

Q3 Report

I implemented a basic client server communication setup

In the server side

- I created threads(serverThread) based on no of workers given, who handle connections as they come in. I print their threadId in hexadecimal along with the requests they serviced on both client and server side.
- Created a function adder() which parses the requests sent and does the necessary and then sends acknowledgement and required strings back to client

In the client side

- Take in input into commandList of size m
- Create m threads who send the requests from commandList
- And receive acknowledgement and then print it on client side

Sample Outputs of test case given

```
0:0x70000e3d1000:Insertion Successful
3:0x70000e5dd000:Insertion Successful
1:0x70000e55a000:Key already exists
2:0x70000e4d7000:Insertion Successful
5:0x70000e454000:nohello
4:0x70000e3d1000:yeshellono
6:0x70000e5dd000:Deletion Successful
7:0x70000e55a000:No such key exists
8:0x70000e4d7000:Concat failed as at least one of the keys does not exist
9:0x70000e454000:final
10:0x70000e3d1000:yeshellonofinal
```

```
0:0x700001746000:Insertion Successful
1:0x7000018cf000:Key already exists
2:0x700001952000:Insertion Successful
```

```
3:0x70000184c000:Insertion Successful
4:0x7000017c9000:yeshello
5:0x700001746000:nohelloyes
6:0x7000018cf000:Deletion Successful
7:0x700001952000:No such key exists
8:0x70000184c000:Concat failed as at least one of the keys does not exist
9:0x7000017c9000:final
10:0x700001746000:yeshellofinal
```