



Relazione sul Progetto dell'Esame di  
**Sistemi Operativi**  
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# 1 Primo Esercizio

## Simulatore di chiamate a procedura

### 1.1 Descrizione dell'implementazione

L'obiettivo del primo esercizio è quello di implementare uno scheduler di processi. Quest'ultimo deve permettere all'utente di poter creare, eseguire ed eliminare i processi stessi secondo una politica di priorità od esecuzioni rimanenti.

Abbiamo organizzato il codice in tre files: due librerie *config.h* e *taskmanager.h* ed un programma, *scheduler.c*. All'interno di *config.h1* vengono unicamente definite due stringhe utilizzate nella formattazione dell'output. All'interno di *taskmanager.h2* abbiamo invece definito la **struct** *TaskElement*, ovvero l'elemento **Task**, descritto da 5 campi fondamentali che rappresentano un processo all'interno della nostra implementazione:

1. *ID* : Un numero intero univoco che viene automaticamente assegnato alla creazione del task.
2. *nameTask* : Nome del task, di massimo 8 caratteri, scelto dall'utente alla creazione.
3. *priority* : Numero intero che rappresenta la priorità del task.
4. *remainingExe* : Numero intero che rappresenta il numero di esecuzioni rimanenti (burst) del task.
5. *\*nextTask* : Puntatore al task successivo

Sempre all'interno di *taskmanager.h2* vi sono le implementazioni delle operazioni che il nostro scheduler sarà in grado di effettuare, definite dalle seguenti funzioni:

- **setExeNumber(void)** : Permette l'inserimento del numero di esecuzioni rimanenti *n*, effettuando i controlli sulla legalità dell'input (  $1 < n < 99$  ).
- **setPriority(void)** : Permette l'inserimento della priorità *p*, effettuando i controlli sulla legalità dell'input (  $1 < p < 9$  ).
- **setTaskName(Task\*)** : Permette l'inserimento del nome del task, effettuando i controlli sulla lunghezza massima della stringa inserita (al massimo 8 caratteri).
- **isEmptyTaskList(Task\*)** : Esegue il controllo sulla lista di task, restituendo 0 nel caso sia vuota.
- **selectTask(Task\*)** : Restituisce il task con il PID richiesto dall'utente, dopo aver eseguito la ricerca nella lista.
- **modifyPriority(Task\*)** : Permette di modificare la priorità del task selezionato.
- **modifyExecNumb(Task\*)** : Permette di modificare il numero di esecuzioni rimanenti del task selezionato.
- **newTaskElement(Task\*,int)** : Permette la creazione di un nuovo task, allocandolo in memoria con l'utilizzo di una `malloc`.
- **printTask(Task\*)** : Esegue la stampa degli elementi del task coerentemente con la richiesta nella specifica dell'esercizio.
- **printListTask(Task\*)** : Esegue la stampa dell'intera lista dei task, richiamando la funzione `printTask`.
- **deleteTask(Task\*, Task\*)** : Permette l'eliminazione di un task dalla lista, semplicemente collegando il puntatore *nextTask* dell'elemento precedente al task successivo a quello che deve essere eliminato.
- **executeTask(Task\*)** : Esegue il task in testa alla coda, eseguendo i controlli sul numero di esecuzioni rimanenti.

Le operazioni legate allo scheduling sono state poi affidate a *scheduler.c3*, il quale contiene le funzioni:

- `getChoice(void)` : Stampa il menu di scelta delle operazioni eseguibili e restituisce la risposta data in input dall'utente.
- `switchPolicy(char)` : Permette di modificare la politica di scheduling, passando da priorità ad esecuzioni rimanenti.
- `sortListByPriority(Task*)` : Ordina la lista dei task per valori decrescenti della priorità (  $\max(p) = 9$  ).
- `sortListByExecution(Task*)` : Ordina la lista dei task per valori decrescenti del numero di esecuzioni rimanenti (  $\max(n) = 99$  ).
- `swapTask(Task*, Task*, Task*)` : Permette l'inversione dell'ordine di due task.
- `main()` : Main del programma.

```

1 #ifndef CONFIG_H_
2 #define CONFIG_H_
3
4 #define POINTSHEAD "
5 ..... \ n \ r "
6 #define SEPARATOR " + + + + + \ n \ r "
7 #endif /* CONFIG_H_ */

```

```

1 #include <string.h>
2 #include <stdio.h>
3 #include <stdlib.h>
4
5 #include "config.h"
6
7 typedef struct TaskElement {
8     int ID;
9     char nameTask[9]; // the ninth element of the name must be
10    int priority;
11    int remainingExe;
12    struct TaskElement *nextTask;
13 } Task;
14
15 int setExeNumber(void);
16 int setPriority(void);
17 void setTaskName(Task*);
18 int isEmptyTaskList(Task*);
19 Task* selectTask(Task*);
20 void modifyPriority(Task*);
21 void modifyExecNumb(Task*);
22 Task* newTaskElement(Task*, int);
23 void printTask(Task*);
24 void printListTasks(Task*);
25 Task* deleteTask(Task*, Task*);
26 int executeTask(Task*);
27
28 /*
29 *
30 * PURPOSE : Setter remainingExe member of struct TaskElement, this function is use by
31 *           newTaskElement
32 * RETURN  : int -> number of remaining execution
33 */
34 int setExeNumber() {
35     int exeNum = 0;
36     do {
37         printf("\n\rInsert the number of remaning executions : ");
38         scanf("%i", &exeNum);
39         if ((exeNum < 0) || (exeNum > 99)) {
40             printf("\n\rError! It must be a number between 1 and 99. \n\r");

```

```

41     }
42 } while ((exeNum <= 0) || (exeNum > 99));
43 return exeNum;
44 }
45
46 /*
47 *
48 * PURPOSE : Setter priority member of struct TaskElement, this function is use by
              newTaskElement
49 * RETURN : int -> number of priority
50 *
51 */
52 int setPriority() {
53     int priority = 0;
54     do {
55         printf("\n\rInsert the priority (ascending order): ");
56         scanf("%i", &priority);
57         if (((priority < 0) || (priority > 9))) {
58             printf("\n\rError! It must be a number between 1 and 9\n\r");
59         }
60     } while ((priority < 0) || (priority > 9));
61     return priority;
62 }
63
64 /*
65 *
66 * PURPOSE : Setter name member of struct TaskElement, this function is use by
              newTaskElement
67 * PARAMS : Task* actualTask -> pointer of the task that want to set name
68 * RETURN : void
69 *
70 */
71 void setTaskName(Task *actualTask) {
72     char name[256];
73     do {
74         printf("\n\rName this task (max 8 chars) : ");
75         scanf("%s", name);
76         if (strlen(name)>0 && strlen(name)<=8) {
77             strcpy(actualTask->nameTask, name);
78             for (int i = strlen(name); i<=9 ;i++) {
79                 actualTask->nameTask[i] = '\0'; // this for cycle set all character of the name
80                 task with the null character
81             }
82             return;
83         } else {
84             printf("\n\rThe name of the task must be less than 8");
85         }
86     } while (strlen(name)>8);
87     printf("Something went wrong\n\rThe name of the task it will be setted -default-");
88     strcpy(actualTask->nameTask, "default\0");
89     return;
90 }
91
92 /*
93 *
94 * PURPOSE : Check if the list is empty
95 * PARAMS : Task* firstTask -> pointer of the first (head) task of the list
96 * RETURN : int -> return 0 if the list is empty, return 1 if the list is not empty
97 *
98 */
99 int isEmptyTaskList(Task *firstTask) {
100     return !(firstTask->ID);
101 }
102
103 /*
104 *
105 * PURPOSE : It ask the ID of the Task and finds the Task with that ID
106 * PARAMS : Task* firstTask -> pointer of the first (head) task of the list
107 * RETURN : Task* -> return the pointer of the task found
108 *
109 */
110 Task* selectTask(Task* firstTask) {
111     int id;

```

```

111     printf("Select the task...\nInsert the ID : ");
112     scanf("%d", &id);
113     while (firstTask->ID != id) {
114         firstTask = firstTask->nextTask;
115         if (firstTask == NULL) {
116             printf("\n\rError! No tasks with this ID!\n\r");
117             return firstTask;
118         }
119     }
120     return firstTask;
121 }
122
123 /*
124 *
125 * PURPOSE : Modify the priority of the task
126 * PARAMS : Task* thisTask -> pointer of the task to change
127 * RETURN : void
128 *
129 */
130 void modifyPriority(Task *thisTask) {
131     thisTask = selectTask(thisTask);
132     if (thisTask == NULL) {
133         return;
134     }
135     thisTask->priority = setPriority();
136     return;
137 }
138
139 /*
140 *
141 * PURPOSE : Modify the execution number of the task
142 * PARAMS : Task* thisTask -> pointer of the task to change
143 * RETURN : void
144 *
145 */
146 void modifyExecNumb(Task *thisTask) {
147     thisTask = selectTask(thisTask);
148     if (thisTask == NULL) {
149         return;
150     }
151     thisTask->remainingExe = setExeNumber();
152     return;
153 }
154
155 /*
156 *
157 * PURPOSE : Allocate a new item in the list
158 * PARAMS : Task* actualTask -> pointer of the last task of the list
159 * PARAMS : int idT -> the id of the new task
160 * RETURN : Task* -> pointer of the new last task of the list
161 *
162 */
163 Task* newTaskElement(Task *actualTask, int idT) {
164     actualTask->ID = idT;
165     setTaskName(actualTask);
166     actualTask->priority = setPriority();
167     actualTask->remainingExe = setExeNumber();
168     (*actualTask).nextTask = malloc(sizeof(Task));
169     return (*actualTask).nextTask;
170 }
171
172 /*
173 *
174 * PURPOSE : Print a single Task
175 * PARAMS : Task* thisTask -> pointer of the task to print
176 * RETURN : void
177 *
178 */
179 void printTask(Task *thisTask) {
180     printf("| %d + %d + %s + %d | \n\r",
181         thisTask->ID, thisTask->priority, thisTask->nameTask,
182         thisTask->remainingExe);
183     printf(SEPARATOR);

