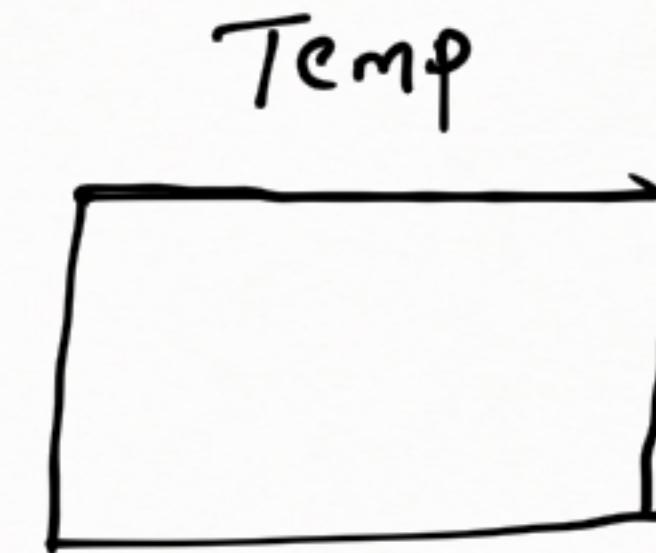


Date: 18-11-21

P₁



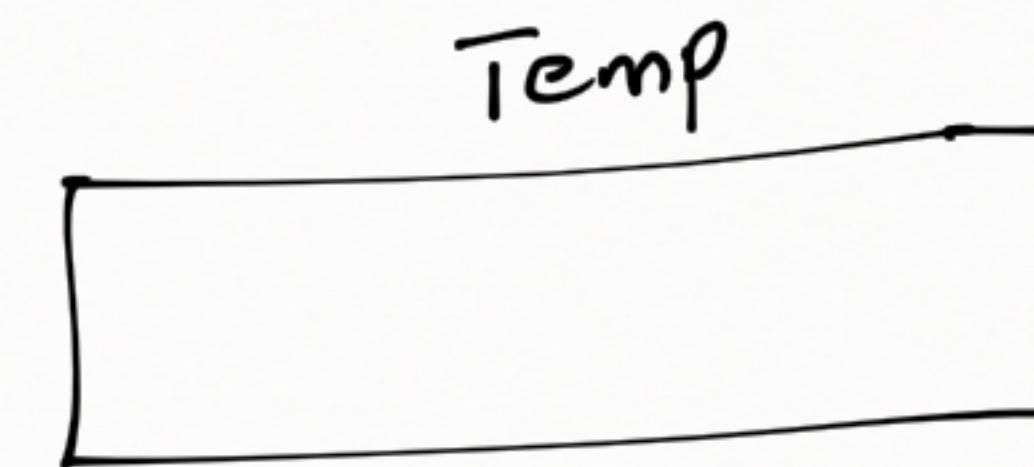
P₂

fcntl(fd, F_SETLKW, &v);
↳ apply lock on file (fd)
when no other process held lock, but
suppose if any other process already
held lock then wait until release.

P₁

=

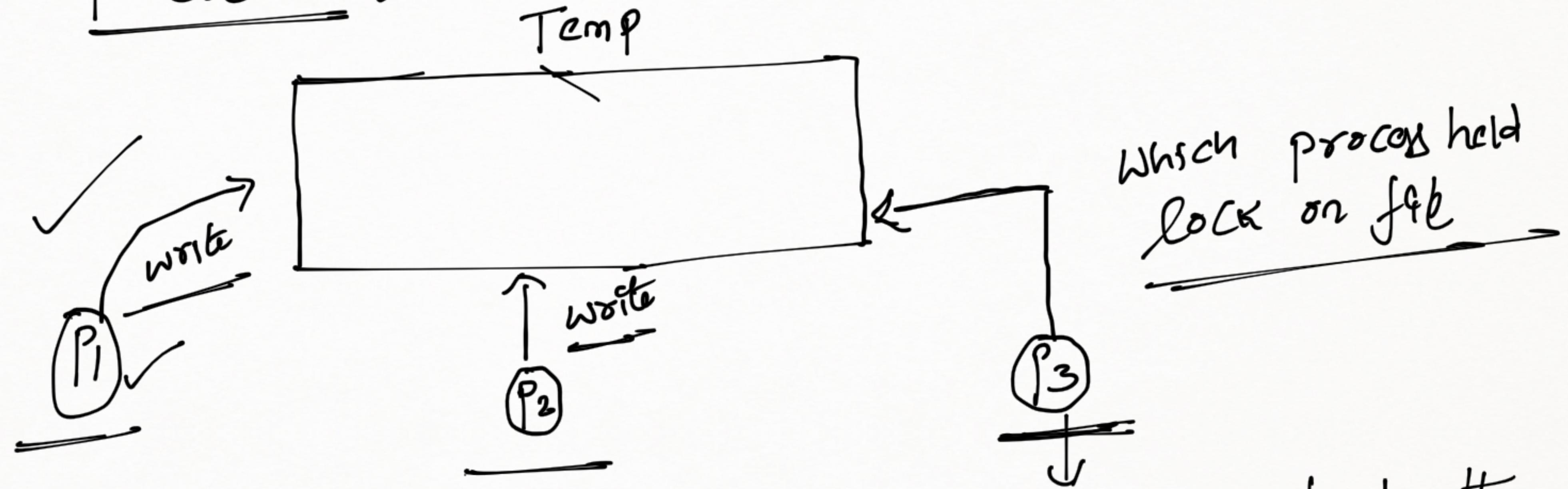
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P₂

