# CSE 344 System Programming
# Homework #5 Report

Firstly I created a file structure FileInformation. In this structure sourceFd hides sourceFiles file descriptor, destFd hides destination files file descriptor,filename hides name of coppied file,type hides type of file.This is for consumerThreadFunc.In this function I first look for type of my file.My copy operation is different for FIFO and Regular Files so I need to pass the type of coppied file,destinationPath is for hide files destination path.I use it for create FIFO to destination file with mkfifo,and fileSize is for hiding coppied regular files sizes.I open descriptors here and I get information about files (like type,filename,path) here so I need to pass them  in producerThreadFunc so I must hide them in here for usage in consumerThreadFunc. The global variables bufferMutex, bufferEmpty, bufferFull, and outputLock are used for synchronization and mutual exclusion in program.Since it is a multithreaded program I need them for prevent race conditions and data corruption.
`bufferMutex`: that is used to protect access to shared resources or critical sections of code. It ensures that only one thread can enter the critical section at a time for preventing data races.
`bufferEmpty` and `bufferFull`: These are used with the `bufferMutex` to implement a producer-consumer pattern. They allow threads to wait until a certain condition is met before proceeding. `bufferEmpty` is used by consumer threads to wait until there is data in the buffer to consume, and `bufferFull` is used by the producer thread to wait until there is space available in the buffer to produce more data.
`outputLock`: This mutex is used to synchronize access to the standart output, such as printing messages. It ensures that only one thread can access the standart output at a time.

I create copyDirs function for creating directories to destination directory. I need to recursively copy subdirectories. So for this, I created this function.When producerThreadFunc finds a folder for copy,It calls this function.This function is recursive. Every time it recursively founds subdirectories and files.Looks directory for if it is a parent directory or current directory.If one of them it skip it.Creates destination directory if it doesn't exist. This is done by checking the existence of the destination directory using stat. If the directory doesn't exist, mkdir is called to create it with permissions 0777.And fills information about files. If file is directory, calls himself again.If it is regular file,makes it’s type 0. Opens sourceFd and destFd for usage in consumerThreadFunc.Save file info iin buffer.Then wait for consumerThread to copy file.If it is a FIFO makes it’s type 1.Hides infos like path type in buffer.And wait for consumer thread to copy fifo.

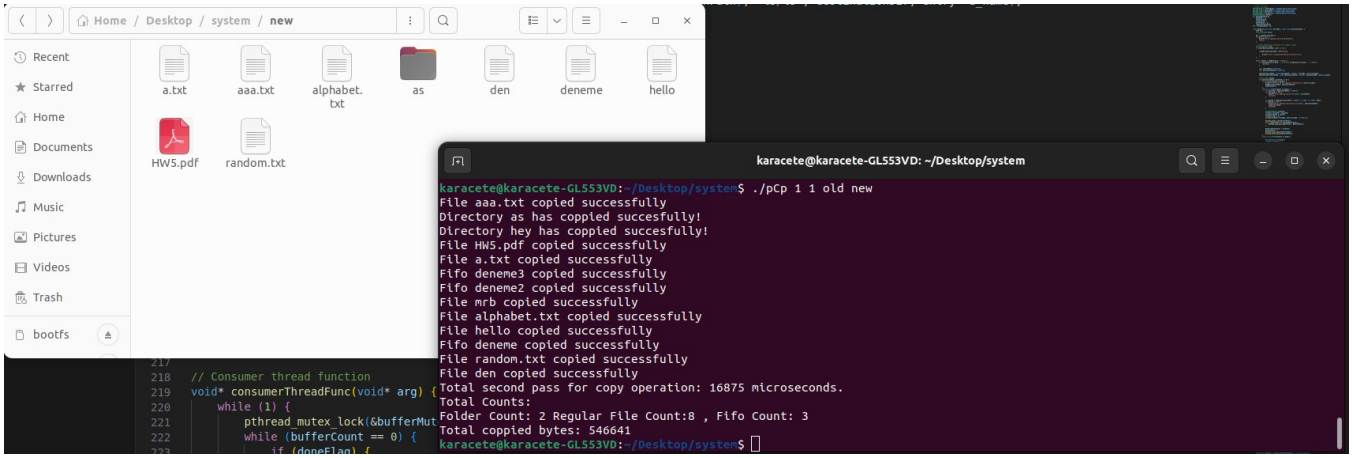
My producerThreadFunc is so similar to copyDirs function.It again controls files for 3 type.Directory,FIFO,Regular File then make sames operation as copyDirs function.

