Assignment 02

COMP 4981

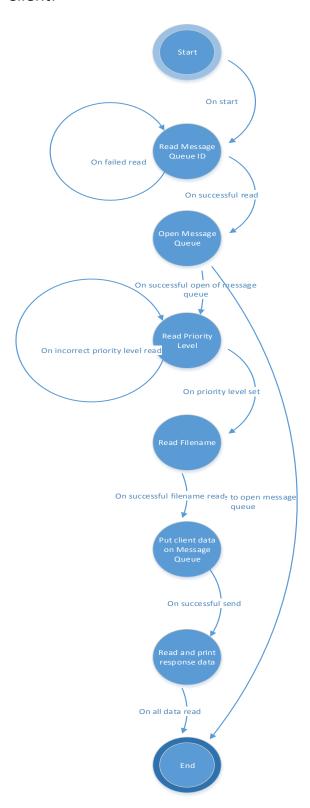
Joshua Campbell A00815859

Summary:

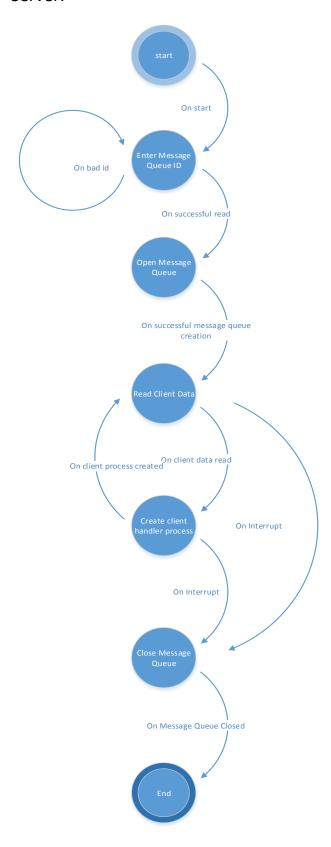
This project uses a client program and a server program that communicate using IPC message queues. The client and server both request which message queue to create/join. For the server, after initializing the message queue, the server listens to new client requests for file data and creates a child process to handle each client. This child process reads in data from a file requested by a client and then sends the file contents to the client using the message queue. For the client, the client also requests a priority level (0 = low, 10 = high), and the name of a file for the server to open and read. The priority level affects how fast the client reads in data when there are multiple clients running. After getting the filename, the client writes its data (filename, priority, process id) to the message queue for the server to read. The client then reads in the file data sent by the server and prints it to the screen.

State Diagrams:

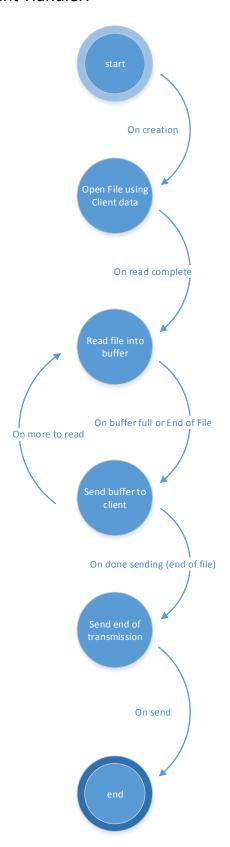
Client:



Server:



Client-Handler:



Pseudocode:

```
function client()
       read in message queue id
       open message queue
       read in priority level
       read in file name
       send filename, priority level, and client id to the server using the message queue
       While there is data to read from the server
              read data into buffer
              print read to screen
       end while
end function
function server()
       read in message queue id
       open message queue
       Enter infinite while loop
              try and read data from the client
              if successful read
                      create child handler process for the new client
              end if
       End infinite while loop
end function
```

```
function client-handler(clientData)

Set priority using priority level in ClientData
open file using filename in clientData
```

while not end of file

for i = 0 to buffer size

read character from file into sendbuffer
end for

send buffer to client via message queue

end while

end function

Test cases:

Test	Expected Result	Result
Message Queues opened	Pass	Pass (See Figures 1, 5, 6, and
		7)
Priority levels read	Pass	Pass (See Figure 2)
Filenames read	Pass	Pass (See Figure 3)
Server accepts multiple clients	Pass	Pass (See Figures 5, 6, and 7)
Clients receive data from	Pass	Pass (See Figures 5, 6, and 7)
server		
Priority levels functional	Pass	Pass (See Figures 4a, b, and c
		for file sizes (same size); See
		Figures 5, 6, 7 and 8 for start
		and finish order)
Server closes message queue	Pass	Pass (See Figure 9)

