## GEBZE TECHNICAL UNIVERSITY CSE344 – FINAL REPORT

Student Number: 200104004099 Student Name: Emre Oytun

# 1) SYSTEM DESIGN:

### 1.a) Server Side

### Threads:

## a) Cook Thread:

- There are given number of cook threads in the system.
- -These thread take orders from the queue by taking the manager mutex so that manager come here and assigns the order to the cook. It takes if there are any orders in the queue and start preparing it.
- After it prepares, this cook is added into the oven opening waiting queue so that this cook can take the oven after a while if there are any cooks before this cook waiting the oven without causing any deadlock.
- When the cook inserts its food into the oven, it starts to check if there are any other orders to prepare while the food is cooking. The cook is cooked in a oven slot thread which is explained below.
- When the food is cooked, the cook mutex is taken and cook takes the apparatus and removes the food from the oven.

### b) Oven Opening Thread:

- There is only 1 oven opening thread since the shop has 1 oven and 1 opening for the insertion.
- This thread is used to synchronize the food inserting process.
- The cooks are waiting in the oven opening queue, oven opening thread takes one of them and allows them to insert its prepared food into the oven.
- This prevents the possible deadlocks that can be caused by taking apparatus.

# c) Oven Slot Threads:

- There are 6 oven slot threads since there are 6 available slots to insert food inside oven.
- These threads are waiting oven slot queue so that when the cook inserts a food into an empty slot, it is taken into the one of the slots and it starts cooking there.
- After cooking is done, this thread tries to take the cook's mutex so that cook is come here and removes the food by taking the necessary apparatus.

- While the food is being removed, the manager mutex is taken so that it takes the fully prepared order and put it into the delivery waiting queue.

# d) Delivery Waiting Person Threads:

- There are given number of delivery waiting person threads in the system.
- These threads look for the delivery waiting order queue and takes if there are any orders there by taking the manager mutex so that manager comes here and assigns the order to the delivery personnel.
- After taking the order it checks if it has 3 orders in its bag, if it is then it starts delivering or it goes back to listening to the queue otherwise.

## Mutexes, Semaphores, Flags:

For queue mutexes: There are mutexes for preventing race conditions for queues in both adding and removing.

For queue semaphores: There are semaphores to block the threads in waiting for the queues so that there is a gain in CPU time and synchronization between threads in using queue.

For cancel, server stop flags: There are flags that determines if the server cancel request has come or an order cancellation request has come. Using these flags, threads are exited or dropped their orders properly and quickly.

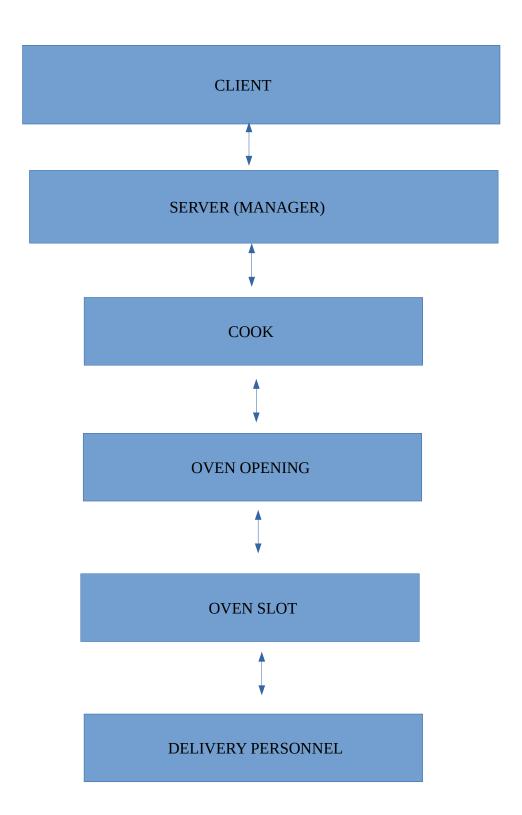
### Matrix Inverse and Waiting Time:

- In server start, a 30\*40 matrix is pseudo inversed and the time is calculated.
- After this point, the cook and cooking food times are adjusted accordingly such that the cook's preparing time has the same amount of time and food's cooking time has the half amount of time.

