

Week 07

Deadline : Saturday, November 11th 2017 15:00

Synchronization

1. In this tutorial, we will learning about synchronization with some C program
2. Login to your badak account
3. Change your directory to “work” and create new directory named “work07” inside “work” directory

```
# cd work
# mkdir work07
```

4. Download the tarball file required for this task on scele, and **move** it to your work07 directory.

The tarball file named `lab-materials.tbj`.

5. Change your directory to `work07` directory
6. Un-tar the tarball file named `lab-materials.tbj`

```
$ tar xvfj lab-materials.tbj
```

7. **Move** all the files inside folder `lab-materials` **to** your `work07` directory.

Example of the command:

```
$ mv [file_name] ../[file_name]
```

*The files you need to move:

- (1) 99-myutils.h
- (2) 99-myutils.c
- (3) 01-thread.c
- (4) 03-readwrite.c
- (5) 05-balap.c
- (6) 50-readwrite.c
- (7) Makefile

8. Remove the folder and the tarball file.

```
$ rm -rf lab-materials
$ rm -rf lab-materials.tbj
```

9. Make file lab07.txt

```
$ vi lab07.txt
```

10. Fill the first row of file lab07 with your github username like

```
# Github Account: myusername
```

Don't forget to save the file and exit the text editor

11. Compile the files in the work07 directory

```
$ make
```

Learning Synchronization

1. Run the 01-thread and take a look for the output

```
# ./01-thread
THREAD2: I am first!
THREAD1: I am second!
THREAD3: I am last!
Bye Bye Main...
```

2. If you see the source code (01-thread.c), even though the threads registered by sequence

thread1-thread2-thread3, the output always by sequence thread2-thread1-thread3

3. It occurred because we using semaphore to control the program sequential execution.

4. In this program, we use two semaphores (generik and generik2) to do that.

5. We made the thread3 to wait the generik2 semaphore that given by thread1 that waiting the generik semaphore that given by thread2. By doing this, we make sure that thread3 is executed after thread1, and thread1 executed after thread2.

6. Now, run the 03-readwrite and 05-balap program.

```
# ./[program_name]
```

7. Understand the output by looking at 03-readwrite.c and 05-balap.c

```
# vi [file_name].c
```

8. Write on `lab07.txt` that contains **for each program** (03-readwrite and 05-balap):

- brief summary of the program.
- critical sections.
- purpose of using mutex and the outcome if not using mutex.

*you can also see 99-myutils.c and 99-myutils.h to understand the program.

***warning** : write the answer by your own, plagiarism rule applies.

Exercise

1. Modify `50-readwrite.c` so that **all writers must write once before the readers can read it and the writer only can write again after all readers read.**
2. Program will accept input with format “<symbol><character>”. Symbol is consist of either ‘*’ and ‘#’. ‘*’ denotes that the character will be written in lowercase and ‘#’ denotes that the character will be written in uppercase. As an example, input “#f*a*s*i*l*k*o*m” will be written as “Fasilkom”. Please note that all the characters in input is lowercase.
3. Each reader will be read two characters from the input alternately. If all the characters has been read then next reader will read input from the beginning of the string.
4. Each writer will be write one character alternately. If all character has been write then the next writer will write string from the beginning. Please note that if reader has not read any character then writer will output “=TIDAK==NULIS”.
5. Example: if there are 2 writers and 3 readers

```
Enter input : #o#s*e*z

READER 0: SIAP *****
READER 1: SIAP *****
READER 2: SIAP *****

WRITER 0: SIAP *****
WRITER 0: REHAT *****
WRITER 1: SIAP *****
WRITER 1: REHAT *****
WRITER 0: MAU  MENULIS
WRITER 0:=TIDAK==NULIS
WRITER 1: MAU  MENULIS
WRITER 0: SELESAI NULIS
WRITER 1:=TIDAK==NULIS
WRITER 1: SELESAI NULIS

READER 0: REHAT *****
READER 2: REHAT *****
READER 1: REHAT *****
READER 1: MAU  MEMBACA
***** JUMLAH PEMBACA 1
READER 1:=SEDANG==BACA [#o]
READER 2: MAU  MEMBACA
***** JUMLAH PEMBACA 2
READER 2:=SEDANG==BACA [#s]
```

```

READER 2: SELESAI BACA
***** SISA PEMBACA 1
READER 1: SELESAI BACA
***** SISA PEMBACA 0
READER 0: MAU MEMBACA
***** JUMLAH PEMBACA 1
READER 0:=SEDANG==BACA [*e]
READER 0: SELESAI BACA
***** SISA PEMBACA 0

WRITER 1: REHAT *****
WRITER 0: REHAT *****
WRITER 0: MAU MENULIS
WRITER 0:=SEDANG==NULIS [O]
WRITER 1: MAU MENULIS
WRITER 0: SELESAI NULIS
WRITER 1:=SEDANG==NULIS [S]
WRITER 1: SELESAI NULIS

READER 0: REHAT *****
READER 2: REHAT *****
READER 1: REHAT *****
READER 1: MAU MEMBACA
***** JUMLAH PEMBACA 1
READER 1:=SEDANG==BACA [*z]
READER 0: MAU MEMBACA
***** JUMLAH PEMBACA 2
READER 0:=SEDANG==BACA [#o]
READER 1: SELESAI BACA
***** SISA PEMBACA 1
READER 0: SELESAI BACA
***** SISA PEMBACA 0
READER 2: MAU MEMBACA
***** JUMLAH PEMBACA 1
READER 2:=SEDANG==BACA [#s]
READER 2: SELESAI BACA
***** SISA PEMBACA 0

WRITER 0: REHAT *****
WRITER 1: REHAT *****
WRITER 0: MAU MENULIS
WRITER 0:=SEDANG==NULIS [e]
WRITER 0: SELESAI NULIS
WRITER 1: MAU MENULIS
WRITER 1:=SEDANG==NULIS [z]
WRITER 1: SELESAI NULIS

READER 2: REHAT *****
READER 0: REHAT *****
READER 1: REHAT *****
READER 2: MAU MEMBACA
***** JUMLAH PEMBACA 1
READER 2:=SEDANG==BACA [*e]
READER 0: MAU MEMBACA
***** JUMLAH PEMBACA 2
READER 0:=SEDANG==BACA [*z]
READER 1: MAU MEMBACA
***** JUMLAH PEMBACA 3
READER 1:=SEDANG==BACA [#o]

