International Institute of Information Technology Bangalore

OPERATING SYSTEMS EG 301P

OS MINI PROJECT REPORT

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Summary 1

Problem:-1.1

This is a server-client based project where the server is Admin and the user is the client. There communication between the user and admin should happen using socket programming.

The code should be done in the C programming language.

Menu:

Admin
User

 ${f Admin}:$

1. Add/Del a product

2. Update the quantity/price of an existing product

When the update is finished and the admin exits, generate a log file which contains all the details about the stock levels, products available etc.

Display all the products in the format: PID, PName, Cost

Also display the Cart.

Ask the user to Choose a product and quantity to add into the cart.

Also give the user the option to edit the cart.

Approach:-1.2

Data Structures:

The code defines several data structures, including struct Product to represent a product with its ID, name, quantity, and cost. struct ProductList is an array of Product structures, representing the product inventory. struct Cart represents a customer's shopping cart, which contains an array of Product structures. struct Customer represents a customer with their ID, name, passcode, and Cart. tomerList is an array of Customer structures, representing the list of customers.

Semaphore Implementation:

The code includes functions for creating, locking, and unlocking semaphores. Semaphores are used to control access to critical sections of the code to ensure mutual exclusion. The createsemaphore function creates a semaphore using semget and initializes its value to 1 for each product. semaphorelock and semaphoreunlock functions lock and unlock the semaphore respectively using semop to prevent concurrent access to shared resources.

File Handling:

The code uses file handling to read and write the product inventory and customer data.

The generateLogFile function creates a log file named "log.txt" and writes the product details from the ProductList to the file. printdatabase and printdatabase 1 functions iterate over the ProductList and CustomerList arrays, respectively, and print their contents.

Server Operations:

The server handles multiple clients using a loop. Each client connection is processed in a separate thread using pthread. The server provides various operations for the clients, including adding a product, updating product details, deleting a product, adding to a cart, changing a cart, buying a cart, and displaying a cart.

The server reads the client's choice and performs the corresponding operation.

Client Interaction:

The client interacts with the server by sending requests and receiving responses.

The client sends the chosen operation and relevant data to the server using write.

The server processes the request and sends appropriate responses back to the client using read and write.

1.3 OS Concepts Used:-

Multi-threading:

The code employs multi-threading to handle multiple client connections concurrently. Each client connection is processed in a separate thread using the POSIX threads library (pthread). This approach enables efficient utilization of system resources and allows multiple clients to interact with the server simultaneously.

Semaphore:

Semaphores are used to control access to critical sections of the code, ensuring mutual exclusion. The createsemaphore, semaphorelock, and semaphoreunlock functions enable synchronization among multiple threads and prevent concurrent access to shared resources, such as the product inventory. This technique helps maintain data integrity and prevents race conditions.

File Handling:

The code utilizes file handling operations to read and write data. It creates a log file named "log.txt" and writes the product details from the ProductList structure to the file. The file handling mechanism provides a persistent storage solution for preserving the state of the product inventory across different program executions.

Networking:

The client-server communication is facilitated through network sockets. Clients send requests to the server by writing data to the socket, and the server responds by reading and writing data to the respective client socket. This network-based approach enables remote access to the inventory management system and allows clients to interact with

the server from different machines or locations.

1.4 Results and Screen Shots .:-

To Test the programme..

Just open two terminals.

One for server side and the other for client side.

Next run:

gcc -o SERVER SERVER.c (in server terminal..)

gcc -o client client.c (in client terminal...)

Please feel free to use extra clients(multiple)