## Delivery Personnel Deliver Route:

- Delivery personnel delivers the orders in the exact same order such that:
- I) Shop to first order
- 2) First order to second order
- 3) Second order to third order
- 4) Third order to Shop
- If there are less amount of orders to deliver such that the given number of orders is not divided by 3, then it follows the same path but it does not go the missing orders such that if there are 2 orders to deliver then it follows the steps 1, 2, and second to shop.

# Flowchart for Overall System Design:



**NOTE**: There are some transitions not shown here such that each thread (rectange) in the server side, can communicate with the client using the socket and mutex so that they can send order's information for preparing, cooked, in the way or delivered etc.

## Delivery Personnel Speed:

- Since it takes very very long to deliver an order if the p and q are in KM unit and k is in M unit, therefore I take the k as KM unit so that appropriate speed values are enough like 100, 1000.

#### Socket Connection:

- The IP and port are given as parameters.
- It creates a socket for this given IP and port for IPv4.
- It creates a STREAM socket so that it is more portable in different machines and easy to manage by sending and receiving bytes by bytes.

# Socket Synchronization:

### - Socket Write:

- 1) Send the number of characters to be sent as metadata with a fixed-size string always.
- 2) Then, sent the actual data while checking if there is any interrupt or if all characters are sent. If all characters are not sent and the socket connection is open, then try to send the remaining ones.

#### - Socket Read:

- 1) Read the number of characters that will be read first with a fixed-size string always as we handshake with the write size.
- 2) Then, read the actual data while checking if there is any interrupt or if all characters are read. If all characters are not read and the socket connection is open, then try to read the remaining ones.

### - Acknowledgment Message (ACK):

- ACK message is sent when the communication will be end.
- When the server is done with all stuff and writing, it will close the socket but before that it needs to send an ACK message and then wait until a message comes or the client socket is disconnected. This way we prevent the unexpected behaviour or data loss.

## 1.b) Client Side:

- Client side only takes the given parameters, generates orders with random positions in the (-p/2,q/2) and (p/2,q/2) interval.
- It first writes these into the server socket, and then reads until ACK message come.

# 2) Compiling and Running the Program:

Compiling: You can use "make" to compile all source code and "make clean" to remove them.

- Running Server:

./PideShop 127.0.0.1 5002 10 10 1000

- Running Client:

/HungryVeryMuch 127.0.0.1 5002 5 2 3

NOTE: If it says "port in use", just change the port because it's related to the O/S's wait time.

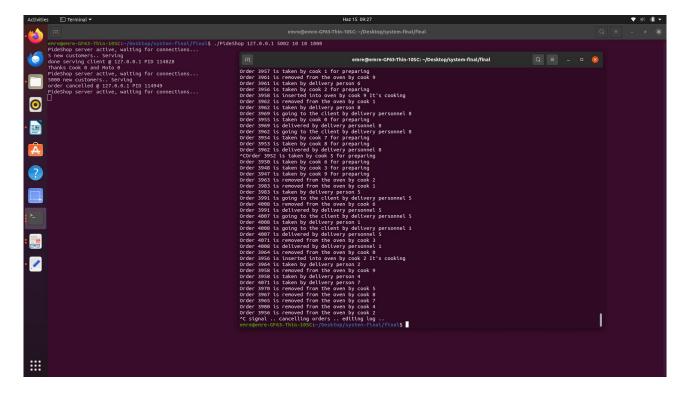
# 3) Screenshots:

### Case 1:

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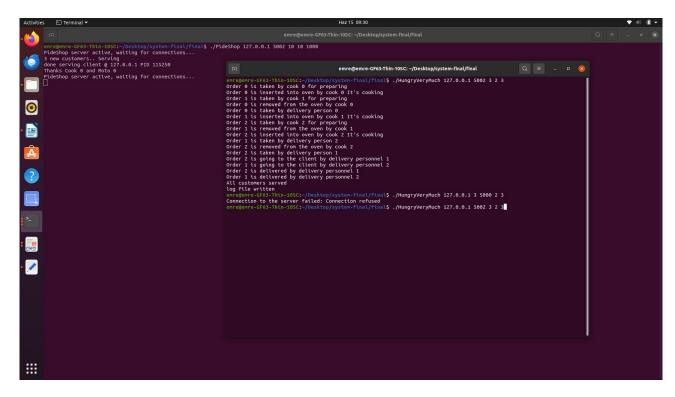
- As, it is seen the given 5 orders are processed and the client is informed about it. At the end, it properly exits and server waits connection as specified in the PDF.

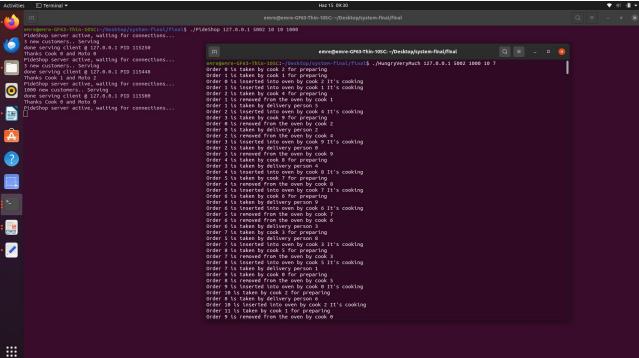
## Case 2:

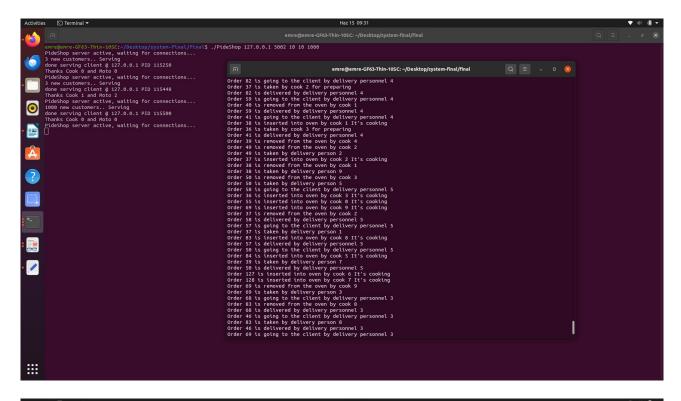


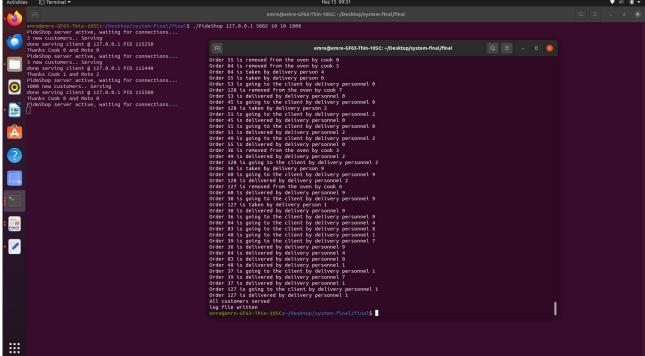
- As it is seen, the client (at the right) sends a cancel order request to the server and server cancels the order while informing the client.

