1. Prepare storage at Server side, where multiple clients can access the storage. Whenever a client requests a file check whether it is present or not, if present, check whether it is being read or write by another client or not, if not process the request.

Notify the operations in the form of messages

* When a file being read by client notify the read only operation to requesting client.
* When a file being write by client notify the no access to the requesting client.

1. Implement resource allocation b/w clients using socket programming (an application of mutual exclusion)

the server contains the information about all the instances of all the resources whether they are available or being used by the processes (Clients).

A resource can have more than one instance. Multiple clients will try to allocate resources. Resource allocation will be based on FCFS.

# server will start and wait for the clients

# server display no. of resources to the client.

# the client will make a request to allocate resources .

# Similarly, Multiple clients will make a request, the server allocates resources if available else hold the client in queue. Maintain the queues properly.

# All the resources (along with their instances) should be made as a critical section. At any given time, only one client can access the critical section i. e, the information about the resources has to be shown only.

#A client can release the resources, this update of resources should reflect at the next client request.