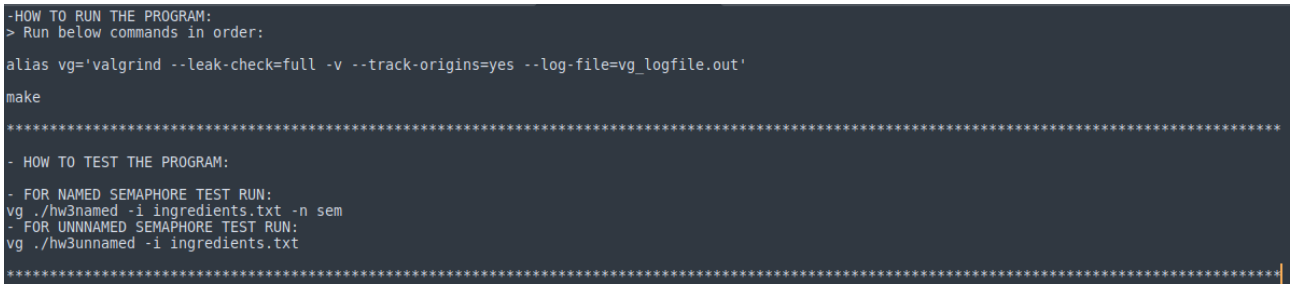
Systems Programming HW3 Report
Mohammad Ashraf Yawar 161044123

- HOW TO RUN AND TEST THE PROGRAM ?

- You can find the instructions in README.txt in order to run and test the program.



```
-HOW TO RUN THE PROGRAM:
> Run below commands in order:

alias vg='valgrind --leak-check=full -v --track-origins=yes --log-file=vg_logfile.out'

make

*****************************************************************************************************************************************************

- HOW TO TEST THE PROGRAM:

- FOR NAMED SEMAPHORE TEST RUN:
vg ./hw3named -i ingredients.txt -n sem
- FOR UNNNAMED SEMAPHORE TEST RUN:
vg ./hw3unnamed -i ingredients.txt

*****************************************************************************************************************************************************
```

Implemented Concepts:

- File read, write,syscalls.
- Signal handeling, parent child signal relations.
- Multiple child process, fork.
- Make files.
- Waiting for the child process to finish their task.
- Named and unnamed semaphores.
- Producer and consumer paradigm.
- Cigarette smoker problem variant.

Working Cases:

- This program works for cases all the cases.
- Works on **relative path**.

Note Working Cases:

- NONE

Design Explanation:

- All the System-Calls and their possible return error values are checked with detailed errno checks.

- The program start by setting some variables and setting the signal handler mechanism to catch in SIGINT signal.

- I implemented both the named and unnamed semaphores with separate running files.
- I used shared memory in order to produce ingredients into and consume ingredients from.
- As a whole, I have 6 process for chefs and 1 process for wholesaler and one semaphore in order to synchronize the processes.
- My design for each chef and for wholesaler is as:

```
// CHEFS
for (;;){
    sem_wait(my_semaphore);
    if (some condition){ // if initially wholeseller hasn't been put any ingredients yet (Enters only onces in the whole process's lifetime).
        // do something...
        sem_post(my_semaphore);
        continue;
    }
    else if (some condition){// if wholerseller has done bringing all the ingredients (Enters only onces in the whole process's lifetime).
        // do something...
        sem_post(my_semaphore);
        return 0;
    }else if (some condition){// if the shared memory contains my ingredients.
        // do something...
        sem_post(my_semaphore);
    }else{ // if none of above occures. THEN increment the semaphore.
        //do something...
        sem_post(my_semaphore);
    }
}

// WHOLESELLER
for (;;){
    // do something...
    sem_wait(sp);
    if (some condition){ // if chef's haven't been emptied the shared memory yet THEN increment the semaphore.
        sem_post(sp);
        continue;
    }
    //do something...
    sem_post(sp);
    // do something...
}
```

- In above design: wholesaler creates 6 process as it's child process each process indicating for one process.
And produces the ingredient by storing it into the shared memory and waits for chefs to consume it.
- CHEFS design: each chef waits for the ingredients to arrive and check if the shared memory contains the ingredients that they want, if yes then they consume the ingredients and release the semaphore. If not then release the semaphore again and keep waiting(NO BUSY WAITING).
- I create the chefs process's as below in which I attach a function for teach chef and when ever the process runs the corresponding function runs:

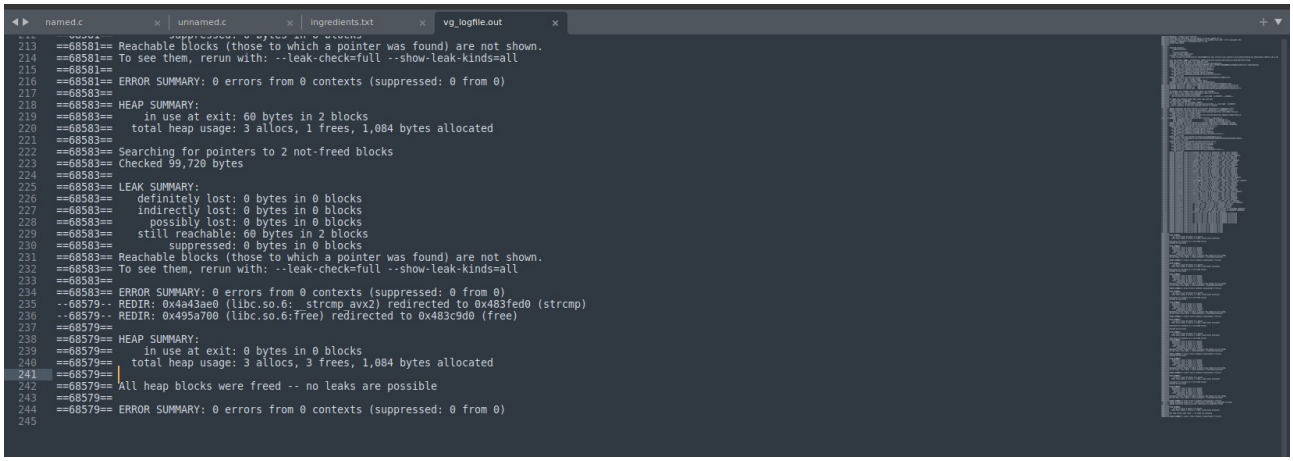
```
for (int i = 0; i < chefCount; ++i){

        forkVal = fork();
        if (forkVal == -1){// if error occured.
            perror("fork:");
            close(sharedMemFd);
            close(inpfd);
```

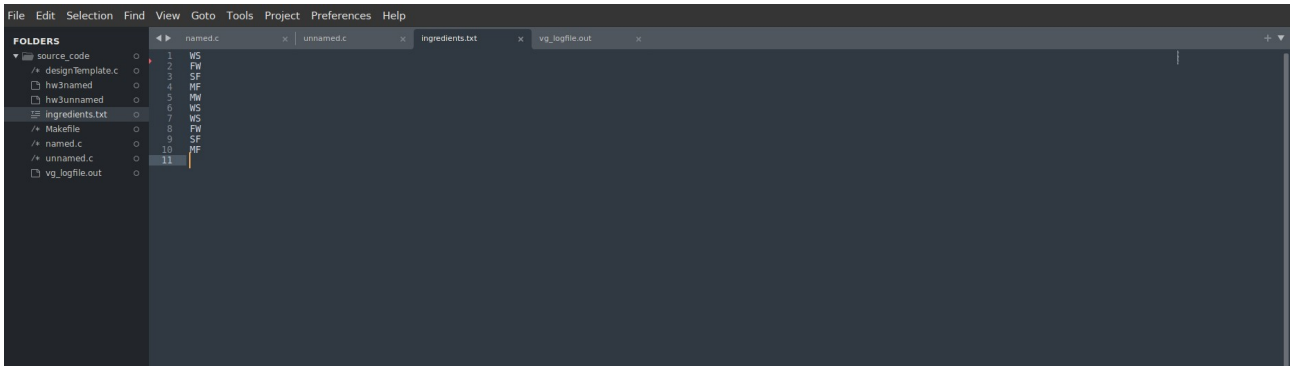
```
            sem_close(sp);
            sem_unlink(semName);
            exit(EXIT_FAILURE);
        }else if (forkVal == 0){ // if child processes
            childPidsArr[i] = getpid(); // store childs pids.
            if (i == 0 ){ // if chef0
                return chef0(i,addr);
            }else if(i == 1){// if chef1
                return chef1(i,addr);
            }else if(i == 2){// if chef2
                return chef2(i,addr);

            } else if(i == 3){// if chef3
                return chef3(i,addr);
            } else if(i == 4){// if chef4
                return chef4(i,addr);
            } else if(i == 5){// if chef5
                return chef5(i,addr);
            }}}
```

MEMORY LEAK CHECK OF THE PROGRAM:



INPUT FILE AS:



SCREEN SHOTS FROM THE PROGRAMS: