

WILL START AT 4.07

AGENDA OF TODAY'S CLASS

→ SYNCHRONIZATION

↳ why we require this?? ✓

↳ How to have this in CODE??

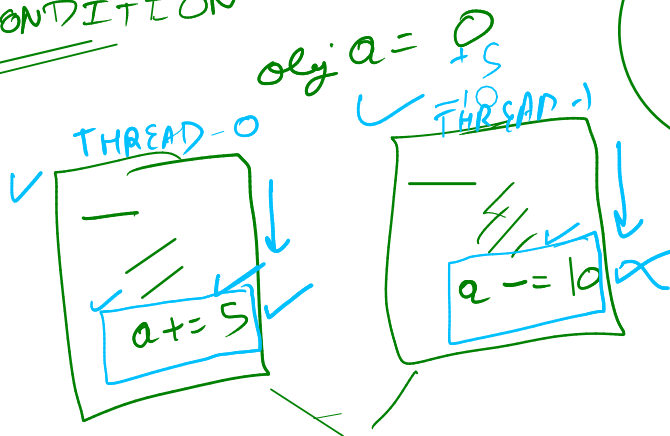
✓→ SOCKET PROGRAMMING

↳ what it is??

↳ PRACTICAL ✓✓

SYNCHRONIZATION??

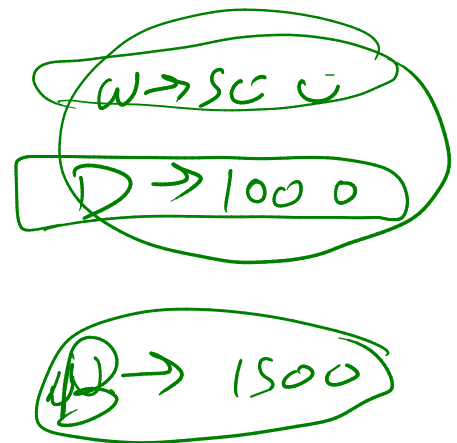
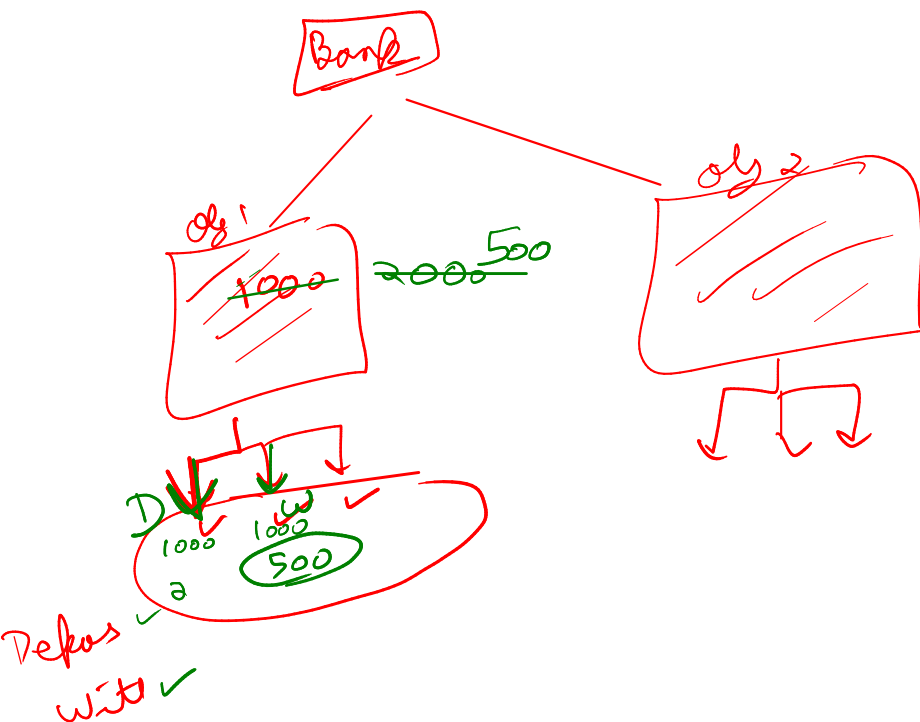
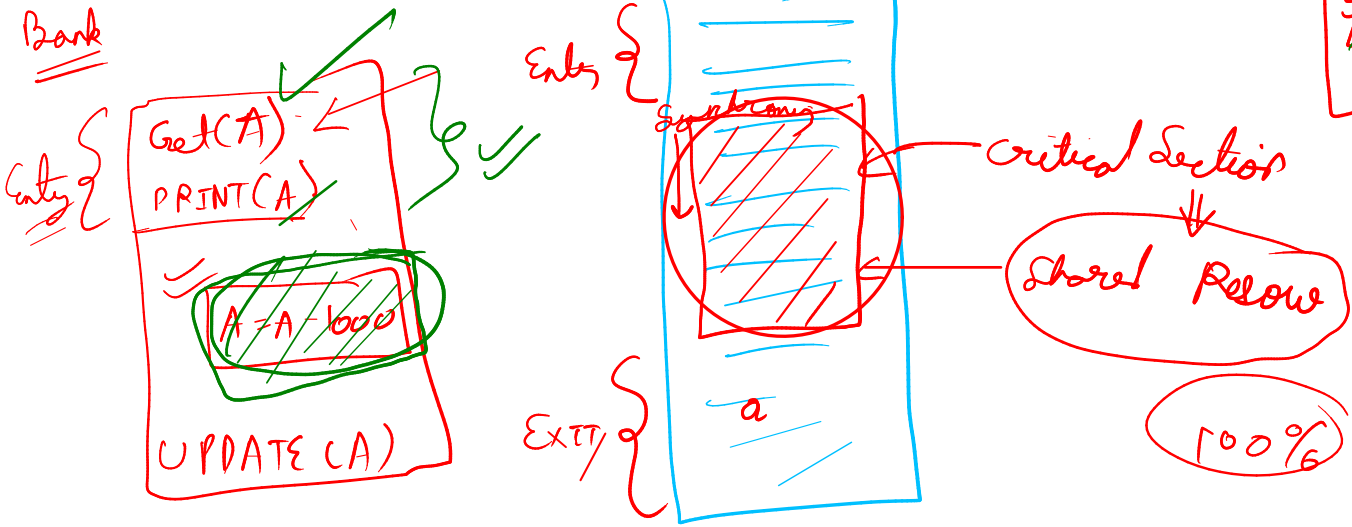
RACE CONDITION

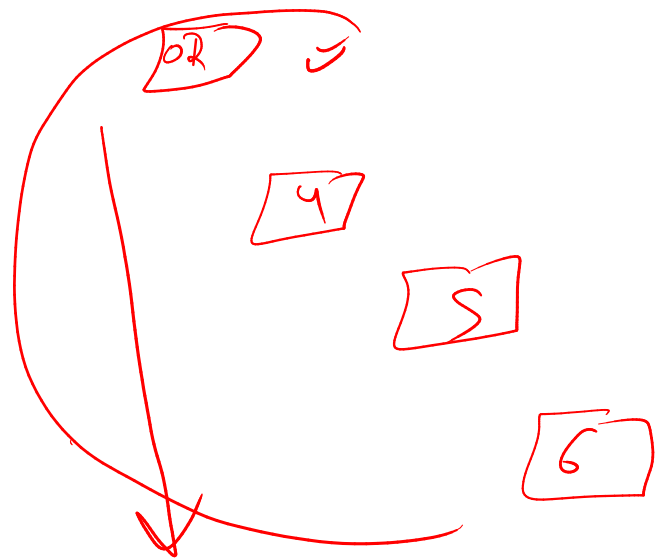
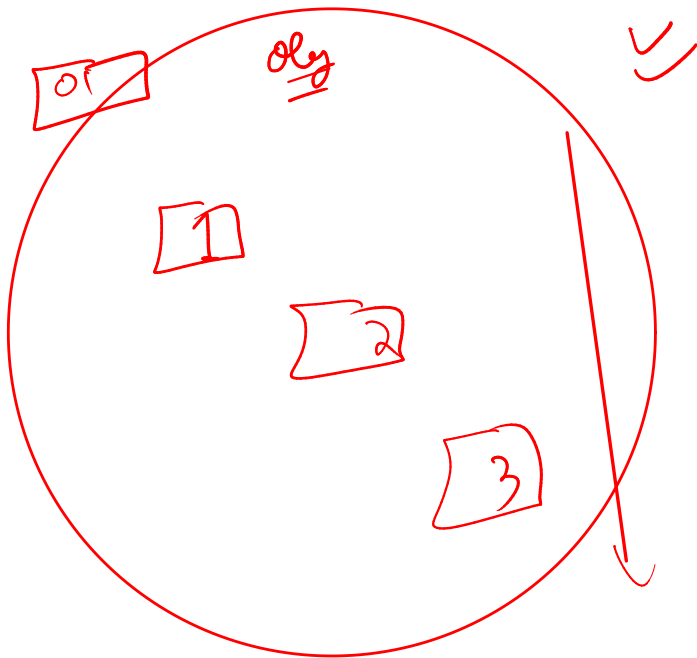
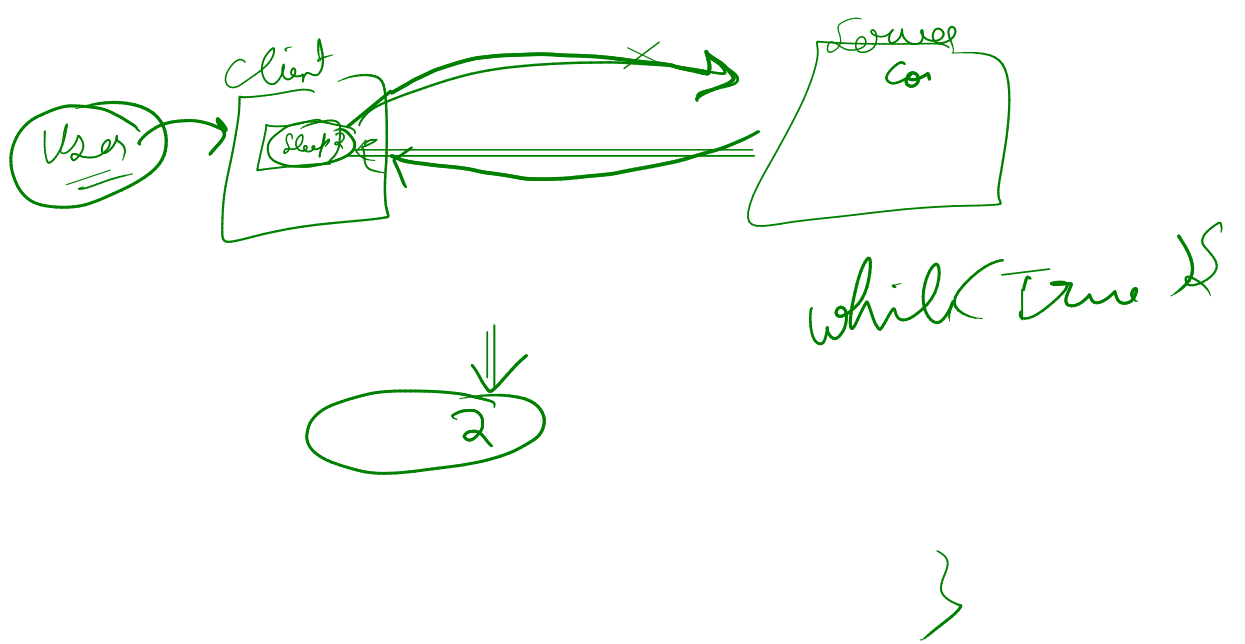


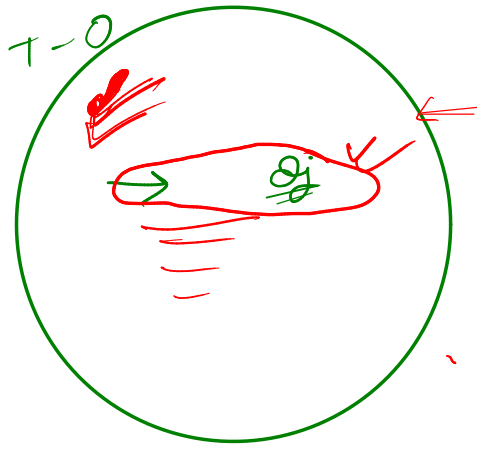
Join (thr 0)

Join (thr 1)

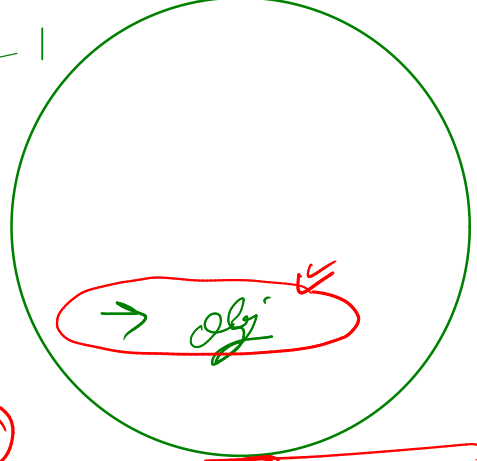
CRITICAL SECTION





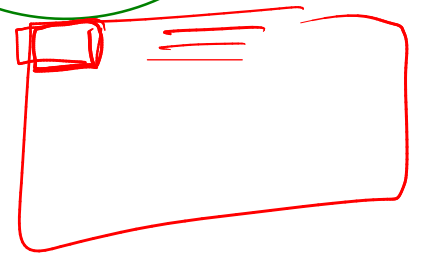


Process



RE-

DEADLOCKS



SOCKET PROGRAMMING

APIs

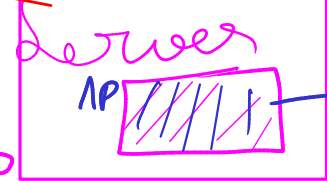
0 → 6500k

A.M. 3:00 PM

Client

IP

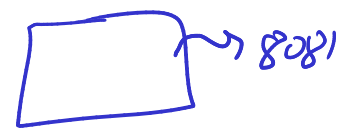
API



8080

Server APP

AP₂



8081

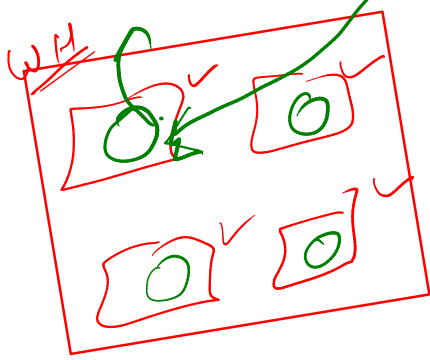
DNS

⇒ one Request

IP / Port

500006
600000

Context Switch



01
①

①

02
~~②~~

④

②

⑤

③

⑥

