**Report – Assignment 2**

Different EEPROMs connected to same I2C bus :

- It can be handled by providing an address resolution function in the device driver which will keep track of all the devices connected when the call is made. The user will be provided with the information about how many pages are available to user but will not be aware how pages are distributed. Driver will hold the number of pages and write position,page number requested by use will be translated into address that is the slave address and page number in that slave. This information will be part of client structure and will be handled under the ioctl call of FLASHPUTP and FLASHGETP. If in case there is difference in the way read and write happens for different chip,we can provide read and write function which can be switched based on slave address.

Accepting Calls from multiple user threads:

- when a user thread makes an open call we can create a new dev-file read structure of {client,page buffer,page\_no} for every file descriptor and that will be safe in file->private\_data for every user. Checking if the device is busy that can be handled by ioctl call and does not need any updating in the code.