```

```

184 }
185
186 /*
187 *
188 * PURPOSE : Print the list of the task
189 * PARAMS : Task* first -> printing start from this task
190 * RETURN : void
191 *
192 */
193 void printListTasks(Task *first) {
194     printf(SEPARATOR);
195     printf("| ID + PRIORITY + TASK NAME + REMAINING EXEC |\\n\\r");
196     printf(SEPARATOR);
197     Task* tmp = first;
198     while (tmp->ID != 0) {
199         printTask(tmp);
200         tmp = (*tmp).nextTask;
201     }
202 }
203
204 /*
205 *
206 * PURPOSE : Delete a Task
207 * PARAMS : Task* first -> pointer of the first task of the list
208 * PARAMS : Task* thisTask -> pointer of the task to delete
209 * RETURN : Task* -> return the pointer of the first task of the list
210 *
211 */
212 Task* deleteTask(Task *first , Task *thisTask) {
213     if (thisTask != NULL) {
214         Task *tmpTask = first;
215         if (thisTask == first) {
216             tmpTask = thisTask->nextTask;
217             thisTask->ID = thisTask->priority = thisTask->remainingExe = 0;
218             strcpy(thisTask->nameTask, "\\0");
219             thisTask->nextTask = NULL;
220             return tmpTask;
221         } else {
222             while (tmpTask->nextTask == NULL) {
223                 if (tmpTask->nextTask == thisTask) {
224                     tmpTask->nextTask = thisTask->nextTask;
225                     thisTask->ID = thisTask->priority = thisTask->remainingExe =
226                     0;
227                     strcpy(thisTask->nameTask, "\\0");
228                     thisTask->nextTask = NULL;
229                     return first;
230                 }
231                 tmpTask = tmpTask->nextTask;
232             }
233         }
234     }
235     printf("There is no task to delete!\\n\\r");
236     return first;
237 }
238
239 /*
240 *
241 * PURPOSE : Execute a Task
242 * PARAMS : Task* thisTask -> pointer of the task to execute
243 * RETURN : Task* -> return the number of the remaining execution
244 *
245 */
246 int executeTask(Task *thisTask) {
247     if (thisTask != NULL) {
248         thisTask->remainingExe -= 1;
249         return thisTask->remainingExe;
250     } else if (thisTask->remainingExe == 0) {
251         printf("This task has no more executions to be done\\n\\r");
252         return 0;
253     }
254     printf("There is no task to execute!\\n\\r");
255     return 0;
256 }

```

---

## Listing 2: Task Manager

```

1 #include <string.h>
2 #include <stdio.h>
3 #include <stdlib.h>
4 #include "taskmanager.h"
5
6 int getChoice(void);
7 char switchPolicy(char pol);
8 Task* sortListByPriority(Task*);
9 Task* sortListByExecution(Task*);
10 Task* swapTask(Task*, Task*, Task*);
11
12 int main() {
13     int idTraker = 1;
14     int flag = 1;
15     char policy = 'p';
16     Task *firstTask = malloc(sizeof(Task));
17     Task *lastTask = NULL; // the last Task is always empty
18     printf(POINTSHEAD);
19     printf("                This is a process scheduler\n\r");
20     printf(POINTSHEAD);
21     while (flag == 1) {
22         Task *tmpTask;
23         switch (getChoice()) {
24             case 0:
25                 printf("Bye!\n\r");
26                 return 0;
27             case 1:
28                 if (firstTask->ID == 0) {
29                     lastTask = newTaskElement(firstTask, idTraker);
30                 } else {
31                     lastTask = newTaskElement(lastTask, idTraker);
32                     if (policy == 'p') {
33                         firstTask = sortListByPriority(firstTask);
34                     } else if (policy == 'e') {
35                         firstTask = sortListByExecution(firstTask);
36                     }
37                 }
38                 idTraker += 1;
39                 break;
40             case 2:
41                 printf("\n\rHow many execution do you want to do: ");
42                 scanf("%d", &flag);
43                 while (flag != 0) {
44                     if (executeTask(firstTask) == 0) {
45                         firstTask = deleteTask(firstTask, firstTask);
46                     }
47                     flag -= 1;
48                 }
49                 flag = 1;
50                 printf("\n\r");
51                 break;
52             case 3:
53                 if (!isEmptyTaskList(firstTask)) {
54                     tmpTask = selectTask(firstTask);
55                     if (executeTask(tmpTask) == 0) {
56                         firstTask = deleteTask(firstTask, tmpTask);
57                     }
58                 }
59                 break;
60             case 4:
61                 firstTask = deleteTask(firstTask, selectTask(firstTask));
62                 break;
63             case 5:
64                 modifyPriority(firstTask);
65                 if (policy == 'p') {
66                     firstTask = sortListByPriority(firstTask);
67                 }
68                 break;
69             case 6:
70                 policy = switchPolicy(policy);

```



```

71     if (policy == 'p') {
72         firstTask = sortListByPriority(firstTask);
73     } else if (policy == 'e') {
74         firstTask = sortListByExecution(firstTask);
75     }
76     break;
77 case 7:
78     modifyExecNumb(firstTask);
79     if (policy == 'e') {
80         firstTask = sortListByExecution(firstTask);
81     }
82     break;
83 default:
84     flag = 0;
85     break;
86 }
87 if (!isEmptyTaskList(firstTask)) {
88     printf("\n\rScheduling Policy: ");
89     if (policy == 'p') {
90         printf("PRIORITY \n\r");
91     } else if (policy == 'e') {
92         printf("REMAINING EXECUTIONS \n\r");
93     }
94     printListTasks(firstTask);
95 } else {
96     printf("\n\rList is empty! Please insert a task first...\n\r");
97 }
98 }
99 return 0;
100 }
101
102 /*
103 *
104 * PURPOSE : Print menu and get the choice
105 * RETURN : int -> choice of the menu
106 *
107 */
108 int getChoice() {
109     printf("\n\rPlease select an option:\n\r");
110     printf(" 0) Exit\n\r 1) Create a new task\n\r 2) Execute the task on the top of the\n\r");
111     printf(" 3) Execute a task\n\r 4) Delete a task\n\r 5) Modify the PRIORITY of a task\n\r");
112     ;
113     printf(" 6) Switch policy (default : PRIORITY)\n\r 7) Modify the REMAINING EXECUTIONS of a\n\r");
114     printf(" task");
115     int res = 0;
116     printf("\n\r> ");
117     scanf("%i", &res);
118     return res;
119 }
120
121 /*
122 *
123 * PURPOSE : Switch the policy of the scheduler
124 * PARAMS : char pol -> actual policy of the scheduler
125 * RETURN : char -> new policy of the scheduler
126 *
127 */
128 char switchPolicy(char pol) {
129     printf("\n\rYou switched the policy of scheduling from ");
130     if (pol == 'p') {
131         printf("PRIORITY to REMAINING EXECUTIONS\n\r");
132         return 'e';
133     } else if (pol == 'e') {
134         printf("REMAINING EXECUTIONS to PRIORITY \n\r");
135         return 'p';
136     }
137     return 'p';
138 }
139
140 /*

```

```

141 *
142 * PURPOSE : Sort list by priority (highest priority , task most important)
143 * PARAMS : Task* headTask -> pointer of the first task of the list
144 * RETURN : Task* -> new pointer of first (head) task
145 *
146 */
147 Task* sortListByPriority(Task *headTask) {
148     Task *tempTask = headTask;
149     Task *previousTempTask = tempTask;
150     int flag = 0;
151     while (!flag) {
152         flag = 1;
153         tempTask = headTask;
154         previousTempTask = tempTask;
155         while (tempTask->ID != 0) {
156             if (tempTask->priority < tempTask->nextTask->priority) {
157                 if (tempTask == headTask) {
158                     headTask = swapTask(headTask, tempTask, tempTask->nextTask);
159                 } else {
160                     previousTempTask = swapTask(previousTempTask, tempTask,
161                                                 tempTask->nextTask);
162                 }
163                 flag = 0;
164             }
165             previousTempTask = tempTask;
166             tempTask = tempTask->nextTask;
167         }
168     }
169     return headTask;
170 }
171
172 /*
173 *
174 * PURPOSE : Sort list by priority (lowest remaining execution , task most important)
175 * PARAMS : Task* headTask -> pointer of the first task of the list
176 * RETURN : Task* -> new pointer of first (head) task
177 *
178 */
179 Task* sortListByExecution(Task* headTask) {
180     Task *tempTask = headTask;
181     Task *previousTempTask = tempTask;
182     int flag = 0;
183     while (!flag) {
184         flag = 1;
185         tempTask = headTask;
186         previousTempTask = tempTask;
187         while (tempTask->ID != 0) {
188             if ((tempTask->remainingExe > tempTask->nextTask->remainingExe)
189                 && (tempTask->nextTask->remainingExe != 0)) {
190                 if (tempTask == headTask) {
191                     headTask = swapTask(headTask, headTask, headTask->nextTask);
192                 } else {
193                     previousTempTask = swapTask(previousTempTask, tempTask,
194                                                 tempTask->nextTask);
195                 }
196                 flag = 0;
197             }
198             previousTempTask = tempTask;
199             tempTask = tempTask->nextTask;
200         }
201     }
202     return headTask;
203 }
204
205 /*
206 *
207 * PURPOSE : Swap two task
208 * PARAMS : Task* previousTask -> pointer of the first task of the list
209 * PARAMS : Task* taskSwap1 -> pointer of first task to swap
210 * PARAMS : Task* taskSwap2 -> pointer of second task to swap
211 * RETURN : Task* -> pointer of the previous task
212 *
213 */

```

```
214 Task* swapTask(Task *previousTask, Task *taskSwap1, Task *taskSwap2) {
215     if (previousTask != taskSwap1) {
216         previousTask->nextTask = taskSwap2;
217         taskSwap1->nextTask = taskSwap2->nextTask;
218         taskSwap2->nextTask = taskSwap1;
219         return previousTask;
220     }
221     taskSwap1->nextTask = taskSwap2->nextTask;
222     taskSwap2->nextTask = taskSwap1;
223     return taskSwap2;
224 }
```

Listing 3: scheduler.c

## 2 Secondo Esercizio

### Esecutore di comandi

#### 2.1 Descrizione dell'implementazione

L'obiettivo del secondo esercizio é quello di creare un esecutore di comandi UNIX che scriva, sequenzialmente o parallelamente, l'output dell'esecuzione su di un file.

