OPERATING SYSTEMS PROJECT ON FILE SERVER USING NAMED PIPE

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ALGORITHMIC DESCRIPTION

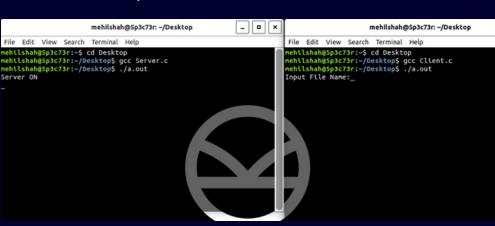
- This project is built on the client -server model.
- This project helps the unrelated client and server processes communicate through named Pipe also known as FIFO.
- In this project, the client first reads the file name from STDIN and writes the file name to the pipe.
- Server reads the file name from the pipe and tries to open the file.
- If the Open is successful, Server reads the contents of the file and writes it to the pipe.

ALGORITHMIC DESCRIPTION

- After writing it to the pipe, Client reads from the pipe and displays the file contents on the standard output.
- If the Open is not successful, the Server writes the error message to the pipe.
- Client reads the error message and displays the error message.

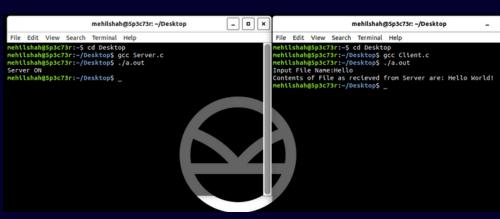
OUTPUT SCREENSHOTS

1. Initial State, when no File Name is entered.



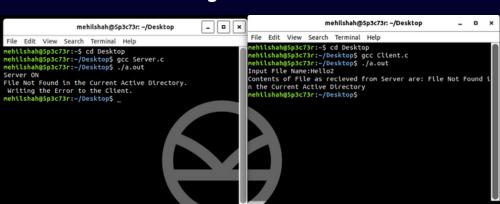
OUTPUT SCREENSHOTS

2. When a correct File Name is entered, the contents of the file are displayed.



OUTPUT SCREENSHOTS

3. When the Wrong File Name is entered, Server displays the Error Message, and writes the error message to the client.



Thank You.