### Case 3:



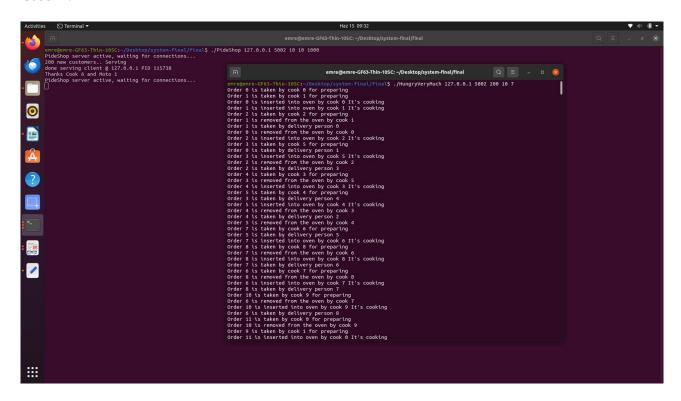


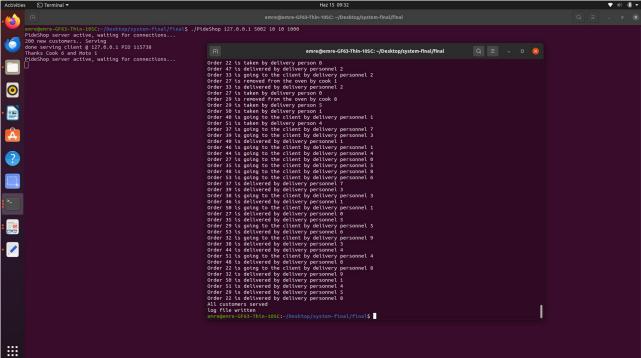




- It's a long-run test case with a lot of orders. Server is handling them properly without causing any deadlocks and informing the client in the meantime.

### Case 4:





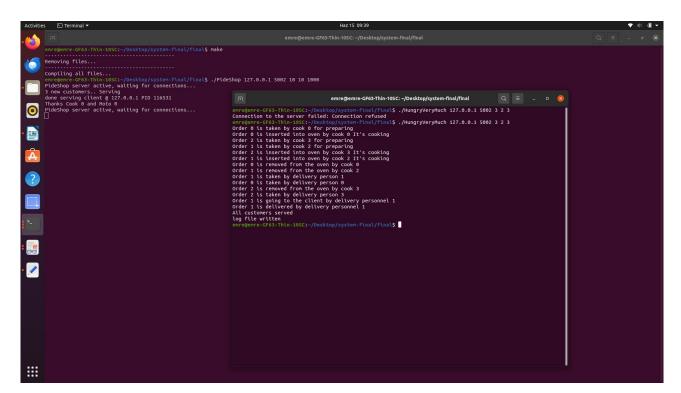
- Another test with 200 number of orders.

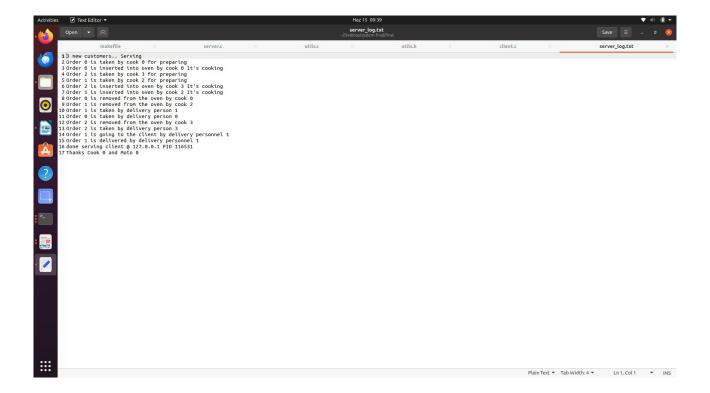
### Case 5:

```
emre@emre-GF63-Thin-10SC:~/Desktop/system-final/final$ ./PideShop 127.0.0.1 5002 10 10 1000
PideShop server active, waiting for connections...
3 new customers.. Serving
done serving client @ 127.0.0.1 PID 115250
Thanks Cook 0 and Moto 0
PideShop server active, waiting for connections...
3 new customers.. Serving
done serving client @ 127.0.0.1 PID 115448
Thanks Cook 1 and Moto 2
PideShop server active, waiting for connections...
1000 new customers.. Serving
done serving client @ 127.0.0.1 PID 115500
Thanks Cook 0 and Moto 0
PideShop server active, waiting for connections...
^Cemre@emre-GF63-Thin-10SC:~/Desktop/system-final/final$
```

- After a while, server is closed properly when Ctrl+C hit.

### Case 6:





- As it is seen, the server prints the logs into the log file while processing the orders as specified in the PDF. In the PDF, it is mentioning about log file and logging the order/shop activities in the server side section. Therefore, there is only logging in the server side