Figure 1:

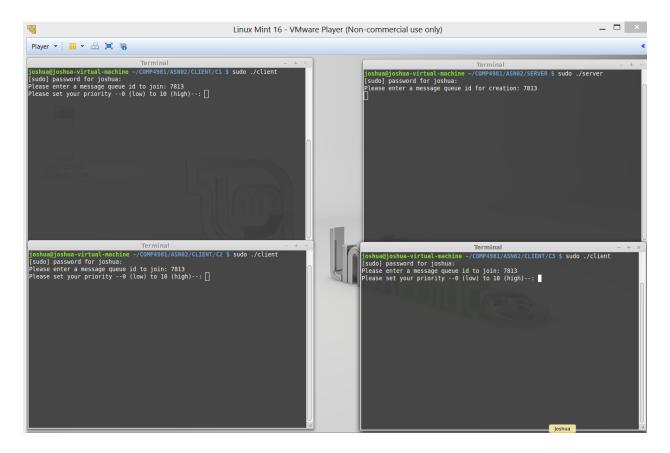


Figure 2:

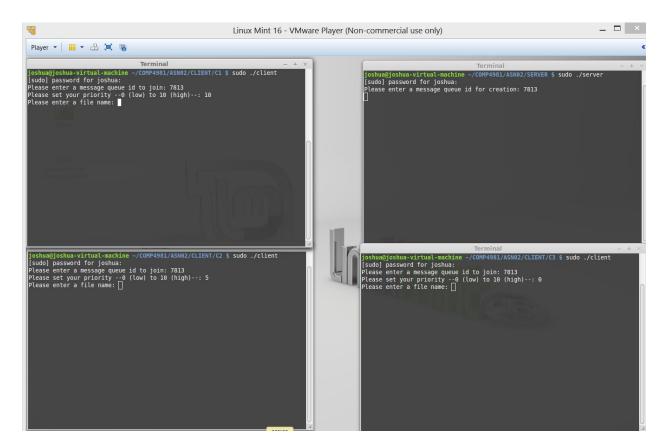


Figure 3:

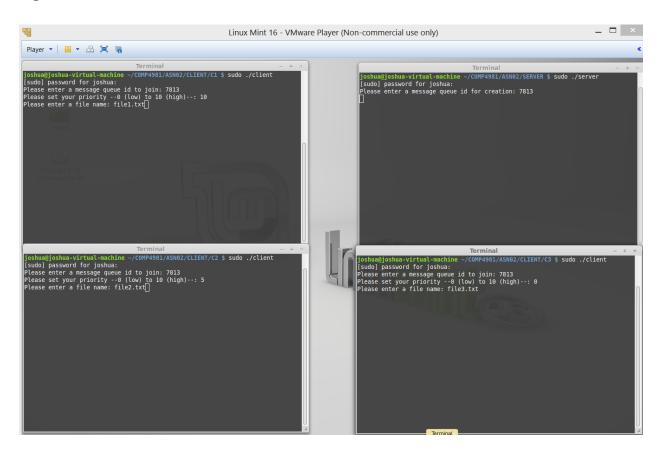


Figure 4a:

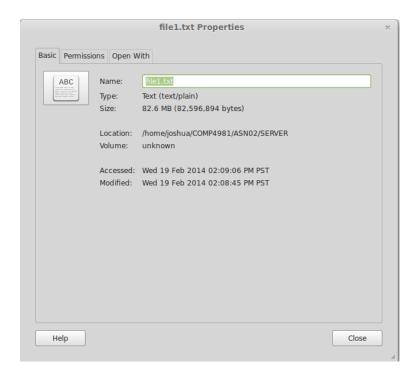


Figure 4b:

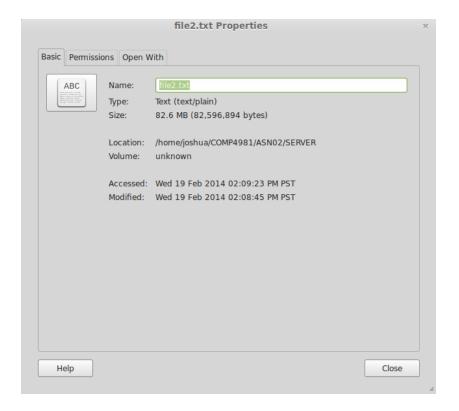


Figure 4c:

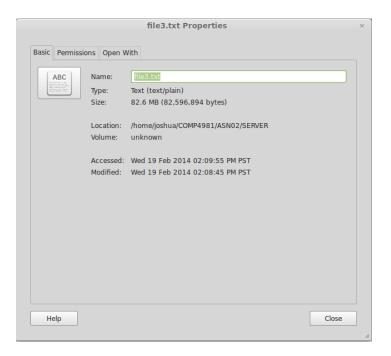


Figure 5:

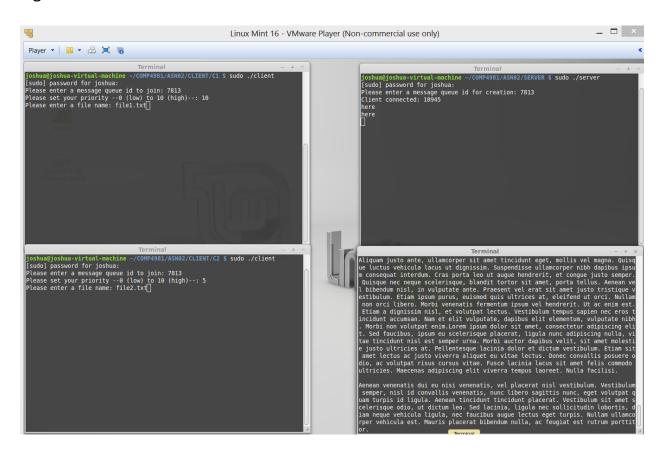


Figure 6:

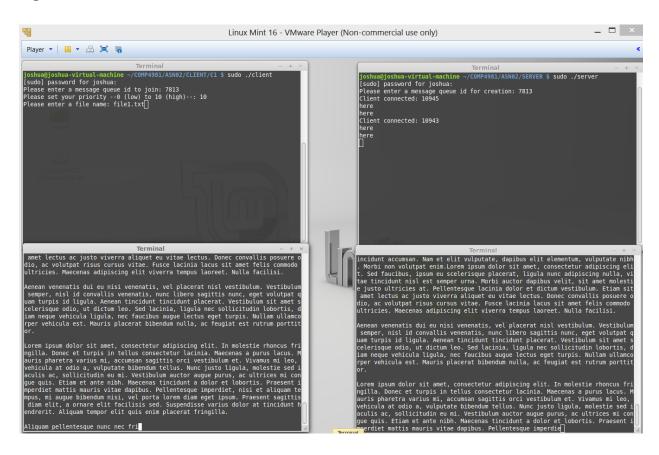


Figure 7:

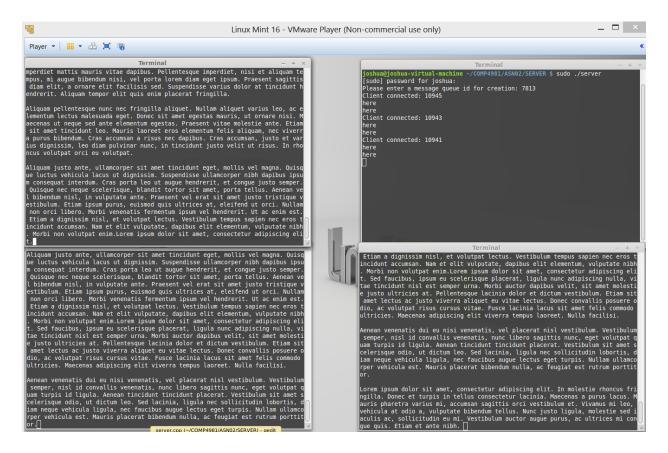


Figure 8:

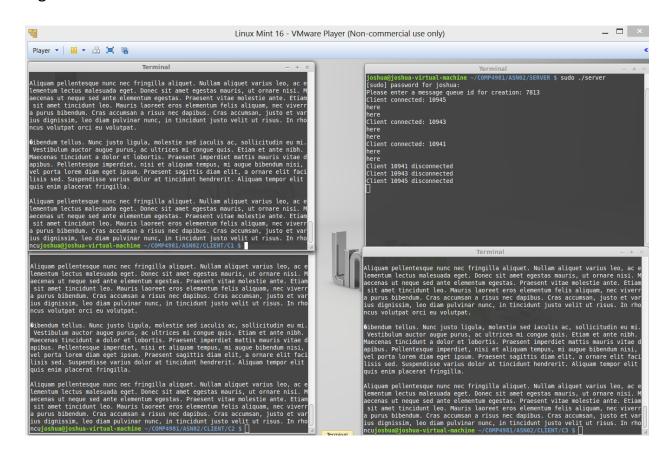


Figure 9:

