Project 2 Notes

- You need to implement at least 5 **system calls**:
  - msend
  - mreceive
  - openGroup
  - closeGroup
  - recoverGroup

  Additional system calls can be implemented at your choice

  Hint: you need to modify Minix source code

- You also need to implement **testcases** to test the functionality of your system calls

For 5 and 10 in Project2's slides:

You can choose either blocking send or non-blocking send. You need to defend your decision in the following steps:

If there can be deadlock or livelock, describe the deadlock/livelock condition in the document. And

(1) Your code should have mechanism to prevent deadlock/livelock from happening, such as Minix client-server design for IPC.

(2) Your code should be able to detect a deadlock/livelock and recover (recoverGroup can be used here) from it.