

for  $\rightarrow$  A notifying  
judge is ready.FD passing  $\rightarrow$  no explicit need.

(unless p shares to A for announcement).



steps

1. all the mentioned process are active
2. Performer connects to screen using socket.
3. Performer sends data through socket and screen shows it (assume std-out)
4. Performer sends a certain phrase like "comr" to notify screen that performance is over.
5. Screen uses `sigusr1` to notify Anchor who has special handler. (screen finds pid of anchor from run)
6. Anchor randomly picks judge and notifies it through `sigusr1`.
7. Anchor puts judges pid in msg-queue and notifies P through `sigusr1` to read it.
8. P reads the pid of judge and communicate through msg que.
9. P sends answer to screen which it displays.
10. Judges put the scores in msg-queue.
11. When A knows the scores from all judges it shows it on screen either by.
  - i) explicitly connecting to socket (used)
  - ii) or by getting std from P.



Screen

```
int main()
```

```
{
    // socket creation, setsockopt(), bind(), listen()
    p-mfd = accept(sfd, (struct sockaddr*)&addr, (socklen_t*)&rlenof(addr));
    a-mfd = accept( " ) // similar as above;
```

```
struct pollfd pfd[2]
```

```
for(int i=0; i<2; i++)
```

```
    pfd[i].fd = p-mfd;
```

```
    pfd[i].events = POLLIN;
```

```
    pfd[i].fd = a-mfd;
```

```
    pfd[i].events = POLLIN;
```

```
while
```

```
int a-fd = fopen("fanchon.pidof /fanchon", "r");
```

```
char s[1024];
```

```
read(fd, s, 1024);
```

```
pid-a = atoi(s);
```

```
while(1) {
```

```
    int ret = poll(pfd, 2, 60*1000);
```

```
    for(int i=0; i<2; i++) {
```

```
        if (pfd[i].revent & POLLIN)
```

```
        {
            int r = read(pfd[i].fd, s, 1024);
```

```
            if (s == "com")
```

```
                kill(pid-a, SIGUSR1);
```

```
printf("%s\n", s);
```

(1)  $\frac{1}{2}$  (2)  $\frac{1}{2}$  (3)  $\frac{1}{2}$  (4)  $\frac{1}{2}$  (5)  $\frac{1}{2}$  (6)  $\frac{1}{2}$  (7)  $\frac{1}{2}$  (8)  $\frac{1}{2}$  (9)  $\frac{1}{2}$  (10)  $\frac{1}{2}$  (11)  $\frac{1}{2}$  (12)  $\frac{1}{2}$  (13)  $\frac{1}{2}$  (14)  $\frac{1}{2}$  (15)  $\frac{1}{2}$  (16)  $\frac{1}{2}$  (17)  $\frac{1}{2}$  (18)  $\frac{1}{2}$  (19)  $\frac{1}{2}$  (20)  $\frac{1}{2}$  (21)  $\frac{1}{2}$  (22)  $\frac{1}{2}$  (23)  $\frac{1}{2}$  (24)  $\frac{1}{2}$  (25)  $\frac{1}{2}$  (26)  $\frac{1}{2}$  (27)  $\frac{1}{2}$  (28)  $\frac{1}{2}$  (29)  $\frac{1}{2}$  (30)  $\frac{1}{2}$  (31)  $\frac{1}{2}$  (32)  $\frac{1}{2}$  (33)  $\frac{1}{2}$  (34)  $\frac{1}{2}$  (35)  $\frac{1}{2}$  (36)  $\frac{1}{2}$  (37)  $\frac{1}{2}$  (38)  $\frac{1}{2}$  (39)  $\frac{1}{2}$  (40)  $\frac{1}{2}$  (41)  $\frac{1}{2}$  (42)  $\frac{1}{2}$  (43)  $\frac{1}{2}$  (44)  $\frac{1}{2}$  (45)  $\frac{1}{2}$  (46)  $\frac{1}{2}$  (47)  $\frac{1}{2}$  (48)  $\frac{1}{2}$  (49)  $\frac{1}{2}$  (50)  $\frac{1}{2}$  (51)  $\frac{1}{2}$  (52)  $\frac{1}{2}$  (53)  $\frac{1}{2}$  (54)  $\frac{1}{2}$  (55)  $\frac{1}{2}$  (56)  $\frac{1}{2}$  (57)  $\frac{1}{2}$  (58)  $\frac{1}{2}$  (59)  $\frac{1}{2}$  (60)  $\frac{1}{2}$  (61)  $\frac{1}{2}$  (62)  $\frac{1}{2}$  (63)  $\frac{1}{2}$  (64)  $\frac{1}{2}$  (65)  $\frac{1}{2}$  (66)  $\frac{1}{2}$  (67)  $\frac{1}{2}$  (68)  $\frac{1}{2}$  (69)  $\frac{1}{2}$  (70)  $\frac{1}{2}$  (71)  $\frac{1}{2}$  (72)  $\frac{1}{2}$  (73)  $\frac{1}{2}$  (74)  $\frac{1}{2}$  (75)  $\frac{1}{2}$  (76)  $\frac{1}{2}$  (77)  $\frac{1}{2}$  (78)  $\frac{1}{2}$  (79)  $\frac{1}{2}$  (80)  $\frac{1}{2}$  (81)  $\frac{1}{2}$  (82)  $\frac{1}{2}$  (83)  $\frac{1}{2}$  (84)  $\frac{1}{2}$  (85)  $\frac{1}{2}$  (86)  $\frac{1}{2}$  (87)  $\frac{1}{2}$  (88)  $\frac{1}{2}$  (89)  $\frac{1}{2}$  (90)  $\frac{1}{2}$  (91)  $\frac{1}{2}$  (92)  $\frac{1}{2}$  (93)  $\frac{1}{2}$  (94)  $\frac{1}{2}$  (95)  $\frac{1}{2}$  (96)  $\frac{1}{2}$  (97)  $\frac{1}{2}$  (98)  $\frac{1}{2}$  (99)  $\frac{1}{2}$  (100)  $\frac{1}{2}$

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~~(iii)  $\frac{1}{2} \leq \frac{1}{2} \leq \frac{1}{2}$~~ 

```
{
    int n = random();
    int fd = fopen("mdof.%i", "w");
}
```

```
char s[1024];
```

```
read (fd, x, 5, 1024);
```

$$\hat{f} \cdot \text{mid} = \text{atvi}(s); ("n")$$

// about judge why stors  
// msg queue init  $\rightarrow$  ~~key~~ . ftoh(), msg get();

// put ~~fluid~~ using magswal ();

// notify p using sigusr1

```
// reads msg queue for three judges to  
check score using msgrecv();
```

// when read all 3, send to screen using  
send(sfd, "...");



Judge

int main()

{  
// msg-que hit  $\rightarrow$  ~~msg-que~~  $\rightarrow$   $\text{ftok()}$ ,  $\text{msgget()}$ ,// alerted by  $\text{sigUSR1}$  start  $\text{msgsnd()}$  with  
question.// puts score in  $\text{msg-queue()}$ 

}