

TP5 - KEY VALUE STORE (3)

In this TP you will make your store application to remember transactions. This means that you will have to store a history of transactions in a file (log file). When the store application terminates, the file must contain all transactions. When the store application starts all the transactions must be replayed so the store is up-to-date.

In detail:

1. Rollback the open store method to:
`Store* openStore(const char* journal)`
2. Update the store struct datatype to contain a file pointer.
3. For file I/O operations check:
https://en.wikibooks.org/wiki/C_Programming/File_IO
4. Each transaction is simply a string in the file (post parse strings from TP5)
5. Removing and adding values from the store are transactions that need to be recorded not actions that need to be replicated in the data inside the file.
6. Update `openStore()`, `closeStore()`, `setValue()`, `removeValue()` to support file operations
7. Handle errors for `feof` and `fgetc`-style functions (remember to add error handling).
8. Update the log file before changing the state of the store. This will help to recover in case of a store crash.