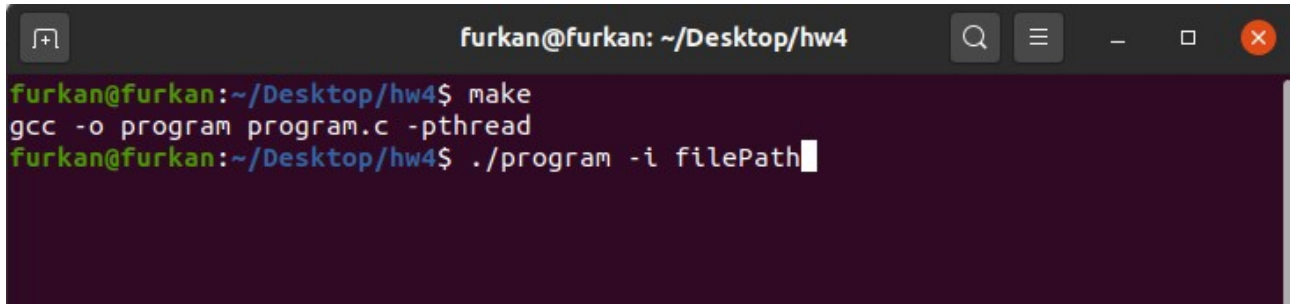


CSE344 – System Programming

REPORT - HW 4

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COMPILE & RUN:

A terminal window with a dark background and light text. The title bar shows 'furkan@furkan: ~/Desktop/hw4'. The terminal contains the following commands and their outputs:

```
furkan@furkan:~/Desktop/hw4$ make
gcc -o program program.c -pthread
furkan@furkan:~/Desktop/hw4$ ./program -i filePath
```

MAIN IDEA:

- There is an array.
- The ingredients will be delivered this array.
- This array located at the heap(because global), thus it shared among all involved threads.
- There are 4 ingredients type.
- When producing or using these ingredients, they are synchronized by a single semaphore.
- Because, one of the chefs must have been supplied with the 2 ingredients to work.
- 2 Ingredients must be supplied and took simultaneously.
- So I preferred the sys-V semaphore.
- It will create an temporay file for ftok (sys-V semaphore).
- There is a simple semaphore for the wholesaler to wait for the dessert to be prepared and the chef to notify the dessert to be ready.
- Since this semaphore will only wait and post for one product, I preferred posix semaphore.
- The wholesaler waits for the preparation of the dessert with this semaphore, when Chef prepares the dessert, chef posts this semaphore.
- Once the wholesaler is complete, it uses the notify () function to let the chefs know there will be no more content. It also uses the global flag (“flag”) for this process.
- When there is an error, it releases the allocated memory and deletes the temporary file by using ExitFailure function.

WHOLESALE - MAIN IDEA:

- The wholesaler reads 2 bytes from the file.
- The wholesaler writes these bytes to the array data structure.
- Then, using system-v semaphores, the value of the ingredients read is increased by 1.
- Using the System-V semaphore, these 2 ingredients are increased simultaneously.
- Thus, many synchronization problems are prevented.
- After the wholesaler has done the necessary printing, wholesaler is waiting for the chef to prepare the dessert by using the posix semaphore.
- When the dessert is prepared, it leaves without waiting and performs the necessary printing.
- It continues the same operations as long as there are not enough ingredients in the file.
- If there is no ingredient left, it changes the global variable named flag and notifies the chefs using the notify function.
- So, if the chefs are on hold, they will come out and finish the process. If it is not on hold, it ends its process without going to wait again.

CHEFS - MAIN IDEA:

- There are 4 ingredients in total, and each chef lack of 2 ingredients. So there are 6 combinations for chefs.
- Each chef waits for 2 ingredients determined for her/himself using sys-V semaphores.
- If there are, the related ingredients decreases their values by 1, otherwise it waits until it happens.
- Using the System-V semaphore, these 2 ingredients are decreased simultaneously.
- Thus, many synchronization problems are prevented.
- Ingredients may have been increased by notify function. It understands this by checking flag.
- If it is increased by notify, it means that the wholesaler is finished, so it will end in the chefs.
- Otherwise, Chefs will do the necessary printing.
- Then, chef can simulate dessert preparation by sleeping for a random number of seconds (1 to 5 inclusive).
- When the dessert is ready, the chef wakes the wholesaler by posting the posix semaphore.
- The same processes continue until the notify function works.

