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Operating Systems Project 3

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Go is a great language for multithreading. Using one keyword called go will automatically create a subroutine. No need for complicated libraries or anything. Synchronization on the other hand takes 3 – 4 more lines of code to achieve such result. In my program you launch it and give it a specific file path via the arguments. Then it creates a subroutine that is put into a workgroup. The subroutine calls openFile which it will return a string and a Boolean. The string is the data and the Boolean is to determine if there was an error. Once this is done it tells the workgroup that it’s done. The workgroup is expecting one subroutine to finish before continuing to the next part. The next part is printing if it had an error or just the text data. If we didn’t have a workgroup the program would just close without printing anything as the main thread has finished.