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CS214 Multithreaded Bank System Project

This bank system outputs two executables: bankingServer and bankingClient. bankingClient requests the bankingServer using commands that the user inputs, which are printed out everytime a user puts in a command. The server also does additional things without input from the client, such as printing the users, the balance of the user and whether or not the user is online. To communicate between client and server, mutex locks are also used so that no more than 1 user accesses a certain part of the database.

The server keeps the accounts in a linked list using sl.c and sl.h, which have the struct for the linked list/nodes and functions that help manage them.

**\*\*Interesting Thing in the Database\*\***

If the server shuts down, all the clients shutdown and all the data is lost so that the next time the server is started you have a completely empty database of accounts.

However, if any clients shutdown, the server keeps running and all the information is retained.