Tutte le funzionalità del programma sono incluse all'interno della libreria *functions.h5* e fanno uso a loro volta della libreria *unistd.h*. La funzione *initDataFolder()* si occupa di creare la cartella ed inserirvi il file di output. Essa viene generata all'interno della directory *"../commandexe/data/[pid]"* dove il *pid* é il process ID del chiamante in questione, ritornato dal *getpid()*. Il comando inserito dall'utente viene poi eseguito attraverso una *popen()*, la quale apre uno stream di scrittura/lettura su di una pipe, inserendovi l'output del comando. La funzione *execCommandAndLog(char,int)* genera due *char[]*, rispettivamente il *path* ed il *filename*, quest'ultimo viene nominato attraverso il pid e l'indice di esecuzione, come richiesto dalla specifica di implementazione. Viene poi eseguito il comando ed il log dell'output: l'esecuzione viene affidata ancora una volta ad una *popen()* mentre la scrittura dell'output viene eseguita mediante le usuali funzioni dello *stdin* attraverso il descrittore di file generato precedentemente. Il codice viene eseguito nel *cmd.c4*, all'interno del quale vi é un ciclo while che itera fino a quando non viene inserita la stringa vuota dall'utente.

#### 2.2 Codice

```
1 #include <stdio.h>
2 #include <stdlib.h>
3 #include <string.h>
4 #include <unistd.h>
5 #include "functions.h"
6
7 #define MAX_CMD_LEN 100
8
9 int main() {
10     int k = 1;
11     initDataFolder();
12     while (1) {
13         char cmd[MAX_CMD_LEN] = "";
14         printf("\nEnter the %d-cmd: ", k);
15
16         //read chars until \n
17         scanf("%[^\n]", cmd);
18         getchar();
19         printf("Cmd entered : %s\n", cmd);
20         if (strlen(cmd) == 0) {
21             printf("Bye!\n");
22             exit(1);
23         }
24         execCommandAndLog(cmd, k);
25         k = k + 1;
26     }
27
28     return (0);
29 }
```

Listing 4: cmd.c

```
1 /*
2 *
3 * PURPOSE : Create the data folder to store outputs
4 *
5 * RETURN : void
6 *
7 */
8 int initDataFolder() {
9     char cmd[30];
10     FILE *fp;
11     sprintf(cmd, "%s%i", "mkdir -p ../commandexe/data/", getpid());
12     fp = popen(cmd, "r");
```

```

13     if (fp == NULL) {
14         printf("[Error] - Error initialing process folder\n");
15         exit(1);
16     }
17     return 0;
18 }
19
20 /*
21 *
22 * PURPOSE : Function that execute the c command and log the output in ../commandexe/data
23             /[pid]/out.[index]
24 *
25 * PARAMS : char* -> command string
26 * PARAMS : int -> index of out.[index] log
27 * RETURN : int -> 0
28 */
29 int execCommandAndLog(char* c, int index) {
30     FILE *fp;
31     char path[1035];
32     char filename[7];
33
34     sprintf(filename, "data/%i/%s.%i", getpid(), "out", index);
35     FILE *f = fopen(filename, "w");
36     if (f == NULL) {
37         printf("[Error] - Error opening file!\n");
38         exit(1);
39     }
40
41     // command open to read
42     sprintf(c, "%s %s", c, "2>&1");
43     fp = popen(c, "r");
44
45     if (fp == NULL) {
46         fprintf(f, "[Error] - Error executing the command\n");
47     }
48
49     // read the output a line at a time - output it.
50     while (fgets(path, sizeof(path) - 1, fp) != NULL) {
51         fprintf(f, "%s", path);
52     }
53
54     // closing files
55     pclose(fp);
56     fclose(f);
57
58     return 0;
59 }

```

Listing 5: functions.h

## 3 Terzo Esercizio

### Message passing

#### 3.1 Descrizione dell'implementazione

#### 3.2 Codice

```
1 #define DEBUG 1 //debug mode
2 #define CMD_PIPE_NAME "data/pipe" //path to store the main named pipe
3 #define PIPES_PATH "data/" //path to store clients pipes
4 #define MAX_MSG_LEN 100
5 #define MAX_PID_LEN 100
```

Listing 6: config.h

```
1 /*
2 *
3 * PURPOSE : Show menu options
4 *
5 * RETURN : void
6 *
7 */
8 void menu() {
9     int menuChoice;
10
11     printf("Menu 1\n");
12     printf("-----\n");
13     printf("1. Connect to server.\n");
14     printf("2. Get clients connected to server.\n");
15     printf("3. Write to client/s.\n");
16     printf("4. Disconnect from server.\n");
17     printf("5. Exit.\n");
18     scanf("%d", &menuChoice);
19     printf("\n");
20     switch ( menuChoice ) {
21         case 1:
22             connect();
23             break;
24         case 2:
25             getClientsID();
26             break;
27         case 3:
28             sendMessage();
29             break;
30         case 4:
31             disconnect();
32             break;
33         case 5:
34             disconnect();
35             clientExit();
36             break;
37         default:
38             printf("Please.. is not a joke. \n");
39     }
40
41     printf("\n");
42     menu();
43 }
44
45 /*
46 *
47 * PURPOSE : Connect to server
48 *
49 * RETURN : void
50 *
51 */
52 void connect() {
53     if (connected == 1) {
54         printf("%s\n", "Already connected");
55         return;
56     }
57 }
```

```

56     }
57
58     printf("%s\n", "Connected");
59
60     char str[7];
61
62     sprintf(str, "1 %d", getpid()); // puts string into buffer
63
64     write(fd, str, sizeof(str));
65
66     connected = 1;
67
68     return;
69 }
70
71 /*
72 *
73 * PURPOSE : Request the list of the clients connected to the server
74 *
75 * RETURN : void
76 *
77 */
78 void getClientsID() {
79     char str[7];
80     char *s_pid;
81
82     sprintf(s_pid, "%d", getpid());
83     sprintf(str, "2 %s", s_pid); // puts string into buffer
84
85     write(fd, str, sizeof(str));
86
87     return;
88 }
89
90 /*
91 *
92 * PURPOSE : Clear old chars on a stream
93 *
94 * RETURN : void
95 *
96 */
97 void clear_stream(FILE *in){
98     int ch;
99
100     clearerr(in);
101
102     do
103         ch =getc(in);
104     while (ch != '\n' && ch != EOF);
105
106     clearerr(in);
107 }
108
109 /*
110 *
111 * PURPOSE : Get the lenght of an int
112 *
113 * PARAMS : int -> int to measure
114 * RETURN : int -> lenght of the int passed
115 *
116 */
117 int get_int_len(int value){
118     int l=1;
119     while(value>9){ l++; value/=10; }
120     return l;
121 }
122
123 /*
124 *
125 * PURPOSE : Send message to client(s) menu
126 *
127 * RETURN : void
128 *

```

```

129 */
130 void sendMessage() {
131     char msg[MAX_MSG_LEN];
132     int confirm;
133     int i = 1;
134
135     //read the string message from STDIN
136     clear_stream(stdin);
137     printf("\nEnter the message: ");
138     scanf("%[^\\n]s", msg);
139
140     //output the message to the STDOUT
141     printf("Message entered : %s\\n", msg);
142
143     //message confirm
144     printf("\\nPress 1 to confirm, others to delete the message.. ");
145     if (scanf("%d", &confirm)==1 && confirm==1){
146         //confirmed
147         if (DEBUG)
148             printf("%s\\n", "Start sending..");
149
150         int k = 1;
151         int pid;
152
153         while (1) {
154             printf("\\nEnter the %dth pid destination (letters to return to Menu): ", k);
155
156             if (scanf("%d", &pid)==1){
157                 if (DEBUG)
158                     printf("[DEBUG] pid entered: %d\\n", pid);
159
160                 //send to pid
161                 int size = 5 + get_int_len(getpid()) + get_int_len(pid) + strlen(msg);
162                 char str[size];
163
164                 if (DEBUG)
165                     printf("[DEBUG] str size: %d\\n", size);
166
167                 sprintf(str, "3 %d %d %s", getpid(), pid, msg); // puts string into
buffer
168
169                 if (DEBUG)
170                     printf("[DEBUG] string to send: '%s'\\n", str);
171
172                 write(fd, str, sizeof(str));
173
174
175                 k = k + 1;
176             } else {
177                 clear_stream(stdin);
178                 break;
179             }
180         }
181
182         if (DEBUG)
183             printf("%s\\n", "[DEBUG] End sending");
184
185     } else {
186         clear_stream(stdin);
187         printf("%s\\n", "Message aborted");
188     }
189
190     return;
191 }
192
193
194 /*
195 *
196 * PURPOSE : Disconnect from the server
197 *
198 * RETURN : void
199 *
200 */

