



Minitalk

Summary:

The purpose of this project is to code a small data exchange program using UNIX signals.

Version: 3

Chapter IV

Mandatory Part

You must create a communication program in the form of a **client** and a **server**.

- The server must be started first. After its launch, it has to print its PID.
- The client takes two parameters:
 - The server PID.
 - The string to send.
- The client must send the string passed as a parameter to the server. Once the string has been received, the server must print it.
- The server has to display the string pretty quickly. Quickly means that if you think it takes too long, then it is probably too long.



1 second for displaying 100 characters is way too much!

- Your server should be able to receive strings from several clients in a row without needing to restart.
- The communication between your client and your server has to be done **only** using UNIX signals.
- You can only use these two signals: SIGUSR1 and SIGUSR2.



Linux system does NOT queue signals when you already have pending signals of this type! Bonus time?

Chapter V

Bonus part

Bonus list:

- The server acknowledges every message received by sending back a signal to the client.
- Unicode characters support!



The bonus part will only be assessed if the mandatory part is PERFECT. Perfect means the mandatory part has been integrally done and works without malfunctioning. If you have not passed ALL the mandatory requirements, your bonus part will not be evaluated at all.

