

Announcements

- **Assignment 4 Due Friday, Assignment 5 Out Friday at Well**

- **Midterms being returned today during lecture**

- Median was 26 out of 40
- Original exam PDF is right [here](#), and solution with criteria is right [here](#).

- **Today and Friday**

- Review the sequential version of a networked program that polls all of the myth machines to see which one is the least loaded.
- Work through a few concurrent versions of the same program to speed it up, and to understand why it's so much faster.
- Work through one final concurrency example so large it deserved its [own handout](#).
 - This one final program—the ice cream store simulation—illustrates all of the many synchronization patterns in one large (but still manageable) program.
 - Full program can be found [right here](#)
 - Code for ice cream store simulation isn't inlined into the slides, because it's just too large.

- **Friday and Monday: Networking**

- We'll learn how the file descriptor concept is extended to allow data (text, HTML, images, JavaScript) to be read from and written to anywhere—not just to and from local files, from **stdin**, or to **stdout** and **stderr**.
- We'll study how to write scalable, networked applications using the Berkeley and POSIX sockets API.
- Reading:
 - Read [Sections 4.1 and 4.2](#) of our second textbook by Saltzer & Kaashoek. These two sections provide a wonderful discussion of the client-server model.
 - Read all of Chapter 11 of Bryant & O'Hallaron (which is the third of the four chapters in your reader).