



دانشکده مهندسی کامپیوتر

دکتر رضا انتظاری ملکی

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پاییز 1401

Consider a log server process, which writes messages to a log file. The log process creates a POSIX shared memory object and maps it to its address space. Clients also map the shared memory object to their address spaces. When a client wants to log a message, it creates a string in the format

`<client pid><timestamp><message>`

and writes the string in the shared memory object. The log process reads strings from the shared memory object, one by one, and writes them in a log file in the chronological order.