rf = fcntl(fd, F_SETLK, &v);
↳ Apply lock on file (fd)
when no other process hold lock, But
if a process all ready hold a lock
then don't wait fcntl() call fails
if returns -1

F-GETLK ✓

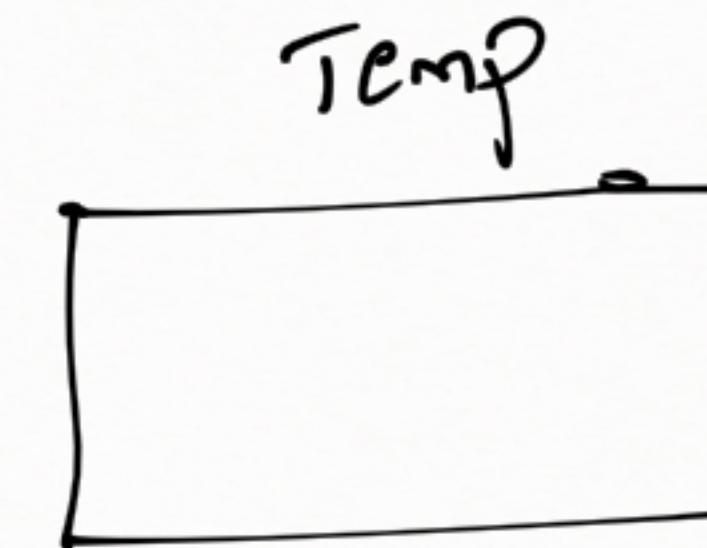


If no process held the lock on ffile than apply the lock but already if a process held the lock than don't wait
P₃ want to know that who is blocking this process

P3

struct flock v1;

a. l-type = F-WRLCK;
b. l-WHENCE = 0;
c. l-START = 0;
d. l-LEN = 0;
printf ("before fcntl -- [n]");
rcl = fcntl (fd, F-SETLK, &v);



if (rcl == -1) ✓
{
fcntl (fd, F-GETLK, &v1)
printf ("%d", v1.l-pid)
} ↳ process fd
else
{
" " ↳ write data into file.
"
"
3

→ What is critical section of code?

a) Critical section of code is part of the program where a common resource is accessed, critical section code execution should be atomic (when one process critical section of code is executed than other process should not execute).

→ fctrl() function we can use for synchronization only if its resource is file

O_EXCL flag
↳ (Exclusive creation)

fd = open("Temp", O_CREAT | O_WRONLY | O_TRUNC, 0644);

fd = open("Temp", O_CREAT | O_EXCL | O_WRONLY | O_TRUNC, 0644);

When this flag is used if temp file not there it will create but temp file all ready there
open() call fails

MESSAGE QUEUE

- To use message queues for process communications
the following functions are required
- (i) msgget → it will create message queue or
opens the existing queue.
- (ii) msgsnd() ⇒ this function useful to send the message
into Queue.
- (iii) msgrecv() ⇒ this function useful to receive the messages
from the Queue.

(iv) msgctl() \Rightarrow useful for message Queue Control operations

* \rightarrow When a message Queue is created each Queue associated with key value.