Gebze Technical University Computer Engineering

System Programing(CSE 344)
Midterm

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Problem

Two programs need to be written for a server and client. For each client connection request, the server will create a thread and communication will take place over this process. The clients will interact with the server in real time. When starting the server, the number of clients to be connected and the directory in which it will operate will be specified. A log file will be created for each operation. The server will process commands from the client and send them to the client. In summary task is to design and implement a file server that enables multiple clients to connect, access and modify the contents of files in a specific directory

Solitions

System Design: Initially, the high-level architecture of the system should be designed. This involves determining the number of processes on both the server and client side and how they will communicate with each other. You could use a network protocol like FIFO for communication between the client and server. Additionally, you will need to determine which operations will be performed by multiple processes and which processes will be managed by signals.

File I/O Module: This module should perform reading and writing operations in various file formats. This includes being able to handle different types of files such as text files and binary files. Also, the management of large files (larger than 10 MB) should be considered.

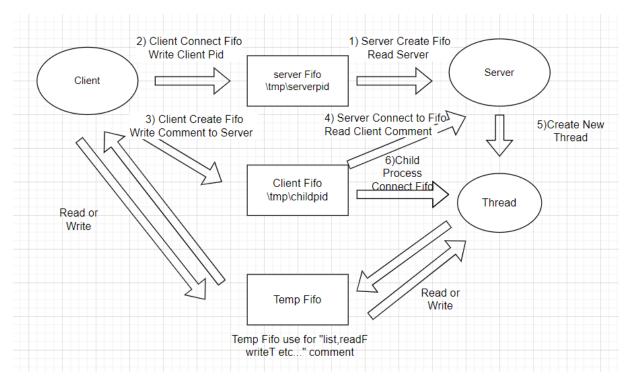
Synchronization Module: This module should be designed to prevent race conditions and provide mutual exclusion. When resource sharing is required between processes, one process should wait for others to complete and no changes should be made on the resource during this time. This ensures the preservation of data integrity and consistency of the file system.

Integration of File I/O and Synchronization Modules: These two modules should be integrated to form a file access system that can be accessed by multiple processes at the same time.

Testing: You should verify the system by testing the simultaneous access to files by multiple processes. This will help confirm that data consistency is maintained and race conditions are prevented.

These general steps should assist in creating a file server designed to meet most of the specified requirements. However, if a specific programming language or framework is being used, the solution might be slightly different. For instance, some languages naturally provide multi-process support, while others require specific libraries or plugins.

System Design

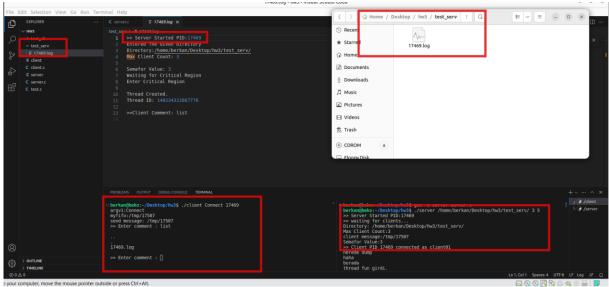


- 1) First, the server creates a FIFO for the clients to connect.
- 2) The client sends the address of the FIFO it created to the server.
- 3) "The client is ready to write commands by opening the FIFO file it created.
- 4) The server starts listening for incoming commands from the client by connecting to the FIFO created by the client.
- 5) After reading the new FIFO address, the server creates a new Thread. The client establishes communication with the thread.
- **6)** The thread connects to the FIFO created by the client. The client and server communicate through this FIFO.

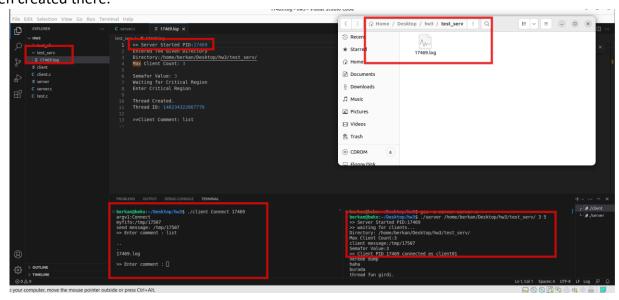
Temp Fifo: These are temporary FIFOs created during the execution of commands.(list,readF,upload ...).