```



```

201 void disconnect(){
202     if (connected == 0){
203         printf("%s\n", "Already disconnected");
204         return;
205     }
206
207     printf("%s\n", "Client disconnected");
208
209     char str[7];
210
211     sprintf(str, "4 %d", getpid()); // puts string into buffer
212
213     write(fd, str, sizeof(str));
214
215     connected = 0;
216
217     return;
218 }
219
220 /*
221 *
222 * PURPOSE : Function to exit from client execution
223 *
224 * RETURN : void
225 *
226 */
227 void clientExit(){
228     close(fd);
229     printf("%s\n", "Bye");
230     exit(0);
231 }
232
233 /*
234 *
235 * PURPOSE : Manage SIGINT signal (CTRL+C)
236 *
237 * PARAMS : int -> signal number
238 * RETURN : void
239 *
240 */
241 void sigHandler_1(int signumber) {
242     if (signumber == SIGINT){
243         printf("\n{SIGNAL}\n");
244
245         if (DEBUG)
246             printf("    [DEBUG] SIGINT caught\n");
247
248         printf("{/SIGNAL}\n");
249         disconnect();
250         clientExit();
251     }
252     return;
253 }
254
255 /*
256 *
257 * PURPOSE : Manage SIGUSR1 signal. When a SIGUSR1 is caught the client read from its
                named pipe
258 *
259 * PARAMS : int -> signal number
260 * RETURN : void
261 *
262 */
263 void sigHandler_2(int signumber){
264
265     if (signumber == SIGUSR1) {
266         printf("\n{SIGNAL}\n");
267         if (DEBUG)
268             printf("    [DEBUG] SIGUSR1 caught\n");
269
270         //READ RESPONSE FROM PROCESS PIPE
271         char s_pid[10];
272         int fd_client;

```

```

273     char pipeName[20];
274     char response[100];
275     char *p_pipeName;
276
277     sprintf(s_pid, "%d", getpid());
278
279
280     p_pipeName = concat(PIPES_PATH, s_pid);
281
282     // sprintf(p_pipeName,"%s %s",PIPES_PATH, s_pid);
283
284     strcpy(pipeName, p_pipeName); /* BANG!!! */
285     fd_client = open(pipeName, O_RDWR); /* Open it for writing */
286
287     if (DEBUG)
288         printf("    [DEBUG] Reading from: %s ...\n", pipeName);
289
290     readLine(fd_client, response);
291     printf("    Received: %s\n", response);
292
293     close(fd_client);
294
295     char c[50];
296     sprintf(c, "rm -f %s", pipeName);
297     FILE *fp = popen(c, "r");
298
299     // closing files
300     pclose(fp);
301     printf("{/SIGNAL}\n");
302
303 }
304 }
305
306 /*
307 *
308 * PURPOSE : Manage SIGUSR2 signal. When a SIGUSR2 is caught the client had tried to send
309             a message to a non existing client
310 *
311 * PARAMS : int -> signal number
312 * RETURN : void
313 */
314 void sigHandler_3(int signumber){
315
316     if(signumber == SIGUSR2) {
317         printf("\n{SIGNAL}\n");
318
319         if (DEBUG)
320             printf("    [DEBUG] SIGUSR2 caught.\n");
321
322         printf("    Pid not found.\n");
323
324         printf("{/SIGNAL}\n");
325     }
326 }

```

Listing 7: functions.client.h

```

1  /*
2  *
3  * PURPOSE : Create the data folder to store named pipes
4  *
5  * RETURN : void
6  *
7  */
8  int initDataFolder() {
9      FILE *fp;
10
11      fp = popen("mkdir -p data/", "r");
12      if (fp == NULL) {
13          printf("[Error] - Error initialing process folder\n");
14          exit(1);
15      }

```

```

16     pclose(fp);
17
18
19     return 0;
20 }
21
22 /*
23 *
24 * PURPOSE : Manage SIGINT signal (CTRL+C)
25 *
26 * PARAMS : int -> signal number
27 * RETURN : void
28 *
29 */
30 void sigHandler_1(int signumber) {
31     if(signumber == SIGINT){
32         printf("\n{SIGNAL}\n");
33         if(DEBUG)
34             printf(" [DEBUG] SIGINT caught\n");
35
36         int killed;
37         remove(CMD_PIPE_NAME);
38         // here we have to insert a while to send SIGINT to all clients to disconnect to
39         this server
40         killed = clients_killer(n);
41         if(DEBUG)
42             printf(" [DEBUG] killed %d clients\n", killed);
43         printf("{/SIGNAL}\n");
44         exit(0);
45     }
46     return;
47 }
48
49 /*
50 *
51 * PURPOSE : Send text to a pid client. Create a named pipe with the destination pid value
52 *           , write the text and send.
53 *
54 * PARAMS : char* -> destination pid
55 * PARAMS : char* -> string to send
56 * RETURN : void
57 *
58 */
59 void sendTextToClient(char* pid, char* p_textToSend){
60     char pipeName[20];
61     char* p_pipeName;
62     int fd_client;
63     char c_textToSend[ strlen(p_textToSend)+1];
64
65     strcpy(c_textToSend, p_textToSend);
66
67     p_pipeName = (char*) malloc(strlen(PIPES_PATH)+strlen(pid)+1);
68     p_pipeName = concat(PIPES_PATH, pid);
69     strcpy(pipeName, p_pipeName); /* BANG!!! */
70     mknod(pipeName, S_IFIFO|0666, 0); /* Create named pipe */
71     if(DEBUG)
72         printf("[DEBUG] Writing '%s' (size: %lu) to '%s'\n", c_textToSend, sizeof(c_textToSend), pipeName);
73     fd_client = open(pipeName, O_RDWR); /* Open it for writing */
74
75     int res = write(fd_client, c_textToSend, sizeof(c_textToSend));
76     if(DEBUG)
77         printf("[DEBUG] Written %d elements\n", res);
78     // close(fd_client); /* Close pipe */
79 }

```

Listing 8: functions.server.h

```

1 //struct
2 struct node{
3     char data[10];
4     struct node *next;

```

```

5  }*head;
6
7
8  /*
9  *
10 * PURPOSE : Get the number of clients connected
11 *
12 * RETURN : int -> number of clients in the list
13 *
14 */
15 int clients_count(){
16     struct node *n;
17     int c=0;
18     n=head;
19     while(n!=NULL){
20         n=n->next;
21         c++;
22     }
23     return c;
24 }
25
26 /*
27 *
28 * PURPOSE : Append a node to the end of the concat list
29 *
30 * PARAMS : char *pid -> pid to add in the list
31 * RETURN : void
32 *
33 */
34 void clients_append(char* pid){
35     struct node *temp,*right;
36     temp= (struct node *)malloc(sizeof(struct node));
37     strcpy(temp->data, pid);
38
39     right=(struct node *)head;
40     while(right->next != NULL)
41         right=right->next;
42
43     right->next =temp;
44     right=temp;
45     right->next=NULL;
46 }
47
48 /*
49 *
50 * PURPOSE : Add the first node in the concat list
51 *
52 * PARAMS : char *pid -> pid to add in the list
53 * RETURN : void
54 *
55 */
56 void clients_add( char* num ){
57     struct node *temp;
58     temp=(struct node *)malloc(sizeof(struct node));
59     strcpy(temp->data, num);
60     // temp->data=num;
61     if (head== NULL){
62         head=temp;
63         head->next=NULL;
64     }
65     else{
66         temp->next=head;
67         head=temp;
68     }
69 }
70
71 /*
72 *
73 * PURPOSE : Add the (i+1)-node in the concat list
74 *
75 * PARAMS : char *pid -> pid to add in the list
76 * RETURN : void
77 *

```

```

78  */
79 void clients_addafter(char* num, int loc){
80     int i;
81     struct node *temp,*left,*right;
82     right=head;
83     for(i=1;i<loc;i++){
84         left=right;
85         right=right->next;
86     }
87     temp=(struct node *) malloc(sizeof(struct node));
88     // temp->data=num;
89     strcpy(temp->data, num);
90
91     left->next=temp;
92     left=temp;
93     left->next=right;
94 }
95
96 /*
97 *
98 * PURPOSE : Insert a pid in the concat list
99 *
100 * PARAMS : char *pid -> pid to add in the list
101 * RETURN : void
102 *
103 */
104 void clients_insert(char* pid){
105     int c=0;
106     struct node *temp;
107     temp=head;
108     if(temp==NULL){
109         // printf("%s\n", "ok");
110         clients_add(pid);
111     }
112     else{
113         while(temp!=NULL){
114             if(temp->data<pid)
115                 c++;
116             temp=temp->next;
117         }
118         if(c==0)
119             clients_add(pid);
120         else if(c<clients_count())
121             clients_addafter(pid,++c);
122         else
123             clients_append(pid);
124     }
125 }
126
127 /*
128 *
129 * PURPOSE : Search a client in the concat list
130 *
131 * PARAMS : char *pid -> pid to add in the list
132 * RETURN : void
133 *
134 */
135 int clients_search(char* pid){
136     struct node *temp, *prev;
137     temp=head;
138     while(temp!=NULL){
139         if(strcmp(temp->data,pid)==0)
140             return 1;
141
142         prev=temp;
143         temp= temp->next;
144     }
145
146     return 0;
147 }
148
149 /*
150 *

