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Part 1: Experimenting with FIFOs in a Unix Environment

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1. No, the FIFO file will continuously be at 0 bytes and therefore you cannot monitor the values of the fifo. The experimental code I ran was just opening a fifo and having two clients connect to the fifo, then sending information back and forth while I opened a third terminal and used the ls -l function to see if i could see a change in the fifo file
2. No, FIFO's cannot communicate cross hosts, fifo's only can be accessed through the same host. The way I tested this was to use my a2chat program on two hosts and try, which did not communicate with each other.
3. Yes, it does block. Since ORDONLY will block and wait for a writer and since blocking is process sided, and therefore B will be blocked but process A will not be blocked.
4. No, B cannot detect that FIFO is locked if the lock is called after the O_RDWR. I built a quick client server program to test it out, where A and B both try to connect after A has "locked" and opened in read only mode
5. a) no (breaks when too many chars), Copy and pasted the code into a c file and then compiled. This loop breaks because you're going past the 80 buffer size, otherwise, it echos the command and works fine. , b) no, too many chars also breaks it and with the same reasoning as above.