P1.c

1 //record locking mechnisam for accessing a common resource(file)

2 #include<stdio.h>

3 #include<fcntl.h>

4 main()

5 {

6 struct flock v;

7 int fd,i=0;

8 char a[20]="abcdefghijklm";

9 fd=open("temp",O\_WRONLY|O\_CREAT|O\_APPEND,0644);

10 if(fd<0)

11 {

12 perror("open");

13 return;

14 }

15 v.l\_type=F\_WRLCK; //write lock

16 v.l\_whence=0; //from the begining

17 v.l\_start=0; //after zero bytes

18 v.l\_len=0; //total file

19 printf("before fcntl function..\n");

20 fcntl(fd,F\_SETLKW,&v);

21 printf("after fcntl function..\n");

22

23 printf("p1 process writing data into file..\n");

24 while(a[i])

25 {

26 write(fd,a+i,1);

27 i++;

28 sleep(2);

29 }

30 printf("p1 process writing data into file is completed...\n");

31 sleep(2);

32 printf("unlock..\n");

33 v.l\_type=F\_UNLCK;

34 fcntl(fd,F\_SETLK,&v);

35 printf("p1 process terminated...\n");

36 //while(1);

37 }

P2.c

1 //record locking mechanisam for accessing a common resource(file)

2 #include<stdio.h>

3 #include<fcntl.h>

4 main()

5 {

6 struct flock v;

7 int fd,i=0;

8 char a[20]="1234567890";

9 fd=open("temp",O\_WRONLY|O\_CREAT|O\_APPEND,0644);

10 if(fd<0)

11 {

12 perror("open");

13 return;

14 }

15 v.l\_type=F\_WRLCK; //write lock

16 v.l\_whence=0; //from the begining

17 v.l\_start=0; //after zero bytes

18 v.l\_len=0; //total file

19 printf("before fcntl function..\n");

20 fcntl(fd,F\_SETLKW,&v);

21 printf("after fcntl function..\n");

22

23 printf("p2 process writing data into file..\n");

24 while(a[i])

25 {

26 write(fd,a+i,1);

27 i++;

28 sleep(2);

29 }

30 printf("p2 process writing data into file is completed...\n");

31 //sleep(2);

32 //printf("unlock..\n");

33 //v.l\_type=F\_UNLCK;

34 //fcntl(fd,F\_SETLK,&v);

35 //printf("p2 process terminated...\n");

36 while(1);

37 }