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Programming Assignment #1

Due Jun 11 by 8am Points 50 **Submitting** a file upload Available after May 24 at 8am

CS570 Summer 2021 Assignment 1

This page last modified 8 June 2021

You shall implement a program where several chat bots will run, each in their own thread, simultaneously but asynchronously with each other. Each bot shall write the specified text message to one, common shared resource, a file named QUOTE.txt. In order to prevent the data from getting corrupted by other bots, the bots shall use an appropriate IPC mechanism/algorithm.

You will do this by developing a project that manages multiple threads writing to a shared file (you aren't building a chat server, the chat bots each will simply write to a shared/common file).

You must work in pairs (team of 2) unless approved by the instructor.

- 1. When your program starts, it shall do the following:
 - 1. Create a file, named QUOTE.txt, in the current directory (cwd). 2. Have your running process write it's pid (Process ID) followed by a Carriage Return
 - and Newline into the file. 3. Close the file QUOTE.txt

friendly message to the console

FLAG, it will proceed to do the following:

- 4. Create a semaphore named FLAG which the threads will use to manage access to the file QUOTE.txt.
- 5. Create 7 threads. Use the POSIX version of threads (i.e., pthread_create()) 6. Block/wait for all seven threads to complete their work.
- 7. Once all threads are done, destroy the semaphore, then exit gracefully, printing a
- 1. Each thread shall perform the following (note, each thread is running concurrently): 1. Periodically (even numbered threads - once every two seconds, odd numbered
- threads once every 3 seconds) get the semaphore FLAG; once the thread has
- 2. Open the file QUOTE.txt and write the thread's tid (thread id) followed by "The Quote" (followed by a Carriage Return and Newline)
- 3. Write to the console (print to stdout) "Thread <thread id> is running" followed by a
- newline 4. Close the file QUOTE.txt
- 5. Release the semaphore FLAG
- 2. Repeat the above 7 times (they run a total of 8 times).
- 3. exit

semaphores with: sem_init(), sem_wait(), sem_post(), and sem_destroy().

You will need to use the following POSIX system calls for creating and managing the

I will test your program by compiling it and executing it on edoras. Your program shall be written such that it compiles and executes cleanly when using the gcc, or g++ compiler You shall create a sub-directory named "a1" in your home directory. In it, you shall place your

source file(s), your header file, your Makefile (see Canvas for examples on Makefiles), and a README file (see Canvas for README requirements). Your source files SHALL CONTAIN sufficient comments for making the source easy to read. Points will be taken off for poorly (or non) commented source. Name the executable "bots". Create ~/a1 by hand. • Create source files, an include file, a Makefile, and a README file. Put them into ~/a1.

- The Makefile shall create an executable named "bots" in this same directory (~/a1).
- Here is a nice overview of threads [https://computing.llnl.gov/tutorials/pthreads/]
- The system call "system()" will NOT be allowed
- The assignment is due 1700 (5:00 PM) on Monday, 14 June 2021

TURNING IN YOUR WORK:

Your project files shall be loaded onto Assignment #1 on Canvas, in the class account of

one of the team members. Be sure to write each Make sure that all of your files (all source files, Makefile, README file, test files, etc) are in

the a1 sub-directory of one of your class account Before loading files onto Canvas, create a single zip file or a tarball (tar file) with all project

files. Then, Attach File (upload it) under Assignment Submission in Assignment #1 (only one team member turns in the assignment on Canvas). Next, Attach the README file. Before submitting your project, include the names and class accounts of both team members and identify which account to be used for testing, then submit your project. The Quote:

Even numbered threads: "Controlling complexity is the essence of computer

programming. --Brian Kernigan

Odd numbered threads: "Computer science is no more about computers than astronomy is about telescopes."