My consumerThreadFunc is reads an item from the buffer,If file type is regular file (type==1) copies the file from the source file descriptor to the destination file descriptor and closes files,If the type is FIFO , it creates a new FIFO with same name and it’s same directory.In critical section It writes a message to standard output,increases regular files count or FIFO count and add totalBytesSize to fileSize.

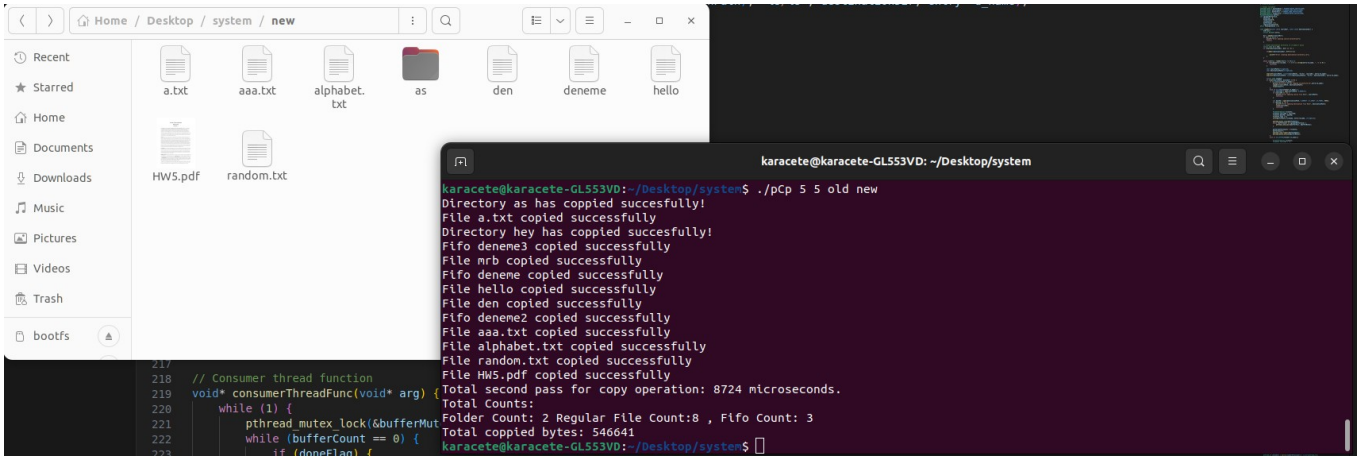
In main I allocate space for global pointer variables. Control if the program called properly. Program should call like ./pCp bufferSize numberOfConsumers oldDirectory newDirectory. I hide this informations in variables and then create threads.I get time of day before creating threads.There must be one producerThread and there should be at most

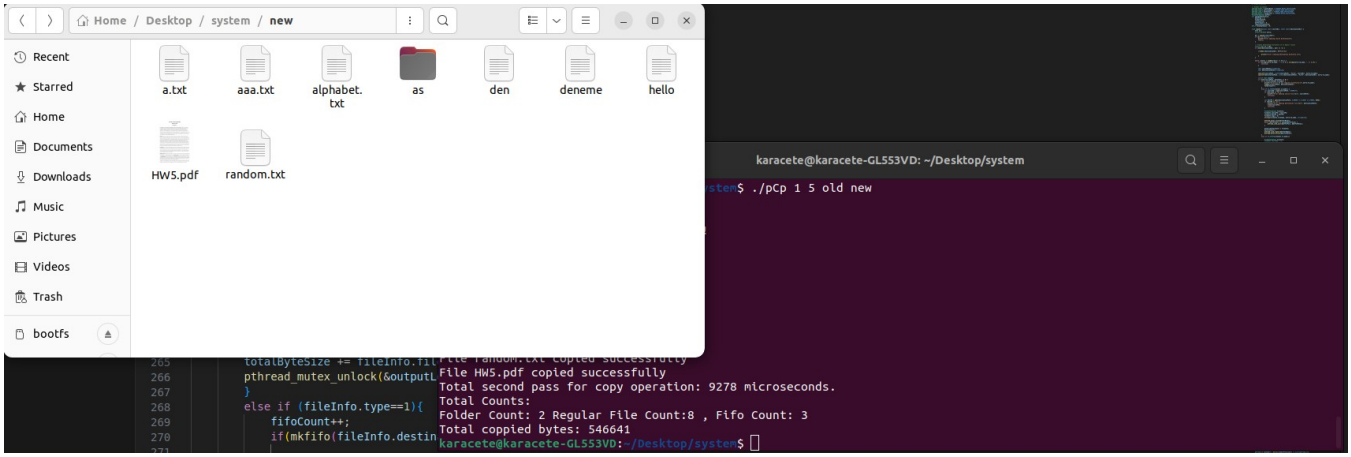
bufferSize consumer thread.Then pthread join, I wait for all thread finish ther jobs. Then get time of day again and substrack them to each other to find time passed for program working time.Then I print required informations.

