

Multithreaded Bank Server

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Our bank server is multiprocess. The server begins, creates anonymously mapped memory, spawns a thread that prints its state every 20 seconds, and forks upon incoming connection with the child process handling the connection. Other details are as specified by the assignment.

Our bank client is multithreaded (for separate sending and receiving of data). It begins, attempts to connect to the server specified via command line argument (repeating attempts every 3 seconds until success), then spawns the threads for sending and receiving data. Other details are as specified by the assignment.

We did run into some issues with account locks. They lock perfectly but do not appear to not always unlock correctly, so be sure to use the commands as intended. Starting a session while in a session and terminating your client without finishing a session may have unintended results.