--Edsger Dijkstra

Sample QUOTE file:

7 Thread ID 3: "Computer science is no more about computers than astronomy is about telescopes."	
8 Thread ID 4: "Controlling complexity is the essence of computer programming."Brian Kernigan	
9 Thread ID 2: "Controlling complexity is the essence of computer programming."Brian Kernigan	
10 Thread ID 6: "Controlling complexity is the essence of computer programming."Brian Kernigan	
11 Thread ID 4: "Controlling complexity is the essence of computer programming."Brian Kernigan	
12 Thread ID 1: "Computer science is no more about computers than astronomy is about telescopes."	
13 Thread ID 5: "Computer science is no more about computers than astronomy is about telescopes."	
14 Thread ID 7: "Computer science is no more about computers than astronomy is about telescopes."	
15 Thread ID 3: "Computer science is no more about computers than astronomy is about telescopes."	
16 Thread ID 2: "Controlling complexity is the essence of computer programming."Brian Kernigan	
17 Thread ID 6: "Controlling complexity is the essence of computer programming."Brian Kernigan	
18 Thread ID 4: "Controlling complexity is the essence of computer programming."Brian Kernigan	
19 Thread ID 1: "Computer science is no more about computers than astronomy is about telescopes."	-Edsger Dijkstra
20 Thread ID 5: "Computer science is no more about computers than astronomy is about telescopes."	-Edsger Dijkstra
21 Thread ID 6: "Controlling complexity is the essence of computer programming."Brian Kernigan	
22 Thread ID 4: "Controlling complexity is the essence of computer programming."Brian Kernigan	
23 Thread ID 2: "Controlling complexity is the essence of computer programming."Brian Kernigan	
24 Thread ID 7: "Computer science is no more about computers than astronomy is about telescopes."	
25 Thread ID 3: "Computer science is no more about computers than astronomy is about telescopes."	
26 Thread ID 6: "Controlling complexity is the essence of computer programming."Brian Kernigan	
27 Thread ID 4: "Controlling complexity is the essence of computer programming."Brian Kernigan	
28 Thread ID 2: "Controlling complexity is the essence of computer programming."Brian Kernigan	
29 Thread ID 1: "Computer science is no more about computers than astronomy is about telescopes."	
30 Thread ID 5: "Computer science is no more about computers than astronomy is about telescopes."	
31 Thread ID 7: "Computer science is no more about computers than astronomy is about telescopes."	
32 Thread ID 3: "Computer science is no more about computers than astronomy is about telescopes."	
33 Thread ID 6: "Controlling complexity is the essence of computer programming."Brian Kernigan	
34 Thread ID 4: "Controlling complexity is the essence of computer programming."Brian Kernigan	
35 Thread ID 2: "Controlling complexity is the essence of computer programming."Brian Kernigan	
36 Thread ID 1: "Computer science is no more about computers than astronomy is about telescopes."	
37 Thread ID 7: "Computer science is no more about computers than astronomy is about telescopes."	
38 Thread ID 3: "Computer science is no more about computers than astronomy is about telescopes."	
39 Thread ID 5: "Computer science is no more about computers than astronomy is about telescopes."	
40 Thread ID 4: "Controlling complexity is the essence of computer programming."Brian Kernigan	
41 Thread ID 6: "Controlling complexity is the essence of computer programming."Brian Kernigan	
42 Thread ID 2: "Controlling complexity is the essence of computer programming."Brian Kernigan	
43 Thread ID 4: "Controlling complexity is the essence of computer programming."Brian Kernigan	
44 Thread ID 6: "Controlling complexity is the essence of computer programming."Brian Kernigan	
45 Thread ID 2: "Controlling complexity is the essence of computer programming."Brian Kernigan	
46 Thread ID 1: "Computer science is no more about computers than astronomy is about telescopes."	
47 Thread ID 3: "Computer science is no more about computers than astronomy is about telescopes."	
48 Thread ID 7: "Computer science is no more about computers than astronomy is about telescopes."	
49 Thread ID 5: "Computer science is no more about computers than astronomy is about telescopes."	
50 Thread ID 1: "Computer science is no more about computers than astronomy is about telescopes."	
51 Thread ID 7: "Computer science is no more about computers than astronomy is about telescopes."	
52 Thread ID 3: "Computer science is no more about computers than astronomy is about telescopes."	
53 Thread ID 5: "Computer science is no more about computers than astronomy is about telescopes."	
54 Thread ID 1: "Computer science is no more about computers than astronomy is about telescopes."	
55 Thread ID 7: "Computer science is no more about computers than astronomy is about telescopes."	
56 Thread ID 3: "Computer science is no more about computers than astronomy is about telescopes."	
57 Thread ID 5: "Computer science is no more about computers than astronomy is about telescopes."	
	,
Sample terminal output:	
σαπηρίε τεππηταί σατρατ.	
bots	

