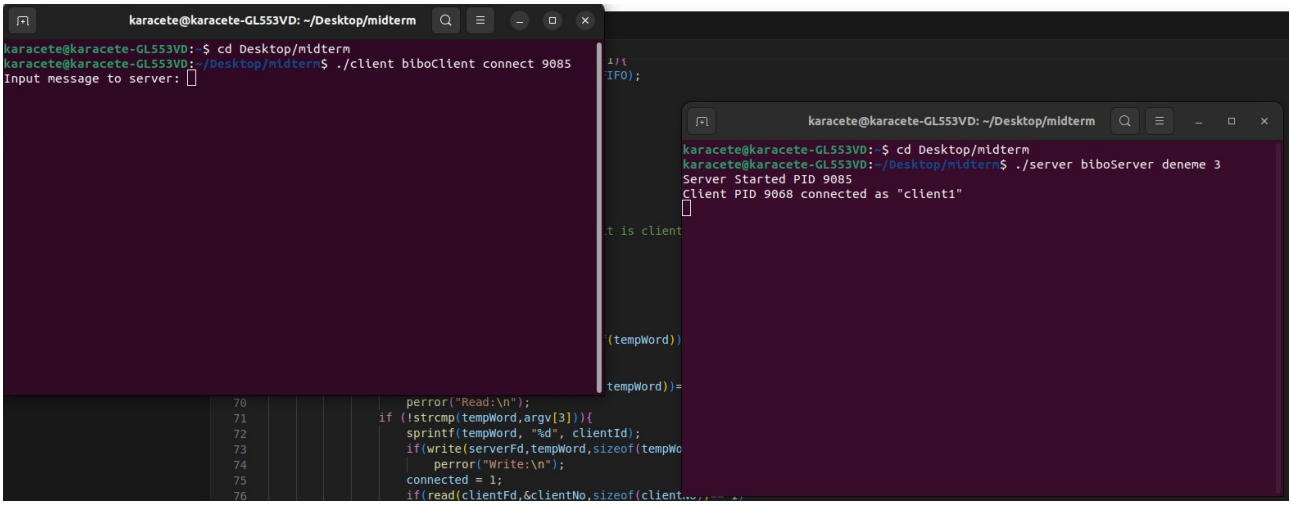
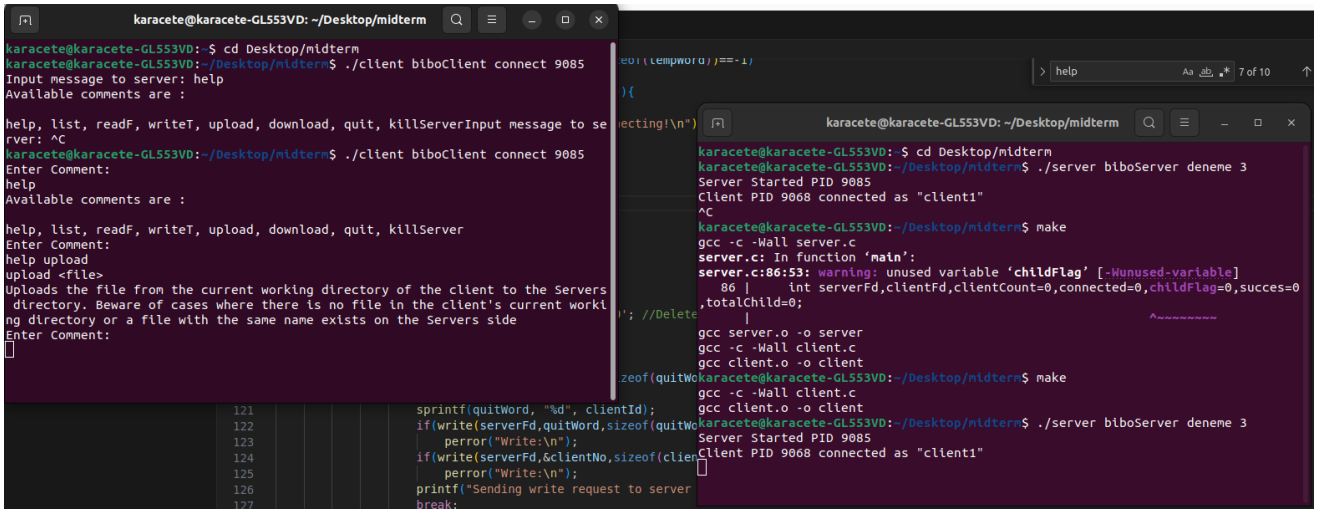
System Programing Midterm

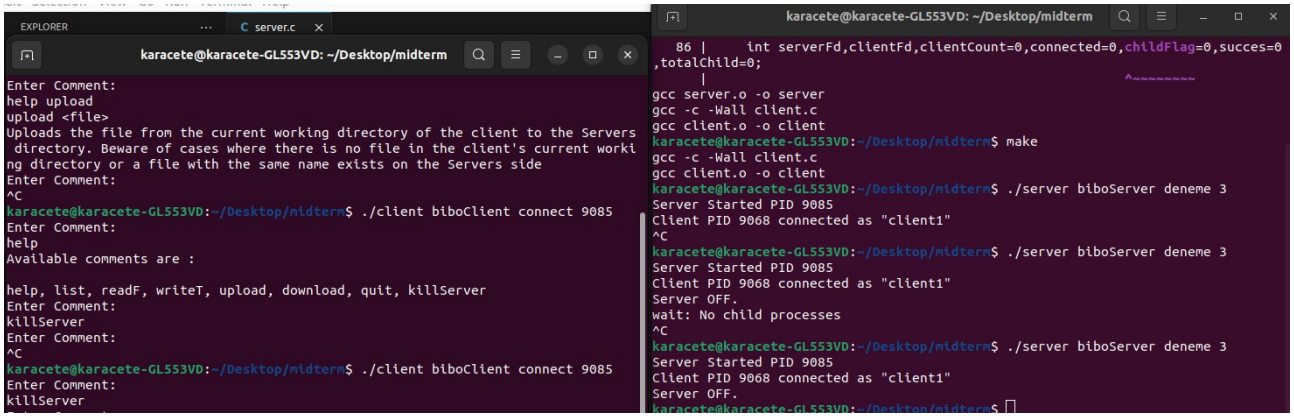
My system design is;
My server has 2 fifos. 1 is serverFd. I use this fifo for read information from clients.And other fifo is clientFd. I used this fifo for write to the client information.All of my clients has own fifos.One is serverFd fifo.I used this fifo for writing to the server. And other fifo is clientFd fifo.User it for communicate with server and read informations from server.We think our server has 2 client slot. If two client connected to server and another client tries to connect to the server with connect command,server push this client to the to queue and until one client finish it's job and exit, this client can not communicate with server.

Implemantation details:
I created fifo.h header for hide paths of client and server fifos.I create a displayCommandDetails function for showing user commands in program.Firstly I am getting my parrent's pid and send it to the client.If client joins correct pid it can connect and communicate with server.In this situation I fork server for every connected client.Each client communicates with server' child.Clients only communicate with parent connecting situation.But if client trying to join wrong pid, it gets an error.





If client send killServer, then server get shutdown.



I only can do that.