1. Proxy and Server

1.1 Data

Proxy keep two FILE(customized class) array which contains fd, path, raf of a single file, one is used for public file another is used to keep track of private copy. Every time a file is open, proxy allocate a FILE to it. An hash table is also kept to map <Path, Version> of a file. Next, I create a class VersionList which contain a List Node, bool inUse, int version for the LRU. Last, A Linked list is also kept to store the LRU table.

Data is Server is much simpler, which only keeps a hash table for <Path, Version>.

1.2 Function

Server has few major function to communication with Proxy.

- a) getFileFromServerToProxy
- b) uploadFileFromProxyToServer
- c) rmFileFromServer
- d) getVersion

And Proxy handle all the "system call" function and also whole file caching.

2. Working flow

When Client open a file. The first thing Proxy do is to judge if he has permission to that directory and then, I call a function to simple the path ensuing there are not two different path point to the same file.

Then, I process a fd to it, compareVersion or initializing the version to determine whether it's needed to get latest version from server. After all these, according to the open option, Proxy decide whether to give it a private copy like (CREATE, CREATE_NEW, WRITE) or just the shared one(READ)

To ensure the consistence of concurrency request. I chose to simply assign another name to the private copy instead of using Locks. For example, change the name to path +"by"+fd. After all the writing finished, just replace the private copy with the shared one and push to server.

3.LRU

In the situation of not enough space. I use a while loop to keep dealloc space from the head of the list. Until it can fit.