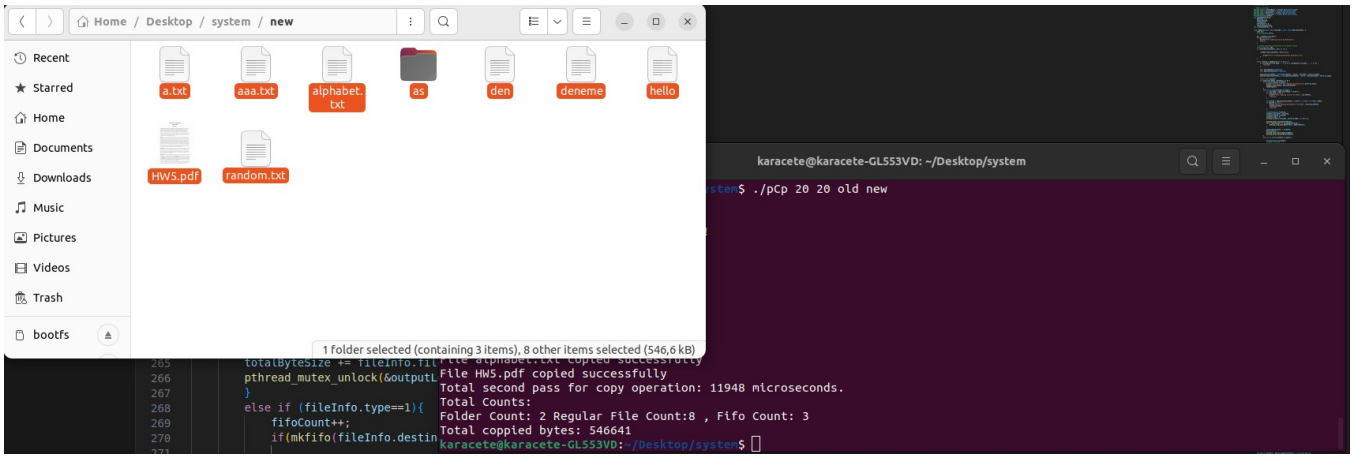
Different runs and results:



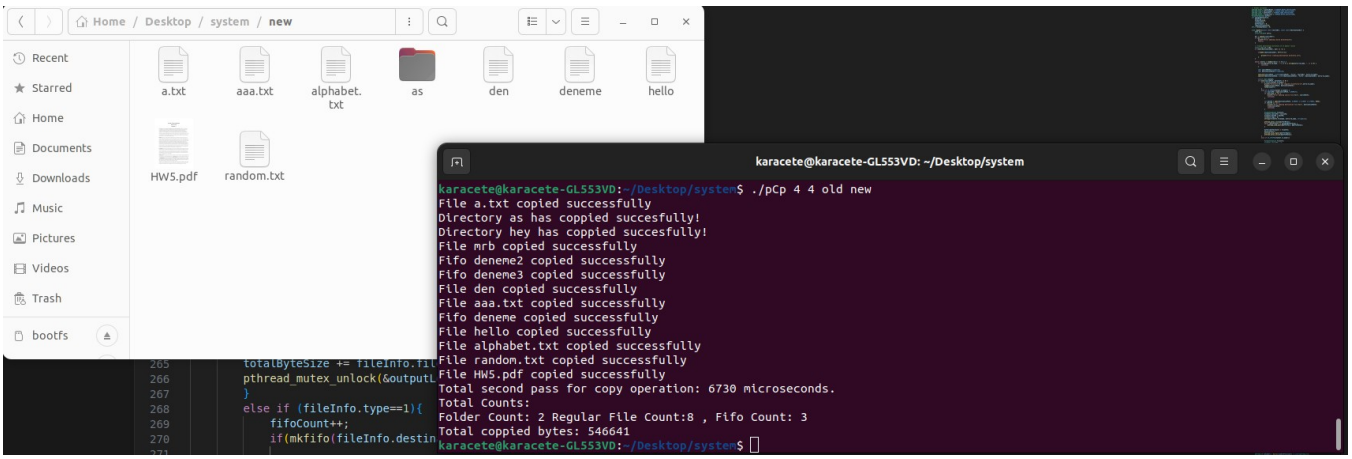

With 1 thread it took very long time then others.



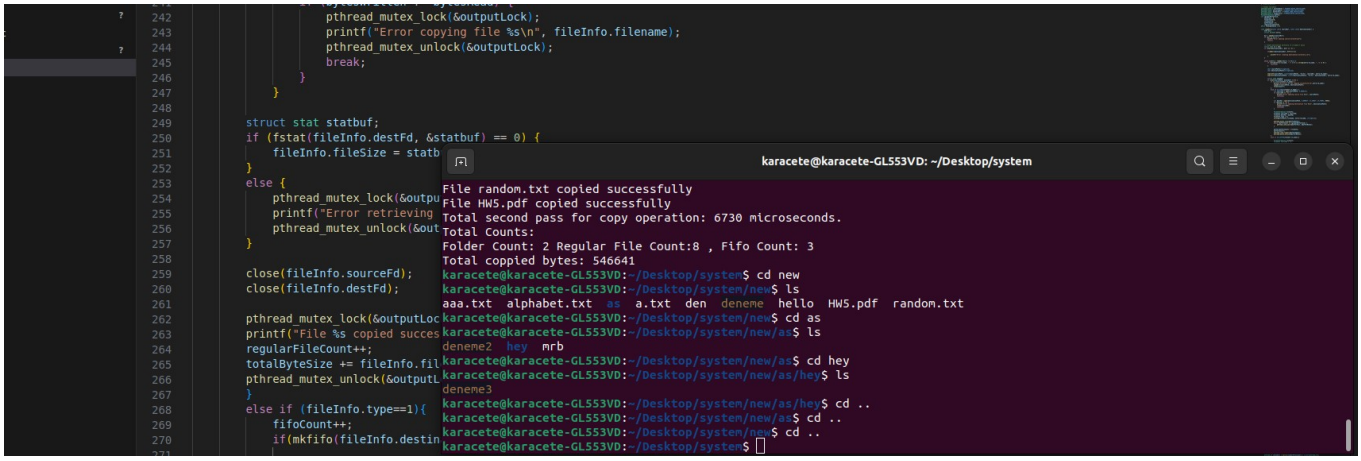



When thread size increased, programs started to became slow.




I get best result in 4 thread and 4 buffer size.

Look from terminal:

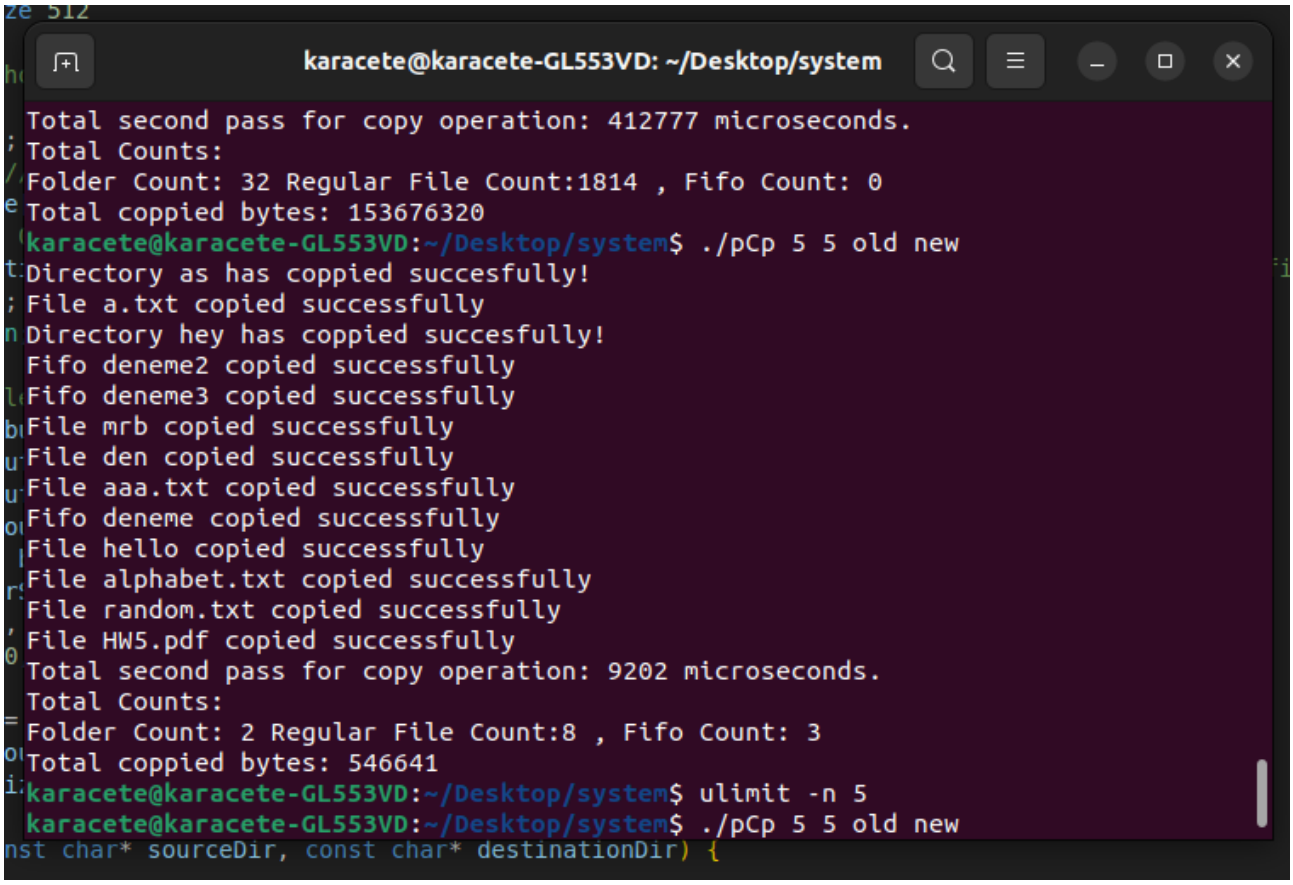


The limit on the number of open file descriptors is determined by the operating system.

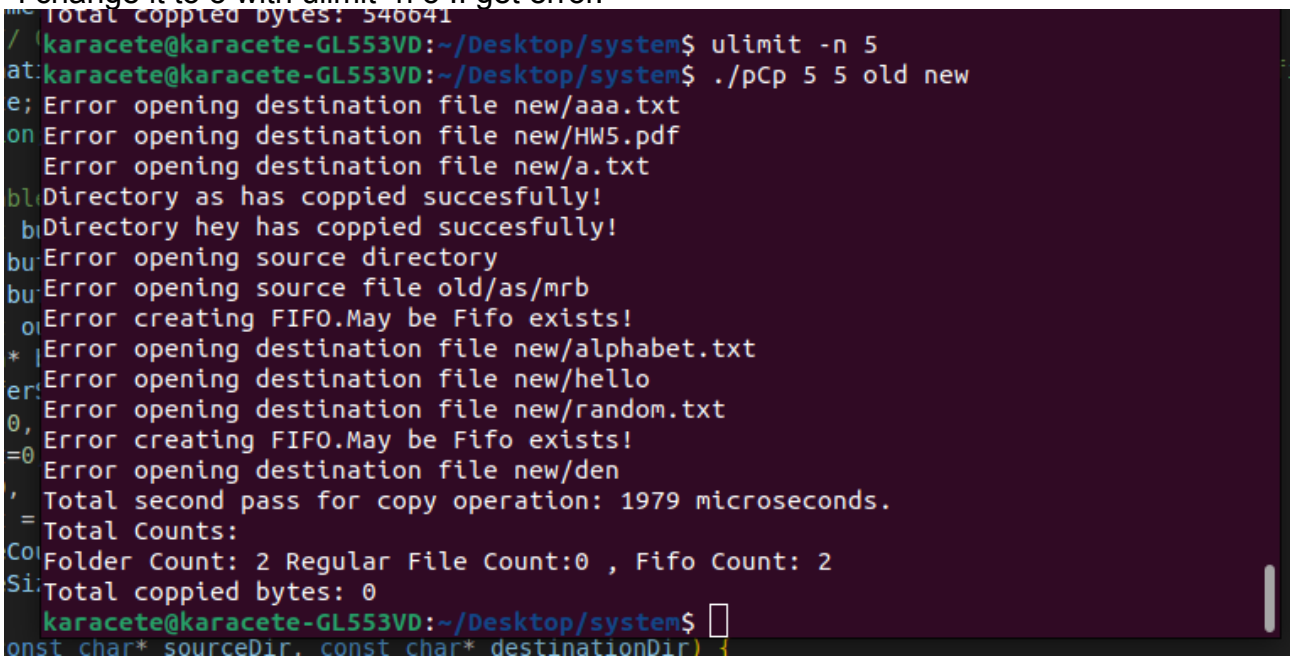
1. **Per-process limit**: This is the maximum number of file descriptors that a single process can have open at the same time. I check my limit with


Exceeding the per-process limit on open file descriptors can lead to errors when attempting to open additional files.

ulimit -n it gives me 1024.
I firstly use it and result:



I change it to 5 with ulimit -n 5 .I get error.




Limit is so high so there is no problem.