```

```

151 * PURPOSE : Remove a client in the concat list
152 *
153 * PARAMS : char *pid -> pid to remove
154 * RETURN : int -> 1 if removed, 0 otherwise
155 *
156 */
157 int clients_delete(char* num){
158     struct node *temp, *prev;
159     temp=head;
160     while(temp!=NULL){
161         if(strcmp(temp->data,num)==0){
162             if(temp==head){
163                 head=temp->next;
164                 free(temp);
165                 return 1;
166             }
167             else{
168                 prev->next=temp->next;
169                 free(temp);
170                 return 1;
171             }
172         }
173         else{
174             prev=temp;
175             temp= temp->next;
176         }
177     }
178     return 0;
179 }
180
181 /*
182 *
183 * PURPOSE : Get the pid list of the clients connected
184 *
185 * PARAMS : struct node *r
186 * RETURN : char* -> string of clients connected
187 *
188 */
189 char* clients_display(struct node *r){
190     char* clients = NULL;
191     char* toAdd;
192
193     clients = malloc(0);
194
195     r=head;
196     if(r==NULL)
197         return "No Clients Connected";
198
199     while(r!=NULL){
200         toAdd = &(r->data)[0];
201         sprintf(clients, "%s %s", clients, toAdd);
202         r=r->next;
203     }
204
205     return clients;
206 }
207
208 /*
209 *
210 * PURPOSE : Kill all clients connected to the server sending them a SIGINT signal
211 *
212 * PARAMS : struct node *r
213 * RETURN : int -> number of clients killed
214 *
215 */
216 int clients_killer(struct node *r){
217     int pid;
218     int clientsKilled=0;
219
220     r=head;
221     if(r==NULL)
222         return 0;
223

```

```

224     while(r!=NULL){
225         pid = atoi(r->data);
226         if(DEBUG)
227             printf("[DEBUG] pid to kill: %d\n",pid);
228
229         kill(pid,SIGINT);
230         clientsKilled += 1;
231         r=r->next;
232     }
233
234     return clientsKilled;
235 }

```

Listing 9: listmanage.h

```

1  /*
2  *
3  * PURPOSE : Concat two strings
4  *
5  * PARAMS : char* s1 -> first string
6  * PARAMS : char* s2 -> second string
7  * RETURN : char* -> string concatenated
8  *
9  */
10 char* concat(const char *s1, const char *s2){
11     int i_s1 = 0;
12     int i_s2 = 0;
13
14     if(&(s1)[0] != NULL)
15         i_s1 = strlen(s1);
16
17     if(&(s2)[0] != NULL)
18         i_s2 = strlen(s2);
19
20     char *result = malloc(i_s1+i_s2+1); //+1 for the zero-terminator
21
22     //in real code you would check for errors in malloc here
23     if(&(s1)[0] != NULL)
24         strcpy(result, s1);
25
26     if(&(s2)[0] != NULL)
27         strcat(result, s2);
28
29     return result;
30 }
31
32 /*
33 *
34 * PURPOSE : read a line from a file and write it in str
35 *
36 * PARAMS : int fd -> file descriptor
37 * PARAMS : char* str -> where the line read will go
38 * RETURN : int -> 1 if ok, 0 end-of-input
39 *
40 */
41 int readLine(int fd, char *str) {
42     /* Read a single '\0'-terminated line into str from fd */
43     /* Return 0 when the end-of-input is reached and 1 otherwise */
44     int n;
45     do { /* Read characters until '\0' or end-of-input */
46         n = read (fd, str, 1); /* Read one character */
47     } while (n > 0 && *str++ != '\0');
48     return (n > 0); /* Return false if end-of-input */
49 }

```

Listing 10: functions.inc.h

```

1 #include <stdio.h>
2 #include <stdlib.h>
3 #include <fcntl.h>
4 #include <sys/stat.h>
5 #include <sys/types.h>
6 #include <unistd.h>

```

```

7 #include <string.h>
8 #include <stdio.h>
9 #include <stdlib.h>
10 #include <signal.h>
11 #include <math.h>
12 #include "config.h"
13
14 int connected = 0;
15 char * myfifo = CMD_PIPE_NAME;
16 int fd;
17
18 void menu();
19 void connect();
20 void getClientsID();
21 void sendMessage();
22 void disconnect();
23 void clientExit();
24 void ex_program(int);
25 void sigHandler_1(int);
26 void sigHandler_2(int);
27 void sigHandler_3(int);
28
29 #include "functions.inc.h"
30 #include "functions.client.h"
31
32 int main(){
33     if(DEBUG)
34         printf("[DEBUG] pid: %d\n", getpid());
35
36     signal(SIGINT, sigHandler_1);
37     signal(SIGUSR1, sigHandler_2);
38     signal(SIGUSR2, sigHandler_3);
39
40     fd = open(myfifo, O_WRONLY);
41
42     if(fd== -1){
43         printf("%s\n", "[ERR]: server is not running");
44         return 0;
45     }
46
47     printf("Hello. Welcome to the client.\n");
48     printf("Press RETURN key to continue...\n");
49     getchar();
50     menu();
51
52     return 0;
53 }

```

Listing 11: client.c

```

1 #include <stdio.h>
2 #include <stdlib.h>
3 #include <fcntl.h>
4 #include <sys/stat.h>
5 #include <sys/types.h>
6 #include <unistd.h>
7 #include <string.h>
8 #include <stdio.h>
9 #include <stdlib.h>
10 #include <signal.h>
11 #include "config.h"
12
13 struct node *n;
14
15 int initDataFolder(void);
16 void sigHandler_1(int);
17 void sendTextToClient(char*, char*);
18
19 #include "functions.inc.h"
20 #include "listmanage.h"
21 #include "functions.server.h"
22
23 int main(){

```



```

24  initDataFolder();
25
26  signal(SIGINT, sigHandler_1);
27
28  int i_fd;
29  int i_pid_m;
30  int i_pid_d;
31
32  char cmd[100];
33  char pid[10];
34
35  char* p_pid_m;
36  char* p_pid_d;
37  char* p_msg;
38  char* p_clientsList;
39  char* p_token;
40
41  //init clients list
42  head=NULL;
43
44  int res = mknod(CMD_PIPE_NAME, S_IFIFO|0666, 0); /* Create named pipe */
45  if(res!=0){
46      printf("%s\n", "[ERR] Problem creating pipe");
47      return 1;
48  }
49
50  i_fd = open(CMD_PIPE_NAME, O_RDONLY); /* Open it for reading */
51  if(i_fd==-1){
52      printf("%s\n", "[ERR] Problem reading pipe");
53      return 1;
54  }
55
56  if(DEBUG)
57      printf("[DEBUG] Reading from pipe %s ..\n\n", CMD_PIPE_NAME);
58
59  while (readLine(i_fd, cmd)){
60      /* Receiving messages */
61      if(DEBUG)
62          printf("[DEBUG] Received: %s\n", cmd);
63
64      char* cmd_detected = strtok(cmd, " ");
65      // printf("%s\n", cmd_detected);
66      char* p_pid_m = strtok(NULL, " ");
67      // printf("%s\n", p_pid_m);
68
69
70      strcpy(pid, p_pid_m); /* BANG!!! */
71      i_pid_m = atoi(pid);
72
73      if(DEBUG)
74          printf("[DEBUG] cmd->%s | pid_m->%s\n", cmd_detected, p_pid_m);
75
76      switch (cmd_detected[0]) {
77          case '1':
78              clients_insert(pid);
79              break;
80          case '2':
81              p_clientsList = clients_display(n);
82
83              sendTextToClient(pid, p_clientsList);
84
85              if(DEBUG)
86                  printf("[DEBUG] SIGUSR1 TO PID %d\n", i_pid_m);
87
88              //notify client through SIGNAL SIGUSR1
89              kill(i_pid_m, SIGUSR1);
90              break;
91          case '3':
92
93              p_pid_d = strtok(NULL, " ");
94              p_msg = strtok(NULL, " ");
95
96              while(p_token = strtok(NULL, " "))

```

```

97     sprintf(p_msg, "%s %s", p_msg, p_token);
98
99
100    if (DEBUG) {
101        printf("[DEBUG] pid_d->%s\n", p_pid_d);
102        printf("[DEBUG] msg received: %s\n", p_msg);
103    }
104
105
106    if (clients_search(p_pid_d)==1){
107        //if the client is connected, send the message
108        i_pid_d = atoi(p_pid_d);
109
110        sendTextToClient(p_pid_d, p_msg);
111        //notify client through SIGNAL SIGUSR1
112        kill(i_pid_d, SIGUSR1);
113    } else {
114        //otherwise notify the client who request to send this message
115        if (DEBUG)
116            printf("[DEBUG] Client %s is not connected\n", p_pid_d);
117
118        //send SIGUSR2 to client
119        kill(i_pid_m, SIGUSR2);
120
121    }
122
123    break;
124    case '4':
125    case '5':
126        clients_delete(pid);
127        break;
128    }
129
130    printf("\n\r");
131 }
132
133 if (DEBUG)
134     printf("%s\n", "End..");
135
136 close (i_fd); /* Close pipe */
137 remove(CMD_PIPE_NAME);
138 }

```

Listing 12: server.c

## 4 Evidenza

### 4.1 Esercizio 1

#### 4.1.1 Stress Test

### 4.2 Esercizio 2

### 4.3 Esercizio 3

- lancio del client con pid 6864

```
File Edit View Search Terminal Help
yuri@yuri-N550JK:~/Desktop/progetto_so/progetto_so/messageExchange$ ./client.o
[DEBUG] pid: 6864
Hello. Welcome to the client.
Press RETURN key to continue...

```

- comparsa del menu

```
File Edit View Search Terminal Help
yuri@yuri-N550JK:~/Desktop/progetto_so/progetto_so/messageExchange$ ./client.o
[DEBUG] pid: 6864
Hello. Welcome to the client.
Press RETURN key to continue...

Menu 1
1. Connect to server.
2. Get clients connected to server.
3. Write to client/s.
4. Disconnect from server.
5. Exit.

