Systems Programming Final Project 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.

Implemented Concepts:

- Sockets.
- Signal handling, threads, join-able threads.
- Make files.
- Waiting for the threads to finish.
- Mutex, condition variables, synchronization barrier, monitors.
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Working Cases:

- This program works for cases all the cases.

Note Working Cases:

- NONE

Design Explanation:

- All the System-Calls and their possible return error values are checked with detailed errno checks.
- I have 3 programs(processes) exchanging data via stream sockets, I used struct for sending and receiving data, it acts like JSON in the web world.
- I have my file structure as below 2th picture, lib.c is used as common library for server, servant and client processes.

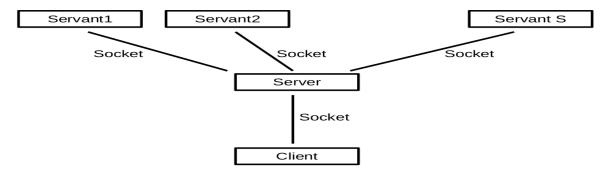


Figure 1 – Overall schema of the programs to be developed.

- here is the file structure for my final project. Each processes has it's own helper functions inside it's corresponding header files.
- in order to run this program, navigate to this main folder and run MAKE command.
- sockets are created properly and used properly. I have main method where every process can reach it and use it as socket creation and connection method as below picture.

```
int openSocket(int socket1,char* IP,int PORT){
    struct sockaddr in serverAddr;
    int client fd;
    //Create socket file desc
    if ((socket1 = socket(AF INET, SOCK STREAM, 0)) < 0){
        perror("couldn't create socket !!");
        exit(EXIT FAILURE);
    serverAddr.sin family = AF INET;
    // serverAddr.s addr = inet addr(IP);
    serverAddr.sin port = htons(PORT);
    //Convert IPV4 or IPV6 addresses into binary from
    if (inet pton(AF INET, IP, &serverAddr.sin addr) <= 0){
        perror("invalid addresss !!!");
        exit(EXIT FAILURE);
    client fd = connect(socket1,(struct sockaddr*)&serverAddr,sizeof(serverAddr));
    if (client fd == -1){
        perror("connection faild");
        exit(EXIT FAILURE);
    return socket1;// return the created socket.
```

- here first I create some socket file descriptor and the connect is to given port.

```
void* myThread(void* clientRequestInd){
    struct clientRequestInd;
    struct clientRequestInd;
```

```
/* Socket create */
   socketFd = socket(AF INET, SOCK STREAM, 0);
   if (socketFd == -1) {
      perror(" socket creation failed.\n");
      exit(EXIT FAILURE);
   bzero(&server addres, sizeof(server addres));
   /* assigning ip and port */
   server addres.sin family = AF INET;
   server_addres.sin_addr.s addr = htonl(INADDR ANY);
   server addres.sin port = htons(servantListeningPort);
   /* Binds the created socket to given ip and port */
   if ((bind(socketFd, (struct sockaddr*)&server addres, sizeof(server addres))) < 0) {
      perror(" socket bind failed.\n");
      exit(EXIT FAILURE);
   if ((listen(socketFd, 4096)) < 0) {
    perror(" server listen failed.\n");
    exit(EXIT_FAILURE);</pre>
```

INPUT FILES AS:

SCREEN SHOTS FROM THE PROGRAMS:

```
### STATES | STATES |
```

```
| This | Int | 6 8 6 6 6 6 5 | Clean | Thread-7 | Int | This | Th
```

```
[Thu Jun 16 08 06:08] Request Arrived
[Thu Jun 16 08 06:08] Request Arrived
[Thu Jun 16 08 06:08] Gregory Arrived
[Thu Jun 16 08 06:08] Contacting Servent 7964
[Thu Jun 16 08 06:08] Contacting Servent 7968
[Thu Jun 16 08 06:08] Client-Thread-3: The server's response to transactionCount FIDANLIK 02-09-2018 12-09-2081 BALIKESIR
[Thu Jun 16 08 06:08] Client-Thread-3: The server's response to transactionCount FIDANLIK 02-09-2081 12-09-2081 BALIKESIR
[Thu Jun 16 08 06:08] Client-Thread-3: The server's response to transactionCount MERA 03-02-2089 03-00-01
[Thu Jun 16 08 06:08] Client-Thread-3: The server's response to transactionCount MERA 03-02-2089 03-00-01
[Thu Jun 16 08 06:08] Client-Thread-3: The server's response to transactionCount MERA 03-02-2089 03-00-01
[Thu Jun 16 08 06:08] Client-Thread-
```