

All banking functions and details located in bank.h and bank.c

All server/client functions in server and client.c

Thread Synchronization

- 2 threads in client side for user -> server and server -> user
- Client side has n threads for n users
 - A mutex lock was put to allow access to one account at a time.
 - Open_acc has a mutex lock so clients can only add one account one at a time
 - One extra thread used to print account stats

Client Side

- Client will always tell user if the server has ended
- Ctrl-c sends exit command to server in case something happens client side.

Server Side

- Clientreader() takes new threads and runs it through itself to call on the proper commands
- the switch statement is what makes the code choose what command to do when the client calls on something

Bank stuff

- bank info located in the bank files
- there are service flags to indicate whether or not the account is open, closed, or made.

This is for the server thread that prints out bank info every 20 secs