NOTIFY - MAIN IDEA:

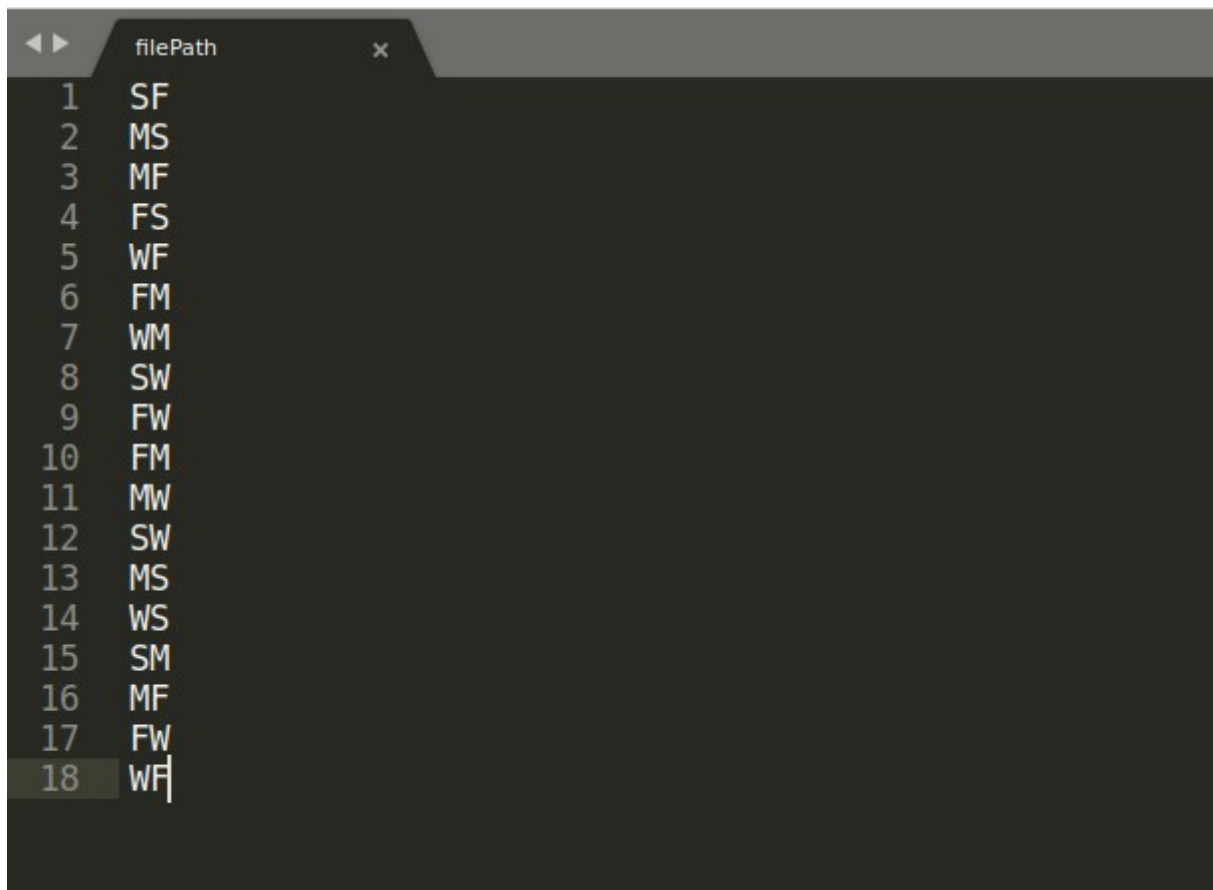
- Once the wholesaler is done, she/he'll need a way to notify the chefs that there won't be any more ingredients.
- It ensures that all pending threads are awakened.
- By increasing each ingredients by 3 each, all kinds of threads are released without waiting.
- These threads will check the flag variable and understand that it is finished.

EXIT - MAIN IDEA:

- When there is an error, it releases the allocated memory and deletes the temporary file.

RUN EXAMPLE :

INPUT FILE: (18 ingredients couple)



```
filePath x
1 SF
2 MS
3 MF
4 FS
5 WF
6 FM
7 WM
8 SW
9 FW
10 FM
11 MW
12 SW
13 MS
14 WS
15 SM
16 MF
17 FW
18 WF
```


NOTICED:

- 1- I used the getopt() library method for parsing command line arguments.
- 2- All chef threads execute the same function. (function name: "thread_function").
- 3- Every chef use the same semaphores for synchronization. (sem_sync: sys-V, sem_mut: POSIX)
- 4- Wholesaler is unaware of how many threads/chefs are waiting.
- 5- Once the wholesaler is complete, it uses the notify () function to let the chefs know there will be no more content.
- 6- In case of an error, I exit program by printing to stderr a nicely formatted informative errno based message.
- 7- If the command line arguments are missing/invalid my program will print usage information and exit
- 8- Each thread remove allocated resources explicitly.
- 9- I prevent the zombie process with using pthread_join and semaphores.
- 10- Compilation is warning-free