Requirements

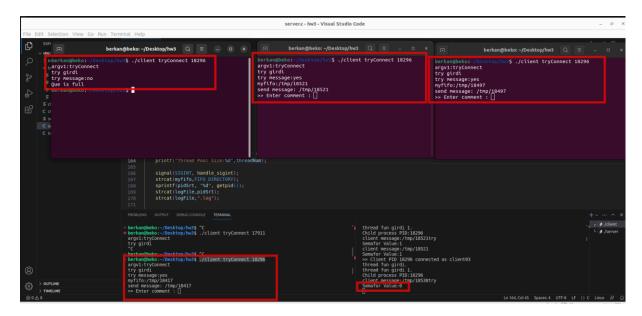
1) The server will operate in the directory specified at startup.

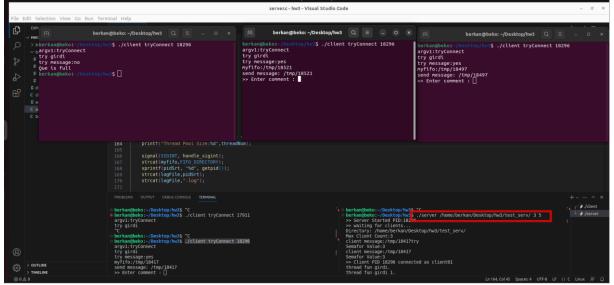


As you can see, entries have been made into the specified directory, and the log file has been created there.

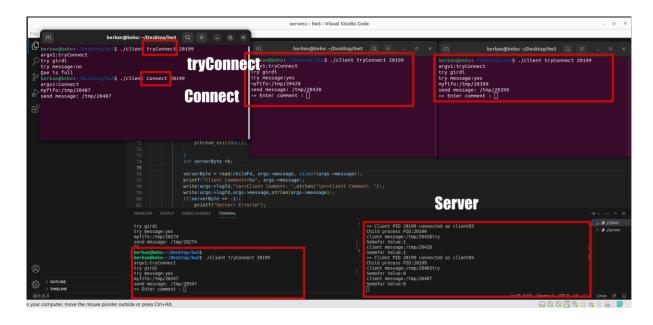


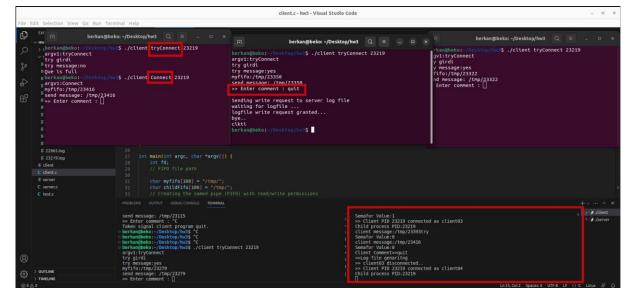
- **2)**The server should be able to accept connections from as many clients as the maximum number of clients specified in the input when starting the server.
- ❖ The maximum number of clients that can connect to the server was given as 3. When 3 clients are connected, it rejects the 4th client's connection. The reason for the server rejecting the connection is because the client input is 'tryConnect'.



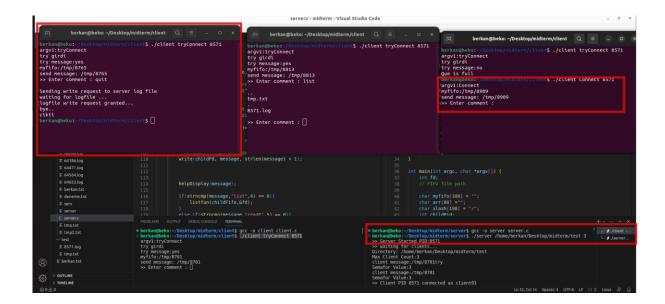


❖ "When we enter 'connected' in the client input, the server takes it into the connection queue. When one client's connection drops, the next client in line connects.





