CSE344 FINAL Report

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1. Problem Definition

The task is to design and implement a program that simulates a restaurant environment where multiple cooks prepare meals and delivery personnel deliver these meals.

Design and Solution Approach

The project is divided into two main components:

- 1. **PideShop.c**: This acts as the server-side managing orders and coordinating between cooks and delivery personnel.
- 2. **HungryVeryMuch.c**: This simulates client-side interacting with the PideShop.

PideShop.c Implementation

1. Initialization:

- Initialize necessary mutexes, condition variables, and semaphores for synchronization.
- o Create threads for cooks and delivery personnel to handle orders concurrently.

2. Order Handling:

- o The server receives orders, which are then processed by available cooks.
- Cooks prepare meals, utilizing semaphores to manage resources like ovens and shovels.
- Once meals are ready, notified manager.
- Manager prepared meals as 3 packages and gives to delivery personnel to deliver the meals.

3. Synchronization:

- Mutexes and condition variables ensure that cooks, manager and delivery personnels do not interfere with each other's operations.
- Semaphores are used to manage access to shared resources like ovens, oven doors and shovels.

4. Logging and Error Handling:

- Functions are implemented to log messages with timestamps.
- Error handling is performed at various stages to ensure smooth operation and debugging.

5. Signal Handling:

 Signal handlers for SIGINT ensure that the program can gracefully shut down, releasing all resources properly.

HungryVeryMuch.c Implementation

1. Client Simulation:

o Simulates customer behavior by sending orders to the PideShop..

2. Order Generation:

Waits for acknowledgment from the server about order status.

3. Signal Handling:

• Handles SIGINT to ensure the client can shut down gracefully, cleaning up resources and exiting properly.

Server Side

Mutexes

deliveryMutex

It handles like delivery_count to ensure that. Manager and delivery threads will access this in order.

cookMutex

It ensures that cooks will get orders one by one without collision. It will prevent to get same order by same cooks.

mealMutex

This mutex is between cooked meals and manager. So when manager check cooked meals it will see last version and no one will update while manager check it.

Semaphores

oven_space

Counting semaphore to hold available oven_space

door_access

Counting semaphore to hold available door_access

shovels

Counting semaphore to hold available shovels

Condition Variables

deliveryCond

Deliveries will wait in this condition until manager got 3 meals(or last 2,1 meal(s)) and signal any delivery thread to delivery meals.

condCook

Cook threads will wait in this condition until new orders come. Manager will signal cook threads when new orders come.

condManager

Manager thread will wait in this condition until 3 meals cooked. Cook thread will signal manager threads to handle these meals and give to delivery threads.

clientCond

Manager will wait until the last meals are delivered. When deliveries are finished, last thread will signal manager and manager will finish the day.

Manager Thread

- Manager thread accept new connections from clients.
- Take the orders.
- Warn cook threads to prepare meals and wait in **condManager**.
- When 3 meals has cooked, add to queue and signal any delivery thread to delivery these meals. Do these until all meals are cooked.
- When meals are finished, waits in **clientCond**. When all meals are delivered, manager will be warned by last delivery thread and gives information about orders are finished.

Cook Thread

- Cook threads will wait in condCook for new orders.
- When new orders came, they starts to prepare meals.
- When meal is ready, wait for shovel.
- When it gets a shovel, it will check if any oven space is available. If not available, it will put back shovel and check this conditions until there is a space in oven.
- Place meal to oven and if there are more orders, it will start to prepare new meal.
- When the meal is cooked, it will get this cook. If this is the third meal then warn manager.
- When all meals are finished, go to head and wait for new orders.

Delivery Personnel Thread

- Delivery threads will wait in **deliveryCond** for new delivery orders.
- When threads will warned, it will get first 3 meals from queue and deliver them one by one.
- When all orders are delivered, it will warn manager to say orders are finished and can print day is over.

Signal handling

When user press ^C in server. **server_socket** will shutdown to unblock read, write system calls. Server will send SIGUSR1 to say that server will shut down. No more orders will be prepared. **sigInt** flag will set to 1. sigInt flag will ensure that all thread will exit correctly.

When **SIGUSR1** come from client, it will set **sigUsr1** to 1 and handles threads to start from the beginning.

Functions

manager() - Manager thread function, accepts new clients, calls handle_client function.

handle_client() - Function to handle the client connection, reads order informations, handles cook and delivery threads.

cook() - Cook thread function

cook handler() - Cook handler function. Handles meal preparation, cooking and warning manager.

deliveryPersonel() - Deliver Personel thread function

delivery_handler() - Delivery handler function. Delivers meals to locations.

generateRandomPQ() - Function to generate random p and q values

writeLogMessage() - Function to write log message to the log file

createMessageWithTime() - Function to create a message with time

clear() - Function to clear resources

min() - Function to find the minimum of two integers

findMaxIndex() - Function to find the index of the maximum element in an array

Client Side

Client will connect to server and send the necessary information(pid, order number, size of the map etc.). Later it will wait in read system call to get updates from orders.

Signal handling

When user press ^C in client. It will send SIGUSR1 signal to server to say that order is cancelled.

When **SIGUSR1** come from server, It will print "shop has been burned" message and exit from the program.

2-) How to use

- 1-) After typing 'make clean', it will delete files other than c, header file(s) and makefile (to ensure no leftover files from the old program). Later type "make" to compile the program.
- 2-) To run programs

As an ip number, use local ip or connected network's inet

For the server file usage "./PideShop <ipnumber> <portnumber> <CookthreadPoolSize> <deliveryPoolSize> <deliverySpeed>"

For the client usage "./HungryVeryMuch <ipnumber> <portnumber> <numberOfOrders> <q>".

3-) Testing and Validation

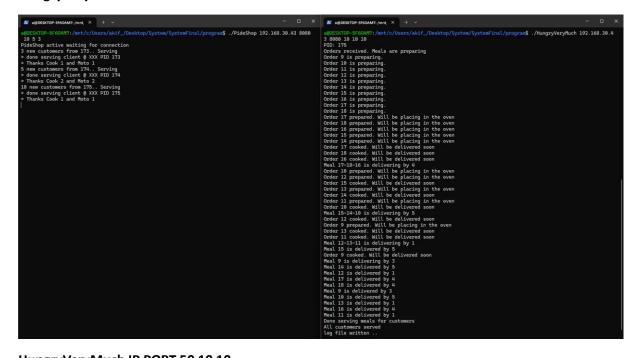
The implemented solution underwent rigorous testing to ensure functionality and correctness.

PideShop IP PORT 10(Cook Threads) 5(Delivery Threads) 3(Speed)

HungryVeryMuch IP PORT 3 10 10

HungryVeryMuch IP PORT 5 10 10

HungryVeryMuch IP PORT 10 10 10



HungryVeryMuch IP PORT 50 10 10

HungryVeryMuch IP PORT 100 10 10

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HungryVeryMuch IP PORT 200 10 10

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^C Test

Some screenshots from shop log

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