

OS ASSIGNMENT 3

README FOR Q2:

Name: Harsh Parimal Popat

Roll No. : 2021048

(a).Sockets:

Server :

I have created a structure data 2 which contains 2d array which stores 5 strings and a array of integer id.

now we use sockets() which creates the communication and gets the file descriptor. the sockaddr_un is used to store address of the UNIX domain sockets. The SOCK_PATH is used to name the paths and then we bind it to the assigned address by addr and referred by the descriptor now we listen from the saved address then we wait for the connection to be connected then we use accept() extracts the

first connection request on the queue of pending connections and the return is stored in s2. this is run 10 times and then we print the character wise 5 strings and the then send the highest id to the client and then we close the file descriptor.

Client:

In this I have created a function called rand_string. it is used in the main function to generate a random string of size 3. the function is used in rand() which chooses any character from the array of the characters. In main we create rand_strings() 50 time to generate it and it assigns character to 2D array. now we call the socket system calls i.e. connect()

which connects the socket referred to by the file descriptor to the address specified by `addr`. then we use `send` to the server and then after that we receive the maximum id from the server and check if it matches with our id and if it matches then we continue to send data again.