❖ In the image below, one client exits and the other is allowed to enter commands.



Tread Code Sinnipet thread pool

```
int threadNum = atoi(argv[3]);
pthread_t threadpool[threadNum]; // thread num;
printf("Thread Pool Size:%d",threadNum);
```

Every client connecto one thread. Below image is Thread fun

```
void *ThreadFunction(void *arguments) {
    arg_struct* args = (arg_struct*)arguments;
    char childFifo[100] ="";
    char tmp[100] ="";
```

❖ If the semaphore is available, a thread is created. If not, it waits for the other clients to exit. Then it creates a thread. The thread starts running.

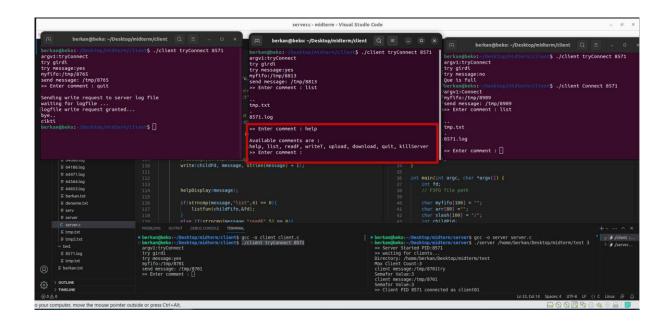
```
write(togrd, "waiting for Critical Region(n", Strten("waiting for Critical Region(n"));
sem_wait(semaphore);
write(logfd, "Enter Critical Region(n", strlen("Enter Critical Region(n")));
childCount++;

printf(">> Client PID %s connected as client0%d(n", pidSrt, childCount);
close(fd);

pthread_create(&threadpool[threadCounter++], NULL, ThreadFunction, (void*)&args);

//pthread_join(threadpool[threadCounter++], NULL);
```

3) display the list of possible client requests



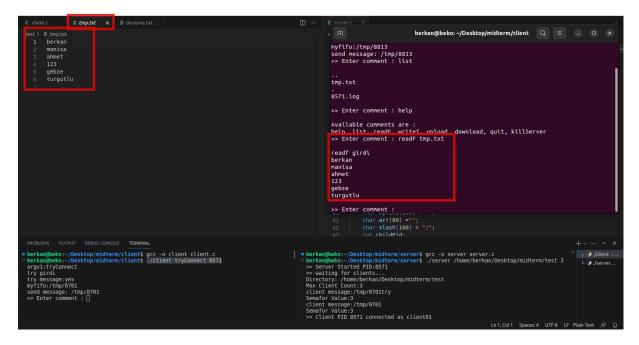
The visuals of how the commands work.

4)Show the files in the directory when the 'list' command is given.

5) Requests to display the # line of the <file>, if no line number is given the whole contents of the file is requested (and displayed on the client side)

readF <file> <line #>

The result without giving a number.



Note: Data cannot be fetched by giving a line number.

6) Request to write the content of "string" to the #th line the <file>, if the line # is not given writes to the end of file. If the file does not exists in Servers directory creates and edits the file at the same time.

writeT <file> <line #> <string>

The word 'ahmet' in the 3rd line has been replaced with the word 'gtu'.

```
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```

❖ When there is no file, a file is created. "When a file is opened, another process cannot perform operations on the same file. The file has been locked with a **File Lock**.

```
file = fopen(filename, "w");
fprintf(file, "%s\n", newLine);
lock.l type = F WRLCK; /* Yazma kilidi *
lock.l whence = SEEK SET; /* Başlangıçtan itibaren */
lock.l_start = 0; /* Başlangıç offset *
lock.l_len = 0;
if (fcntl(fd, F_SETLK, &lock) == -1) {
    perror("fcntl");
while (fgets(line, sizeof(line), file) != NULL) {
    if (count == lineNumber) {
       strcat(temp, newLine);
       strcat(temp, "\n");
       strcat(temp, line);
    count++;
if (lineNumber < 0 || lineNumber >= count) {
    strcat(temp, newLine);
    strcat(temp, "\n");
```

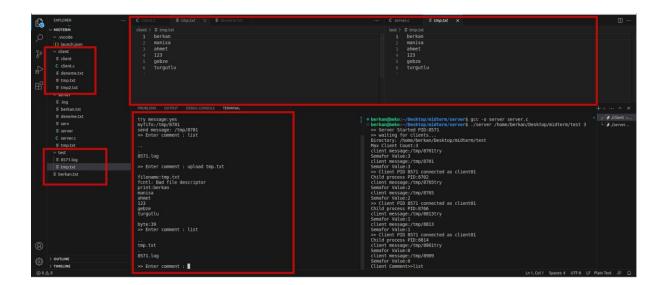
Not: When no number is given, it doesn't write to the end of the file.

7)Uploads the file from the current working directory of client to the Servers directory (beware of the cases no file in clients current working directory and file with the same name on Servers side) upload <file>

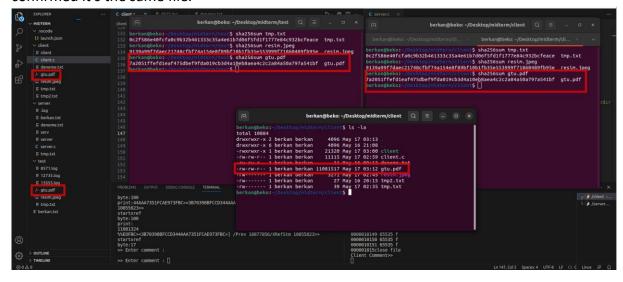
❖ As seen in the first situation, the test directory is empty.

```
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```

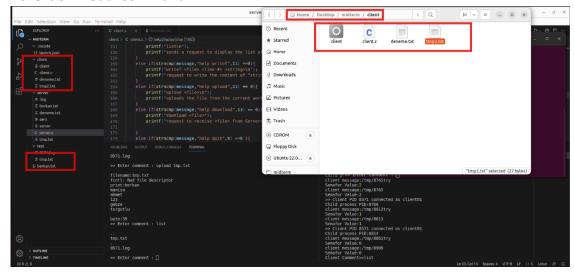
❖ When looked at with the 'list' command in the command line, the tmp.txt file does not appear at first. After running the 'upload tmp.txt' command and then running the 'list' command, it can be seen that the tmp.txt file has been created under the test directory.



❖ We were able to copy a 10MB file with 'upload', and after conducting a hash check, we confirmed it's the same file.

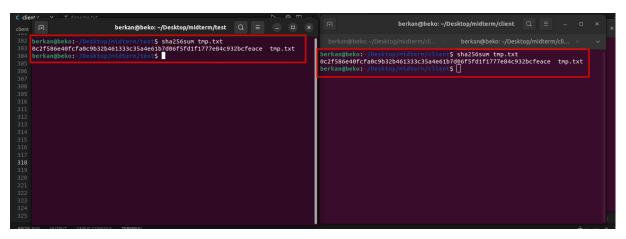


- 7) Request to receive <file> from Servers directory to client side. download <file>
 - ❖ It appears that there is a tmp.txt in the directory where the client is running. In the next image, we will copy the tmp.txt file from the test directory to the client directory with the 'download' command.

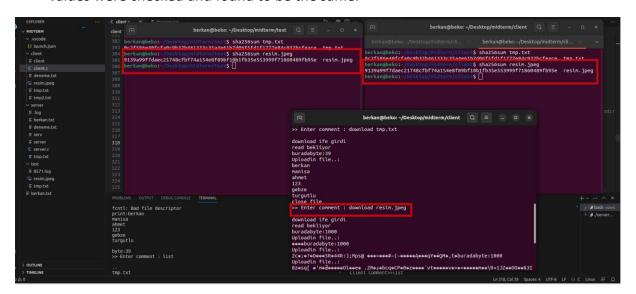


The download was successfully received. The tmp.txt file was created in the client directory.

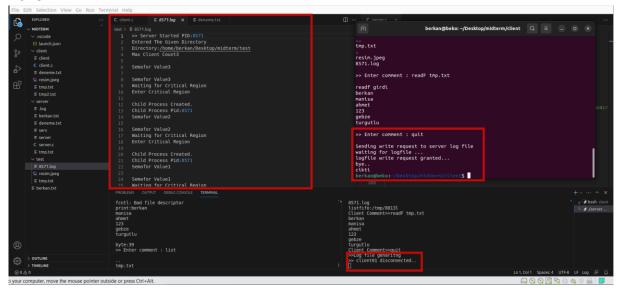
❖ After the 'download' command was executed, the hash values of the copied file and the original file were compared and found to be the same.



A file transfer has been made with a JPEG image file. The 'download' command has been tested with different file extensions and seen to work successfully. The hash values were checked and found to be the same.



- **8)** Send write request to Server side log file and quits. quit
 - The 'quit' command was given to the client and the connection with the server was terminated. After the connection was severed, the semaphore was incremented by one.



9) Sends a kill request to the Serve killServer

❖ We killed the server process by sending a kill signal to the server with the 'killServer' command.

```
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

berkandbeko:-/Desktop/midterm/client$ ./client tryConnect 12735
argyl:tryConnect
try girdi
try message:yes
myffo:/tmp/13019
send message:/tmp/13019
>> Enter comment: killberver
waiting for logfile ...
logfile write request granted...
killed Server
client PID 12735 connected as client01
child process PID:1288
client message:/tmp/13019try
Semafor Value:2

>> Client PID 12735 connected as client01
client message:/tmp/13019try
Semafor Value:2

>> Client message:/tmp/13019try
Semafor Value:2

>> Client message:/tmp/13019try
Semafor Value:2

>> Client PID 12735 connected as client01
client connected as client01
c
```

Code snippet

```
else if(strncmp(message, "killServer", 10) == 0){
    printf("waiting for logfile ...\n");
    printf("logfile write request granted...\n");
    printf("killed Server\n");
    kill(atoi(argv[2]),SIGKILL);
    exit(1);
}
```

❖ The client stopped itself when it received the Ctrl+C signal. The server, on the other hand, disconnected its connection.

```
berkan@beko:-/Desktop/hw35 ^C
berkan@beko:-/Desktop/hw35 ./client tryConnect 24454
argvl:tryConnect
try girdi
try message:yes
myfifo:/tmp/24938
>> Enter comment: writef tmp.txt 2 aslan

Printed file>> Enter comment: killServer
waiting for logfile ...
logfile write request granted...
belfan@beko:-/Desktop/hw35 ./client tryConnect 24828
argvl:tryConnect
try girdi
try message:yes
myfifo:/tmp/24938
>> Enter comment: writef tmp.txt 2 aslan

Printed file>> Enter comment: killServer
waiting for logfile ...
logfile write request granted...
berkan@beko:-/Desktop/hw35 ./client tryConnect 24828
argvl:tryConnect
try girdi
try message:yes
myfifo:/tmp/24991
send message:yes
myfifo:/tmp/24991
>> Enter comment: ^C
Taken signal client program quit.
berkan@beko:-/Desktop/hw35 | Linux & D

Logfile berkan@b
```

10) File cleanup is being done with the makefile.

```
M makefile
1  all: client server
2
3  client:
4   gcc -o client client.c
5
6  server:
7   gcc -o server server.c
8
9
10  clean:
11   rm server
12   rm client
13
14  cleantmp:
15   rm -r /tmp/
```

11)

Summary

Unfulfilled requirements are noted under the respective items. File transfers with a 10MB file have been successfully performed using 'download' and 'upload'. Files have been examined through their hash values. Using semaphores, clients have been put in a queue. After one client closes, the next client in the queue starts working. The functioning of the program is demonstrated in the images above.

Not: You need to press enter twice after each input. (If the client cannot connect to the server, try again.Buffurı temizlemek için her input sonrası 2 kere entera tıklayın. Client servera bağlanmazsa tekrar deneyince bağlanıyor.)