CSE 5331 Summer 2018

NAME: Jinesh Modi ID: 1001622464

Programming Language Used: C# (.Net)

<u>Transaction Table:</u> HashMap (Dictionary / Key-Value pair) will be used to store records of this table **Schema:** 

Column Name	Туре	Possible values
tranID	Int	1-99
timestamp	DateTime	07/20/2018 06:30 PM
tranState	String	Active, Blocked, Aborted, Committed
lockedItems	List of Chars	A-Z
operationWaitlist	List of String	W2(X);

# Lock Table: HashMap (Dictionary / Key-Value pair) will be used to store records of this table

#### Schema:

Column Name	Туре	Possible values
itemName	Char	A-Z
lockState	String	Read, Write, Unlock
tranIDs	List of Int	Can be single or multiple values of 1-99
waitTranIDs	List of Int	Can be single or multiple values of 1-99

# **Reading File:**

```
line = readLine()
while (line != null)

if (line starts with 'b')

BeginTransaction(2<sup>nd</sup> char of line)
else if (line starts with 'r')

ReadLock(2<sup>nd</sup> char of line , X)
else if (line starts with 'w')

WriteLock(2<sup>nd</sup> char of line , X)
else if (line starts with 'e')

EndTransaction(2<sup>nd</sup> char of line)
else print "Invalid Operation"
```

#### **BeginTransaction (transactionID):**

transactionID = transactionID transactionState = "Active" transactionTimeStamp = CurrentDateTime Insert transaction record in Transaction table (HashMap)

#### ReadLock (transactionID, X):

```
If (Transaction.transactionID.state == "ACTIVE")

if (Lock.X == NULL OR Lock.X.State == "UNLOCKED")

Lock.X.State = "READ"

Lock.X.TransactionIDs = transactionID

Transaction.transactionID.ItemsLocked = Transaction.transactionID.ItemsLocked + 'X'

Insert/Update record in Transaction table (HashMap)

Insert/Update record in Lock table (HashMap)

else if (Lock (X) == "READ" AND Lock.X.TransactionIDs != transactionID)

Lock.X.TransactionIDs = Lock.X.TransactionIDs + transactionID

Transaction.transactionID.ItemsLocked = Transaction.transactionID.ItemsLocked + 'X'

Insert/Update record in Transaction table (HashMap)

Insert/Update record in Lock table (HashMap)

else if (Lock (X) == "WRITE" AND Lock.X.TransactionIDs != transactionID)

CheckDeadLock(transactionID, X, ReadOperation)
```

CSE 5331 Summer 2018

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```
else if (Transaction.transactionID.state == "BLOCKED")
```

Transaction.transactionID.OPWaitList = Transaction.transactionID. OPWaitList + ReadOperation

### WriteLock (transactionID, X):

```
If (Transaction.transactionID.state == "ACTIVE")

if (Lock.X == NULL OR Lock.X.State == "UNLOCKED")

Lock.X.State = "READ"

Lock.X.TransactionIDs = transactionID

Transaction.transactionID.ItemsLocked = Transaction.transactionID.ItemsLocked + 'X'

Insert/Update record in Transaction table (HashMap)

Insert/Update record in Lock table (HashMap)

else if (Lock (X) == "READ" AND Lock.X.TransactionIDs == transactionID) // This transaction only

Lock.X.State = "WRITE"

Insert/Update record in Lock table (HashMap)

else if ((Lock (X) == "READ" OR Lock (X) == "WRITE") AND Lock.X.TransactionIDs != transactionID)

CheckDeadLock(transactionID, X, WriteOperation)
```

else if (Transaction.transactionID.state == "BLOCKED")

Transaction.transactionID.OPWaitList = Transaction.transactionID. OPWaitList + WriteOperation

#### **EndTransaction (transactionID):**

```
If (Transaction.transactionID.state == "ACTIVE")

Commit (transactionID)

else if (Transaction.transactionID.state == "BLOCKED")

Transaction.transactionID.OPWaitList = Transaction.transactionID. OPWaitList + EndOP
```

## UnLock (transactionID):

```
Transaction.transactionID.ItemsLocked = NULL
// Remove transactionID from Lock.AllItems
Lock.X.State = "UNLOCK"
// Remove 1st TransactionID from Lock.X.WaitListTran and change it's Transaction.State = "ACTIVE" and perform it's waiting operations
```

### CheckDeadLock (transactionID, X, pendingOperation): // According to Wait-Die Protocol

```
currentTransaction = Lock.X.TransactionIDs
while (currentTransaction)
    if (Transaction.transactionID.TimeStamp < Transaction. currentTransaction.TimeStamp)
        Transaction.transactionID.Status = "BLOCKED"
        Transaction.transactionID.WaitListTran = Transaction.transactionID.WaitListTran +
        pendingOperation
    else Abort (transactionID)</pre>
```

#### Commit (transactionID):

Transaction.transactionID.state == "COMMITTED" UnLock(transactionID)

### Abort (transactionID):

```
Transaction.transactionID.state == "ABORTED"
UnLock(transactionID)
```