

Design of Assignment 1

Background:

Design a sender and receiver, the purpose of the sender is to break down a message into smaller pieces and send it to the receiver. Only one piece of a message can be on its way at a given time. The communication can be in both directions meaning that the sender and receiver can send and receive a message.

Overview:

Design two programs that communicate to each other by using a message queue and shared memory. The purpose of the message queue is to let the receiver know the size of the message which needs to be fetched from the shared memory. After the receiver gets the message from the shared memory the receiver will send a message to the sender and let the sender know about it and wait for the next message. After the sender gets the signal from the receiver the sender will store the message into shared memory and then it will send the size of the message to the receiver again until there are no messages left. The sender will send a 0 at the end to indicate that there are no more messages to be received.

Extra Credit:

Did not implement.