GEBZE TECHNİCAL UNIVERSITY

CSE344

System Programming

Midterm Report

1. How to Run?

To initiate the server, execute "./neHosServer <directory_name> <max_clients>" in the terminal. For example, "./neHosServer here 5" starts the server with the specified directory name "here" and a maximum of 5 clients. For the client, execute "./neHosClient <Connect/TryConnect> <pid_of_server>".

2. SERVER PART

• Server Startup:

- Sets up signal handler for SIGINT.
- Validates and stores command-line arguments (server directory and max clients).
- Creates the server directory (if it doesn't exist).
- Changes the working directory to the server directory.
- Creates a log file.
- Creates the server named FIFO for client communication.
- Opens the server FIFO for reading with non-blocking mode.
- Opens the server FIFO for writing (dummy operation to prevent EOF).
- Prints server startup message with PID.

• Main Loop:

- Continuously reads client requests from the server FIFO.
- If the request is KILL SERVER, initiates shutdown (removes server FIFO and exits).
- Checks if there are waiting clients and connected clients.
 - o If so, moves a client from the waiting queue to the connected queue and notifies the client.
- Forks a child process to handle each client request.

• Child Process:

- Handles the received client request using the handle request function.
- handle request function:
 - o Opens the client FIFO for writing.
 - o Processes the request based on operation type and connection type:
 - CONNECT: Adds the client to the connected list if there's space, otherwise adds to the waiting list and sends a waiting message.
 - TRY_CONNECT: Similar to CONNECT but doesn't wait in a queue and directly rejects if full.
 - Supported operations (HELP, LIST, READ_FILE, WRITE_FILE, UPLOAD, DOWNLOAD, ARCHIVE_SERVER, QUIT):
 - Calls the appropriate function (e.g., read_file, write_to_file, upload file) to perform the operation.
 - Sends a response message to the client FIFO indicating success/failure and any relevant data.
 - QUIT: Kills the client process.
- The child process exits after handling the request.

• Parent Process:

• The parent process continues listening for new client requests in the main loop.

3. CLIENT PART

• Initialization:

- Sets up the signal handler for SIGINT.
- Validates command-line arguments (connection type "Connect" or "tryConnect" and server PID).
- Creates a unique client named FIFO path based on the client process ID.
- Creates the client FIFO for communication with the server.
- Parses the connection type and converts the server PID to an integer.
- Constructs the server FIFO path based on the server PID.
- Opens the server FIFO for writing only.
- Creates a connect_request struct containing the client PID, connection type, and initial "NONE" operation type.
- Sends the connect request to the server through the server FIFO.
- Opens the client FIFO for reading responses from the server.

• Connection and Command Loop:

- Reads a response from the server FIFO.
- Handles the response status:
 - o Success: Enters a loop for sending commands and receiving responses.
 - o FAILURE: Prints an error message with the reason provided by the server and exits.
 - WAIT (for "tryConnect"): Prints the waiting message received from the server and exits (client couldn't connect immediately).
- Inside the loop:
 - o Prompts the user for a command.
 - o Reads the command from standard input.
 - o Removes the newline character from the command string.
 - o Parses the command using the parse_command function (defined in concurrent file access system.h).
 - If the command is invalid, displays an error message and continues waiting for a valid command.
 - Otherwise, sends the parsed command (including operation type and additional arguments) to the server using the send_request function.
 - o Reads a response from the server FIFO.
 - Displays the response based on its status:
 - SUCCESS: Prints the response body (usually the result of the operation).
 - FAILURE: Prints an error message with the reason provided by the server.
 - WAIT: Prints a message indicating the server is busy (applicable for certain operations).

• Cleanup:

• Closes the server and client FIFOs.

- Removes the client FIFO.
- Exits the program with success (EXIT SUCCESS).

4. OUTPUT