Thread ID 2: "Controlling complexity is the essence of computer programming." --Brian Kernigan
Thread ID 1: "Computer science is no more about computers than astronomy is about telescopes." -Edsger Dijkstra
Thread ID 5: "Computer science is no more about computers than astronomy is about telescopes." -Edsger Dijkstra
Thread ID 6: "Controlling complexity is the essence of computer programming." --Brian Kernigan
Thread ID 7: "Computer science is no more about computers than astronomy is about telescopes." -Edsger Dijkstra

Thread 2 is running Creating thread, in main(): 4 Creating thread, in main(): 5 Thread 1 is running Creating thread, in main(): 6 Thread 5 is running

Control

Process writes its PID

correctly into the shared file.

Process performs a clean exit

Creating thread, in main(): 1 Creating thread, in main(): 2 Creating thread, in main(): 3

Creating thread, in Thread 6 is running Thread 7 is running	main(): 7	
Thread 3 is running Thread 4 is running Thread 2 is running Thread 6 is running		
Thread 4 is running Thread 1 is running Thread 5 is running		
Thread 7 is running Thread 3 is running Thread 2 is running Thread 6 is running		
Thread 4 is running Thread 1 is running Thread 5 is running Thread 6 is running		
Thread 4 is running Thread 2 is running Thread 7 is running		
Thread 3 is running Thread 6 is running Thread 4 is running Thread 2 is running		
Thread 1 is running Thread 5 is running Thread 7 is running Thread 3 is running		
Thread 6 is running Thread 4 is running Thread 2 is running Thread 1 is running		
Thread 7 is running Thread 3 is running Thread 5 is running Thread 4 is running		
Thread 6 is running Thread 2 is running Thread 4 is running Thread 6 is running		
Assignment	#1 - Asynchronous Threads	
Criteria	Ratings	Pts

Criteria	Ratings					
README File	5 pts Full Points README file includes content as the README format doc	·			sts but	5 pts
Makefile	5 pts Full Points Makefile correctly compiles the project using at least two rules: (1) make the project and (2) clean up files				O pts Minimum Points Minimal or no Makefile	5 pts
Threads are created correctly	6 pts Full Points Used pthread_create and manage threads exit	ed each	O pts Minimum Points did not use or used incorrectly			6 pts
All threads run correctly		reads run the correct number of times and in Can crea		n Points ate threads are totally ad	9 pts	
Threads Use Semaphore	12 pts Full Points Semaphore is properly created, destroyed, and used by threads, including the use of: sem_init(), sem_wait(), sem_post(), and sem_destroy() O pts Minimum Points did not use or used incorrectly					12 pts
Process Block/Waits	5 pts Full Points Process properly block waits for threads to complete		O pts Minimum Points Process does not manage threads		5 pts	
Process Output and	8 pts Full Points	0 pts Minimum Po	ints			

Process fails to write its PID correctly into

the shared file. Process fails to exit as

specified in the requirements

8 pts

Total Points: 50

Submission

cssc4206

✓ Submitted!

Jun 10 at 10:46pm **Submission Details** Download a1.zip Download README.txt Grade: 50 (50 pts possible)

Graded Anonymously: no **E** View Rubric Evaluation **Comments:**

Dong Lin, Jun 10 at 10:46pm Excellent, well done! Guy Leonard, Jun 21 at 12:56pm