```

- connessione del client 6864 al server

```
File Edit View Search Terminal Help
yuri@yuri-N550JK:~/Desktop/progetto_so/progetto_so/messageExchange$ ./client.o
[DEBUG] pid: 6864
Hello. Welcome to the client.
Press RETURN key to continue...

Menu 1
~~~~~
1. Connect to server.
2. Get clients connected to server.
3. Write to client/s.
4. Disconnect from server.
5. Exit.
1

Connected

Menu 1
~~~~~
1. Connect to server.
2. Get clients connected to server.
3. Write to client/s.
4. Disconnect from server.
5. Exit.
█
```

- connessione del client 6932 al server

```
File Edit View Search Terminal Help
yuri@yuri-N550JK:~/Desktop/progetto_so/progetto_so/messageExchange$ ./client.o
[DEBUG] pid: 6932
Hello. Welcome to the client.
Press RETURN key to continue...

Menu 1
~~~~~
1. Connect to server.
2. Get clients connected to server.
3. Write to client/s.
4. Disconnect from server.
5. Exit.
1

Connected

Menu 1
~~~~~
1. Connect to server.
2. Get clients connected to server.
3. Write to client/s.
4. Disconnect from server.
5. Exit.
█
```

```

File Modifica Visualizza Cerca Terminale Aiuto
mabrt@pabulinus:~/gtt/progetto_so/progetto_so/procScheduler$ ./scheduler.out
.....
This is a process scheduler
.....
Please select an option:
0) Exit
1) Create a new task
2) Execute the task on the top of the list
3) Execute a task
4) Delete a task
5) Modify the PRIORITY of a task
6) Switch policy (default : PRIORITY)
7) Modify the REMAINING EXECUTIONS of a task
> 1

Name this task (max 8 chars) : task1

Insert the priority (ascending order): 5

Insert the number of remaning executions : 70

Scheduling Policy: PRIORITY
+-----+
| ID + PRIORITY + TASK NAME + REMAINING EXEC |
+-----+
| 1 + 5 + task1 + 70 |
+-----+

Please select an option:
0) Exit
1) Create a new task
2) Execute the task on the top of the list
3) Execute a task
4) Delete a task
5) Modify the PRIORITY of a task
6) Switch policy (default : PRIORITY)
7) Modify the REMAINING EXECUTIONS of a task
>

```

(a) inserimento

```

File Modifica Visualizza Cerca Terminale Aiuto
Please select an option:
0) Exit
1) Create a new task
2) Execute the task on the top of the list
3) Execute a task
4) Delete a task
5) Modify the PRIORITY of a task
6) Switch policy (default : PRIORITY)
7) Modify the REMAINING EXECUTIONS of a task
> 1

Name this task (max 8 chars) : troppicaratteri
The name of the task must be less than 8
Name this task (max 8 chars) : task2

Insert the priority (ascending order): -5
Error! It must be a number between 1 and 9
Insert the priority (ascending order): 15
Error! It must be a number between 1 and 9
Insert the priority (ascending order): 8

Insert the number of remaning executions : -50
Error! It must be a number between 1 and 99.
Insert the number of remaning executions : 150
Error! It must be a number between 1 and 99.
Insert the number of remaning executions : 50

Scheduling Policy: PRIORITY
+-----+
| ID + PRIORITY + TASK NAME + REMAINING EXEC |
+-----+
| 2 + 8 + task2 + 50 |
+-----+
| 1 + 5 + task1 + 70 |
+-----+

```

(b) inserimento con errore

```

File Modifica Visualizza Cerca Terminale Aiuto
+-----+
| 2 + 8 + task2 + 50 |
+-----+
| 1 + 5 + task1 + 70 |
+-----+

Please select an option:
0) Exit
1) Create a new task
2) Execute the task on the top of the list
3) Execute a task
4) Delete a task
5) Modify the PRIORITY of a task
6) Switch policy (default : PRIORITY)
7) Modify the REMAINING EXECUTIONS of a task
> 1

Name this task (max 8 chars) : task3

Insert the priority (ascending order): 7

Insert the number of remaning executions : 30

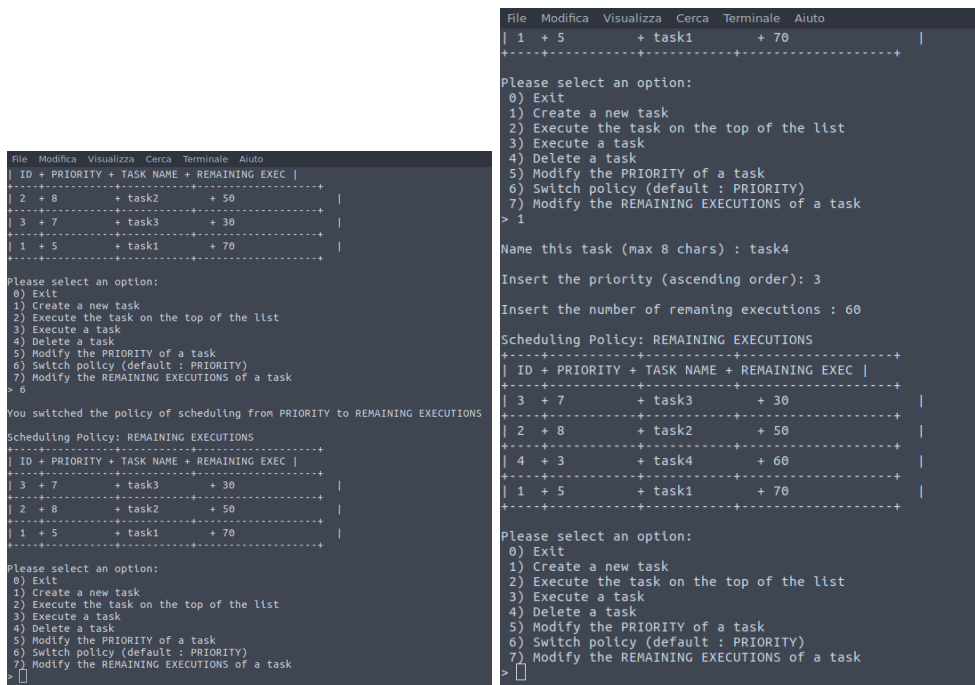
Scheduling Policy: PRIORITY
+-----+
| ID + PRIORITY + TASK NAME + REMAINING EXEC |
+-----+
| 2 + 8 + task2 + 50 |
| 3 + 7 + task3 + 30 |
| 1 + 5 + task1 + 70 |
+-----+

Please select an option:
0) Exit
1) Create a new task
2) Execute the task on the top of the list
3) Execute a task
4) Delete a task
5) Modify the PRIORITY of a task
6) Switch policy (default : PRIORITY)
7) Modify the REMAINING EXECUTIONS of a task
>

```

(c) inserimento e ordinamento

Figure 1: Creazione di un nuovo task



(a) switch della politica di scheduling

(b) inserimento e ordinamento



(c) switch della policy e modifica della prioria

Figure 2: Mantenimento dell'ordinamento della lista dei task e modifica ai parametri

```

File Modifica Visualizza Cerca Terminale Aiuto
Scheduling Policy: PRIORITY
+-----+
| ID + PRIORITY + TASK NAME + REMAINING EXEC |
+-----+
| 2 + 8 + task2 + 50 |
+-----+
| 1 + 5 + task1 + 70 |
+-----+
| 4 + 3 + task4 + 60 |
+-----+
| 3 + 2 + task3 + 30 |
+-----+

Please select an option:
0) Exit
1) Create a new task
2) Execute the task on the top of the list
3) Execute a task
4) Delete a task
5) Modify the PRIORITY of a task
6) Switch policy (default : PRIORITY)
7) Modify the REMAINING EXECUTIONS of a task
> 3
Select the task...
Insert the ID : 4

Scheduling Policy: PRIORITY
+-----+
| ID + PRIORITY + TASK NAME + REMAINING EXEC |
+-----+
| 2 + 8 + task2 + 50 |
+-----+
| 1 + 5 + task1 + 70 |
+-----+
| 4 + 3 + task4 + 59 |
+-----+
| 3 + 2 + task3 + 30 |
+-----+

Please select an option:
0) Exit
1) Create a new task
2) Execute the task on the top of the list
3) Execute a task
4) Delete a task
5) Modify the PRIORITY of a task
6) Switch policy (default : PRIORITY)
7) Modify the REMAINING EXECUTIONS of a task
> 3
Select the task...
Insert the ID : 4

```

(a) singola esecuzione di un task

```

File Modifica Visualizza Cerca Terminale Aiuto
Scheduling Policy: PRIORITY
+-----+
| ID + PRIORITY + TASK NAME + REMAINING EXEC |
+-----+
| 2 + 8 + task2 + 50 |
+-----+
| 1 + 5 + task1 + 70 |
+-----+
| 4 + 3 + task4 + 59 |
+-----+
| 3 + 2 + task3 + 30 |
+-----+

Please select an option:
0) Exit
1) Create a new task
2) Execute the task on the top of the list
3) Execute a task
4) Delete a task
5) Modify the PRIORITY of a task
6) Switch policy (default : PRIORITY)
7) Modify the REMAINING EXECUTIONS of a task
> 2

How many execution do you want to do: 150

Scheduling Policy: PRIORITY
+-----+
| ID + PRIORITY + TASK NAME + REMAINING EXEC |
+-----+
| 4 + 3 + task4 + 29 |
+-----+
| 3 + 2 + task3 + 30 |
+-----+

```

(b) 150 esecuzioni dei task in testa

```

Scheduling Policy: PRIORITY
+-----+
| ID + PRIORITY + TASK NAME + REMAINING EXEC |
+-----+
| 5 + 8 + task5 + 40 |
+-----+
| 3 + 2 + task3 + 30 |
+-----+
| 6 + 1 + task6 + 90 |
+-----+

Please select an option:
0) Exit
1) Create a new task
2) Execute the task on the top of the list
3) Execute a task
4) Delete a task
5) Modify the PRIORITY of a task
6) Switch policy (default : PRIORITY)
7) Modify the REMAINING EXECUTIONS of a task
> 2

How many execution do you want to do: 160

List is empty! Please insert a task first...

