OS ASSIGNMENT 3 README FOR Q2:

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(b).FIFO

P1:

In this just similar to client in Sockets and we generate a random string from the function defined outside the main function we then generate the 50 random string in the main function and store it in a 2d array which of length 3 and set of 50 strings.

The fifo part: we use mkfifo() to make a FIFO special file with the pathname. this is used as a temporary array to hold the 5 random string that we send to the P2 and pass it on the struct val. we use for loop 10 times to send the data to the receiver side P2.we use memcopy and then transfer the array of indices and then pas it to struct val. we open a virtual file in write mode and write the data to it from struct ,then we close it. then the virtual file is opened in read mode where we get the maximum index which will be received from P2 and we then match those if they are same then we continue out process to send the next 5 strings.

<u>P2:</u>

A structure called data2 is defined which created a 2D array which stores the strings 5 and the ids of the each string. A file descriptor called infile2 is opened for reading. The struct transferred by main1 via the virtual file is stored in data_2.From data_2,using 2 for loops we print character wise all the 5 strings. We then print their indices using 1 for loop. After this ,infile is closed and

another file descriptor is used called outfile 2 which is used to open virtual file for writing. this is run 10 times to and fro to get the data.