```

```

READER 2: SELESAI BACA
***** SISA PEMBACA 2
READER 0: SELESAI BACA
***** SISA PEMBACA 1
READER 1: SELESAI BACA
***** SISA PEMBACA 0

WRITER 0: REHAT *****
WRITER 1: REHAT *****
WRITER 0: MAU    MENULIS
WRITER 0:=SEDANG==NULIS [O]
WRITER 1: MAU    MENULIS
WRITER 0: SELESAI NULIS
WRITER 1:=SEDANG==NULIS [S]
WRITER 1: SELESAI NULIS

...
...

```

hint: one of the ways to do this is that you can make the readers waiting for signal from last writer and vice versa. You can also create some counter to check whether all writers/readers have finished writing/reading.

note: You may only add some line of code to do this task, do not edit or delete the code that already exist in 50-readwrite.c, except for the code that stated to be modified.

- Don't forget to compile the files in the `work07` directory after change the program

```
$ make
```

Privacy Matters, Encryption and Digital Signature using GnuPG

- Hash and sign your works so the other know it truly your works

```

$ shasum * > SHA1SUM
$ shasum -c SHA1SUM
$ gpg --sign --armor --detach SHA1SUM

```

- verify the works

```
$ gpg --verify SHA1SUM.asc
```

- Change your directory to “work”, and create a tar ball. Tar is a way to create an archive file (like zip). You can google it for more information

```

$ cd ..
$ tar cvfj work07.tbj work07/

```

- encrypt the tar file

```
$ gpg --output work07.tbj.gpg --encrypt --recipient OSTEAM work07.tbj
```

- Copy the file to your os172 directory in folder week07/

```
$ cp work07.tbj.gpg ~/os172/week07/work07.tbj.gpg
```

- change your directory to os172/week07/

7. remove file named "dummy"
8. Check also whether your copy of "work07.tbj.gpg" exists or not. If you don't find it, copy it once again
9. push the change to GitHub server
10. Week07 is done.

Review your Work

After this week task completed, please don't forget to check your files/folders. The structure of files/folders should be like:

```
os172
  key
    mypublickey1.txt
  log
    log01.txt
    log02.txt
    log03.txt
    log04.txt
    log05.txt
    log06.txt
    log07.txt
  SandBox
    <some_random_name>
  week00
    report.txt
  week01
    lab01.txt
    report.txt
    whyStudyOS.txt
    what-time-script.sh
  week02
    work02.tbj.gpg
      *work02
        *00-toc.txt
        *01-public-osteam.txt
        *02-ls-al.txt
        *03-list-keys1.txt
        *04-list-keys2.txt
```

- *hello.c
- *hello
- *status.c
- *status
- *loop.c
- *loop
- *exercise.c
- *exercise
- *SHA1SUM
- *SHA1SUM.asc

week03

work03.tbj.gpg

- *work03
- *.profile
- *sudo-explanation.txt
- *what-is-boot.txt
- *SHA1SUM
- *SHA1SUM.asc

week04

work04.tbj.gpg

- *work04
- *01-public-osteam.txt
- *lab04.txt
- *global-char.c
- *global-char
- *local-char.c
- *local-char
- *open-close.c
- *open-close
- *write.c
- *write
- *result1.txt
- *result2.txt

- *demo-file1.txt
- *demo-file2.txt
- *demo-file3.txt
- *demo-file5.txt
- *00-pointer-basic.c
- *00-step-1
- *00-step-2
- *00-step-3
- *00-step-4
- *SHA1SUM
- *SHA1SUM.asc

week05

Work05.tbj.gpg

- *vm-to-memory.c
- *vm-to-memory

week06

work06.tbj.gpg

- *04-fork.c
- *04-fork
- *05-fork.c
- *05-fork
- *06-fork.c
- *06-fork
- *10-fork.c
- *10-fork
- *11-fork.c
- *11-fork
- *cascafork.c
- *cascafork
- *cascafork2.c
- *cascafork2
- *Makefile
- *result.txt
- *lab06.txt
- *SHA1SUM
- *SHA1SUM.asc

week07

work07.tbj.gpg

```
*work07
  *01-thread
  *01-thread.c
  *01-thread.o
  *03-readwrite
  *03-readwrite.c
  *03-readwrite.o
  *05-balap
  *05-balap.c
  *05-balap.o
  *50-readwrite
  *50-readwrite.c
  *50-readwrite.o
  *99-myutils.h
  *99-myutils.c
  *99-myutils.o
  *Makefile
  *lab07.txt
  *SHA1SUM
  *SHA1SUM.asc
```

week08

dummy

week09

dummy

week10

dummy

xtra

dummy

keep in mind for every files/directories with wrong name/content, you will get **penalty** point.

note: “” means file that should be inside the archived file.*