```

(c) esecuzione di tutti i task

Figure 3: Esecuzioni varie dei task

```

Scheduling Policy: PRIORITY
+-----+-----+-----+-----+
| ID + PRIORITY + TASK NAME + REMAINING EXEC |
+-----+-----+-----+-----+
| 4 + 3 + task4 + 29 |
+-----+-----+-----+-----+
| 3 + 2 + task3 + 30 |
+-----+-----+-----+-----+

Please select an option:
0) Exit
1) Create a new task
2) Execute the task on the top of the list
3) Execute a task
4) Delete a task
5) Modify the PRIORITY of a task
6) Switch policy (default : PRIORITY)
7) Modify the REMAINING EXECUTIONS of a task
> 4
Select the task...
Insert the ID : 4

Scheduling Policy: PRIORITY
+-----+-----+-----+-----+
| ID + PRIORITY + TASK NAME + REMAINING EXEC |
+-----+-----+-----+-----+
| 3 + 2 + task3 + 30 |
+-----+-----+-----+-----+

```

(a) eliminazione di tutti i task

```

List is empty! Please insert a task first...

Please select an option:
0) Exit
1) Create a new task
2) Execute the task on the top of the list
3) Execute a task
4) Delete a task
5) Modify the PRIORITY of a task
6) Switch policy (default : PRIORITY)
7) Modify the REMAINING EXECUTIONS of a task
> 0
Bye!
wabri@Fabullinus:~/git/progetto_so/progetto_so/procScheduler$

```

(b) uscita dal programma

Figure 4: Eliminazione dei task ed uscita dal programma

```

File Modifica Visualizza Cerca Terminale Aiuto
wabri@Fabullinus:~/git/progetto_so/progetto_so/procScheduler$ ./scheduler.out

This is a process scheduler

Please select an option:
0) Exit
1) Create a new task
2) Execute the task on the top of the list
3) Execute a task
4) Delete a task
5) Modify the PRIORITY of a task
6) Switch policy (default : PRIORITY)
7) Modify the REMAINING EXECUTIONS of a task
> 2
How many execution do you want to do: 100

List is empty! Please insert a task first...

Please select an option:
0) Exit
1) Create a new task
2) Execute the task on the top of the list
3) Execute a task
4) Delete a task
5) Modify the PRIORITY of a task
6) Switch policy (default : PRIORITY)
7) Modify the REMAINING EXECUTIONS of a task
>

```

(a) esecuzione a lista vuota

```

List is empty! Please insert a task first...

Please select an option:
0) Exit
1) Create a new task
2) Execute the task on the top of the list
3) Execute a task
4) Delete a task
5) Modify the PRIORITY of a task
6) Switch policy (default : PRIORITY)
7) Modify the REMAINING EXECUTIONS of a task
> 3

List is empty! Please insert a task first...

Please select an option:
0) Exit
1) Create a new task
2) Execute the task on the top of the list
3) Execute a task
4) Delete a task
5) Modify the PRIORITY of a task
6) Switch policy (default : PRIORITY)
7) Modify the REMAINING EXECUTIONS of a task
>

```

(b) esecuzione per ID a lista vuota

```

List is empty! Please insert a task first...

Please select an option:
0) Exit
1) Create a new task
2) Execute the task on the top of the list
3) Execute a task
4) Delete a task
5) Modify the PRIORITY of a task
6) Switch policy (default : PRIORITY)
7) Modify the REMAINING EXECUTIONS of a task
> 4
Select the task...
Insert the ID : 10
Error! No tasks with this ID!
There is no task to delete!

List is empty! Please insert a task first...

Please select an option:
0) Exit
1) Create a new task
2) Execute the task on the top of the list
3) Execute a task
4) Delete a task
5) Modify the PRIORITY of a task
6) Switch policy (default : PRIORITY)
7) Modify the REMAINING EXECUTIONS of a task
>

```

(c) eliminazione per ID a lista vuota

Figure 5: Esecuzioni a lista vuota



```

List is empty! Please insert a task first...

Please select an option:
0) Exit
1) Create a new task
2) Execute the task on the top of the list
3) Execute a task
4) Delete a task
5) Modify the PRIORITY of a task
6) Switch policy (default : PRIORITY)
7) Modify the REMAINING EXECUTIONS of a task
> 5
Select the task...
Insert the ID : 1

Error! No tasks with this ID!

List is empty! Please insert a task first...

Please select an option:
0) Exit
1) Create a new task
2) Execute the task on the top of the list
3) Execute a task
4) Delete a task
5) Modify the PRIORITY of a task
6) Switch policy (default : PRIORITY)
7) Modify the REMAINING EXECUTIONS of a task
> 

```

(a) modifica della priorità a lista vuota

```

List is empty! Please insert a task first...

Please select an option:
0) Exit
1) Create a new task
2) Execute the task on the top of the list
3) Execute a task
4) Delete a task
5) Modify the PRIORITY of a task
6) Switch policy (default : PRIORITY)
7) Modify the REMAINING EXECUTIONS of a task
> 7
Select the task...
Insert the ID : 4

Error! No tasks with this ID!

List is empty! Please insert a task first...

Please select an option:
0) Exit
1) Create a new task
2) Execute the task on the top of the list
3) Execute a task
4) Delete a task
5) Modify the PRIORITY of a task
6) Switch policy (default : PRIORITY)
7) Modify the REMAINING EXECUTIONS of a task
> 

```

(b) modifica del n.esec. a lista vuota

Figure 6: Modifiche a lista vuota

```
File Edit View Search Terminal Help
yuri@yuri-NS50JK:~/Desktop/progetto_so/progetto_so/messageExchange$ ./server.o
[DEBUG] Reading from pipe data/pipe ..
[DEBUG] Received: 1 6864
[DEBUG] cmd->1 | pid_n->6864
[DEBUG] Received: 1 6932
[DEBUG] cmd->1 | pid_n->6932
```

(a) Connessioni dei client 6864 e 6932 lato server

```
File Edit View Search Terminal Help
yuri@yuri-NS50JK:~/Desktop/progetto_so/progetto_so/messageExchange$ ./client.o
[DEBUG] pid: 6932
Hello, Welcome to the client.
Press RETURN key to continue...

Menu 1
-----
1. Connect to server.
2. Get clients connected to server.
3. Write to client/s.
4. Disconnect from server.
5. Exit.
1
Connected

Menu 1
-----
1. Connect to server.
2. Get clients connected to server.
3. Write to client/s.
4. Disconnect from server.
5. Exit.
2
2

Menu 1
-----
1. Connect to server.
2. Get clients connected to server.
3. Write to client/s.
4. Disconnect from server.
5. Exit.
5

(SIGNAL)
[DEBUG] SIGUSR1 caught
[DEBUG] Reading from: data/6932 ...
Received: 6864 6932
(/SIGNAL)
```

(b) Richiesta da parte di 6932 dei client connessi

```
File Edit View Search Terminal Help
yuri@yuri-NS50JK:~/Desktop/progetto_so/progetto_so/messageExchange$ ./server.o
[DEBUG] Reading from pipe data/pipe ..
[DEBUG] Received: 1 6864
[DEBUG] cmd->1 | pid_n->6864
[DEBUG] Received: 1 6932
[DEBUG] cmd->1 | pid_n->6932
[DEBUG] Received: 2 6932
[DEBUG] cmd->2 | pid_n->6932
[DEBUG] Writing ' 6864 6932' (size: 11) to 'data/6932'
[DEBUG] Written 11 elements
[DEBUG] SIGUSR1 TO PID 6932
```

(c) Risposta del server a 6932

Figure 7: Connessioni e richiesta dei client connessi

```
File Edit View Search Terminal Help
5. Exit.
1
Connected
Menu 1
-----
1. Connect to server.
2. Get clients connected to server.
3. Write to client/s.
4. Disconnect from server.
5. Exit.
2
Menu 1
-----
1. Connect to server.
2. Get clients connected to server.
3. Write to client/s.
4. Disconnect from server.
5. Exit.
3
{[SIGNAL]
  [DEBUG] SIGUSR1 caught
  [DEBUG] Reading from: data/6932 ...
    Received: 6864 6932
  [/SIGNAL]
}
3
Enter the message: Questo è un messaggio da inviare.
Message entered : Questo è un messaggio da inviare.
Press 1 to confirm, others to delete the message.. 1
Start sending..
Enter the 1th pid destination (letters to return to Menu): 6864
[DEBUG] pid entered: 6864
[DEBUG] str size: 47
[DEBUG] string to send: '3 6932 6864 Questo è un messaggio da inviare.'
Enter the 2th pid destination (letters to return to Menu):
```

(a) 6932 invia un messaggio a 6864

```
File Edit View Search Terminal Help
yuri@yuri-NS50JK:~/Desktop/progetto_so/progetto_so/messageExchange$ ./server.o
[DEBUG] Reading from pipe data/pipe ..
[DEBUG] Received: 1 6864
[DEBUG] cmd->1 | pid_n->6864
[DEBUG] Received: 1 6932
[DEBUG] cmd->1 | pid_n->6932
[DEBUG] Received: 2 6932
[DEBUG] cmd->2 | pid_n->6932
[DEBUG] Writing '6864 6932' (size: 11) to 'data/6932'
[DEBUG] Written 11 elements
[DEBUG] SIGUSR1 TO PID 6932
[DEBUG] Received: 3 6932 6864 Questo è un messaggio da inviare.
[DEBUG] cmd->3 | pid_n->6932
[DEBUG] pid_d->6864
[DEBUG] msg received: Questo è un messaggio da inviare.
[DEBUG] Writing 'Questo è un messaggio da inviare.' (size: 35) to 'data/6864'
[DEBUG] Written 35 elements

```

(b) Risposta del server alla richiesta di 6932

```
File Edit View Search Terminal Help
yuri@yuri-NS50JK:~/Desktop/progetto_so/progetto_so/messageExchange$ ./client.o
[DEBUG] pid: 6864
Hello. Welcome to the client.
Press RETURN key to continue...
Menu 1
-----
1. Connect to server.
2. Get clients connected to server.
3. Write to client/s.
4. Disconnect from server.
5. Exit.
1
Connected
Menu 1
-----
1. Connect to server.
2. Get clients connected to server.
3. Write to client/s.
4. Disconnect from server.
5. Exit.
1
{[SIGNAL]
  [DEBUG] SIGUSR1 caught
  [DEBUG] Reading from: data/6864 ...
    Received: Questo è un messaggio da inviare.
  [/SIGNAL]
}

```

(c) Ricezione del messaggio da parte di 6864

Figure 8: Message passing

```
File Edit View Search Terminal Help
4. Disconnect from server.
5. Exit.
2

Menu 1
-----
1. Connect to server.
2. Get clients connected to server.
3. Write to client/s.
4. Disconnect from server.
5. Exit.

{[SIGNAL]
  [DEBUG] SIGUSR1 caught
  [DEBUG] Reading from: data/6932 ...
  Received: 6864 6932
}[SIGNAL]
3

Enter the message: Questo è un messaggio da inviare.
Message entered : Questo è un messaggio da inviare.

Press 1 to confirm, others to delete the message.. 1
Start sending..

Enter the 1th pid destination (letters to return to Menü): 6864
[DEBUG] pid entered: 6864
[DEBUG] str size: 47
[DEBUG] string to send: '3 6932 6864 Questo è un messaggio da inviare.'

Enter the 2th pid destination (letters to return to Menü): 123
[DEBUG] pid entered: 123
[DEBUG] str size: 46
[DEBUG] string to send: '3 6932 123 Questo è un messaggio da inviare.'

Enter the 3th pid destination (letters to return to Menü):
{[SIGNAL]
  [DEBUG] SIGUSR2 caught.
  Pid not found.
}[SIGNAL]
```

(a) Gestione dell'errore nell'invio di un messaggio ad un client inesistente

```
File Edit View Search Terminal Help
yuri@yuri-MS50JK:~/Desktop/progetto_so/progetto_so/messageExchange$ ./server.o
[DEBUG] Reading from pipe data/pipe ..

[DEBUG] Received: 1 6864
[DEBUG] cmd->1 | pid_n->6864

[DEBUG] Received: 1 6932
[DEBUG] cmd->1 | pid_n->6932

[DEBUG] Received: 2 6932
[DEBUG] cmd->2 | pid_n->6932
[DEBUG] Writing ' 6864 6932' (size: 11) to 'data/6932'
[DEBUG] Written 11 elements
[DEBUG] SIGUSR1 TO PID 6932

[DEBUG] Received: 3 6932 6864 Questo è un messaggio da inviare.
[DEBUG] cmd->3 | pid_n->6932
[DEBUG] pid_d->6864
[DEBUG] msg received: Questo è un messaggio da inviare.
[DEBUG] Writing 'Questo è un messaggio da inviare.' (size: 35) to 'data/6864'
[DEBUG] Written 35 elements

[DEBUG] Received: 3 6932 123 Questo è un messaggio da inviare.
[DEBUG] cmd->3 | pid_n->6932
[DEBUG] pid_d->123
[DEBUG] msg received: Questo è un messaggio da inviare.
[DEBUG] Client 123 is not connected
```

(b) Gestione dell'errore nell'invio di un messaggio ad un client inesistente lato server

Figure 9: Errori

```
File Edit View Search Terminal Help
yuri@yuri-NS50JK:~/Desktop/progetto_so/messageExchange$ ./client.o
[DEBUG] pid: 6864
Hello, Welcome to the client.
Press RETURN key to continue...

Menu 1
-----
1. Connect to server.
2. Get clients connected to server.
3. Write to client/s.
4. Disconnect from server.
5. Exit.
1
Connected

Menu 1
-----
1. Connect to server.
2. Get clients connected to server.
3. Write to client/s.
4. Disconnect from server.
5. Exit.
4
[DEBUG] SIGUSR1 caught
[DEBUG] Reading from: data/6864 ...
Received: Questo è un messaggio da inviare.
[/SIGUSR1]
4
Client disconnected

Menu 1
-----
1. Connect to server.
2. Get clients connected to server.
3. Write to client/s.
4. Disconnect from server.
5. Exit.
5

```

(a) Disconnessione di 6864 dal server

```
File Edit View Search Terminal Help
yuri@yuri-NS50JK:~/Desktop/progetto_so/messageExchange$ ./server.o
[DEBUG] Reading from pipe data/pipe ..
[DEBUG] Received: 1 6864
[DEBUG] cmd->1 | pid_n->6864
[DEBUG] Received: 1 6932
[DEBUG] cmd->1 | pid_n->6932
[DEBUG] Received: 2 6932
[DEBUG] cmd->2 | pid_n->6932
[DEBUG] Writing ' 6864 6932' (size: 11) to 'data/6932'
[DEBUG] Written 11 elements
[DEBUG] SIGUSR1 TO PID 6932
[DEBUG] Received: 3 6932 6864 Questo è un messaggio da inviare.
[DEBUG] cmd->3 | pid_n->6932
[DEBUG] pid_d->6864
[DEBUG] msg received: Questo è un messaggio da inviare.
[DEBUG] Writing 'Questo è un messaggio da inviare.' (size: 35) to 'data/6864'
[DEBUG] Written 35 elements
[DEBUG] Received: 3 6932 123 Questo è un messaggio da inviare.
[DEBUG] cmd->3 | pid_n->6932
[DEBUG] pid_d->123
[DEBUG] msg received: Questo è un messaggio da inviare.
[DEBUG] client 123 is not connected
[DEBUG] Received: 4 6864
[DEBUG] cmd->4 | pid_n->6864

```

(b) Risposta del server

```
File Edit View Search Terminal Help
Connected

Menu 1
-----
1. Connect to server.
2. Get clients connected to server.
3. Write to client/s.
4. Disconnect from server.
5. Exit.
4
[DEBUG] SIGUSR1 caught
[DEBUG] Reading from: data/6864 ...
Received: Questo è un messaggio da inviare.
[/SIGUSR1]
4
Client disconnected

Menu 1
-----
1. Connect to server.
2. Get clients connected to server.
3. Write to client/s.
4. Disconnect from server.
5. Exit.
2

Menu 1
-----
1. Connect to server.
2. Get clients connected to server.
3. Write to client/s.
4. Disconnect from server.
5. Exit.
3
[DEBUG] SIGUSR1 caught
[DEBUG] Reading from: data/6864 ...
Received: 6932
[/SIGUSR1]

```

(c) Richiesta dei client connessi al server

Figure 10: Disconnessione

```

File Edit View Search Terminal Help
[DEBUG] cmd->1 | pid_n->6932

[DEBUG] Received: 2 6932
[DEBUG] cmd->2 | pid_n->6932
[DEBUG] Writing ' 6864 6932' (size: 11) to 'data/6932'
[DEBUG] Written 11 elements
[DEBUG] SIGUSR1 TO PID 6932

[DEBUG] Received: 3 6932 6864 Questo è un messaggio da inviare.
[DEBUG] cmd->3 | pid_n->6932
[DEBUG] pid_d->6864
[DEBUG] msg received: Questo è un messaggio da inviare.
[DEBUG] Writing 'Questo è un messaggio da inviare.' (size: 35) to 'data/6864'
[DEBUG] Written 35 elements

[DEBUG] Received: 3 6932 123 Questo è un messaggio da inviare.
[DEBUG] cmd->3 | pid_n->6932
[DEBUG] pid_d->123
[DEBUG] msg received: Questo è un messaggio da inviare.
[DEBUG] Client 123 is not connected

[DEBUG] Received: 4 6864
[DEBUG] cmd->4 | pid_n->6864

[DEBUG] Received: 3 6932 2 Questo è un messaggio da inviare.
[DEBUG] cmd->3 | pid_n->6932
[DEBUG] pid_d->2
[DEBUG] msg received: Questo è un messaggio da inviare.
[DEBUG] Client 2 is not connected

[DEBUG] Received: 2 6864
[DEBUG] cmd->2 | pid_n->6864
[DEBUG] Writing ' 6932' (size: 6) to 'data/6864'
[DEBUG] Written 6 elements
[DEBUG] SIGUSR1 TO PID 6864

^C
{SIGNAL}
[DEBUG] SIGINT caught
[DEBUG] pid to kill: 6932
[DEBUG] killed 1 clients
{/SIGNAL}
yuri@yuri-N550JK:~/Desktop/progetto_so/progetto_so/messageExchange$

```

(a)

```

File Edit View Search Terminal Help Impostazioni delle notifiche
Received: 6864 6932
{/SIGNAL}
3
Enter the message: Questo è un messaggio da inviare.
Message entered : Questo è un messaggio da inviare.

Press 1 to confirm, others to delete the message.. 1
Start sending..

Enter the 1th pid destination (letters to return to Menü): 6864
[DEBUG] pid entered: 6864
[DEBUG] str size: 47
[DEBUG] string to send: '3 6932 6864 Questo è un messaggio da inviare.'

Enter the 2th pid destination (letters to return to Menü): 123
[DEBUG] pid entered: 123
[DEBUG] str size: 46
[DEBUG] string to send: '3 6932 123 Questo è un messaggio da inviare.'

Enter the 3th pid destination (letters to return to Menü):
{SIGNAL}
[DEBUG] SIGUSR2 caught.
Pid not found.
{/SIGNAL}
2
[DEBUG] pid entered: 2
[DEBUG] str size: 44
[DEBUG] string to send: '3 6932 2 Questo è un messaggio da inviare.'

Enter the 4th pid destination (letters to return to Menü):
{SIGNAL}
[DEBUG] SIGUSR2 caught.
Pid not found.
{/SIGNAL}

{SIGNAL}
[DEBUG] SIGINT caught
{/SIGNAL}
Client disconnected
Bye
yuri@yuri-N550JK:~/Desktop/progetto_so/progetto_so/messageExchange$

```

(b)

Figure 11: Errori