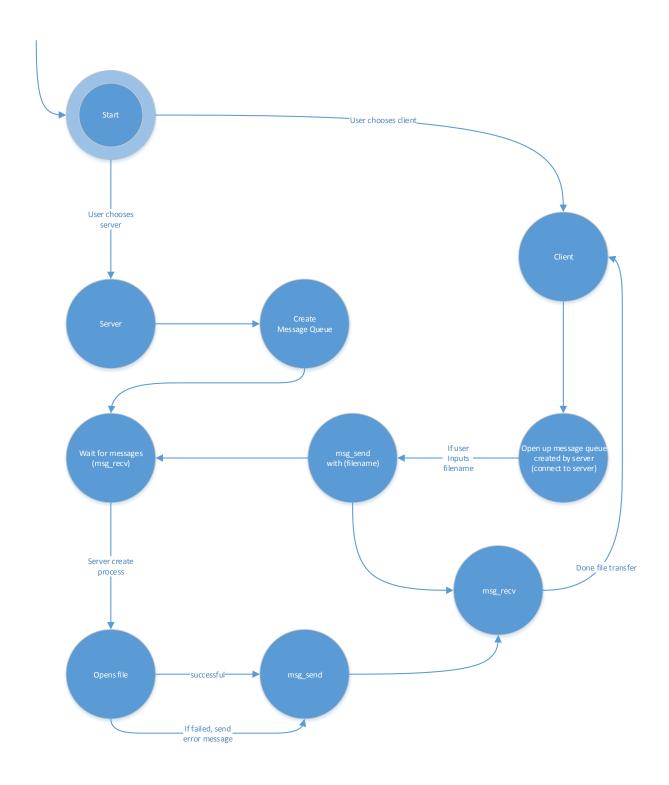
COMP 4981 ASSIGNMENT 2

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Design



Function Prototypes

```
Client Prototypes
```

```
void startClient(char*, int);
void *client_thread(void * id);
void exit_message();
int OpenMessageQueue();
Server Prototypes
void startServer();
void catch_int(int signo);
void catch_cleanup(int signo);
Read/Write Prototypes
void mqstat_print (key_t mkey, int mqid, struct msqid_ds *mstat);
int read_message (int qid, long type, Mesg *qbuf );
int send_message( int msg_qid, Mesg *qbuf );
```

Pseudo Code

```
Main()
  check for argument passed into program
  if server
    Server()
  if client
    Client(filename)
}
Server()
  start server by using msgget
  while loop
    initialize the readermsg, and writermsg buffer
    msg_recv on the message queue waiting on clients
    if client is connected
      start new process fork()
      get info on readermsg and fill into writermsg
      set mtype to client's pid
      open file to read
      if successful
         read file into writermsg buffer
         msg_send to message queue
      }
      else if fails
         send error message
      once done with this file, close file
      close process
    }
    free(writermsg)
    free(readermsg)
  }
```

```
Client(filename)
{
  initialize msg queue doing msgget
  msg_send with the filename to server
  msg_recv while file is not completely sent from server
  free(msg)
}
```

Test Documents

Test	Test Description	Expected Result	Pass/Fail	Screen Shot
1	Start server	Server started properly (ipcs - q to check if message queue has been opened	Pass	Figure 1
2	Server can write to message queue	Server is able to write messages to the queue	Pass	Figure 2
3	Client connect to server	Client properly connected, being able to take messages off the queue	Pass	Figure 2
4	Client can read from message queue	Client able to get messages off queue	Pass	Figure 2
5	Server being able to handle multiple users	Server being able to handle multiple users	Pass	Figure 3a, 3b
6	Server starts new process each time client connects	New process is created, shown in ps auxw	Pass	Figure 4
7	Priority system working	Not ordered by FIFO, but by the priority given	Pass	Figure 5
8	Message queue gets removed once server stops	ipcs -q to show it being removed after server gets terminated by user	Pass	Figure 6a, 6b





Figure 3a

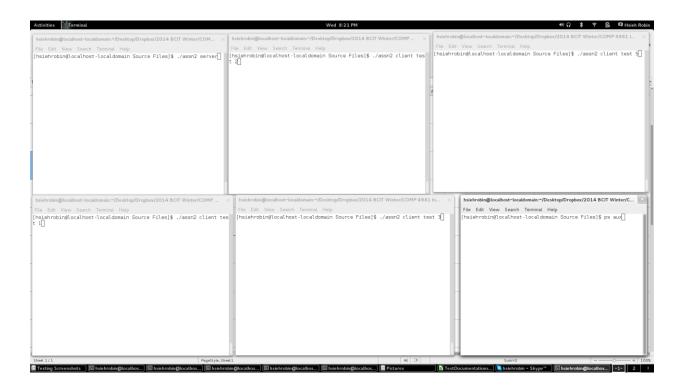
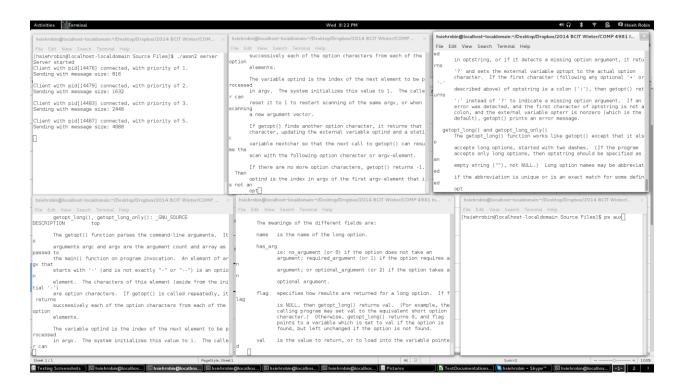
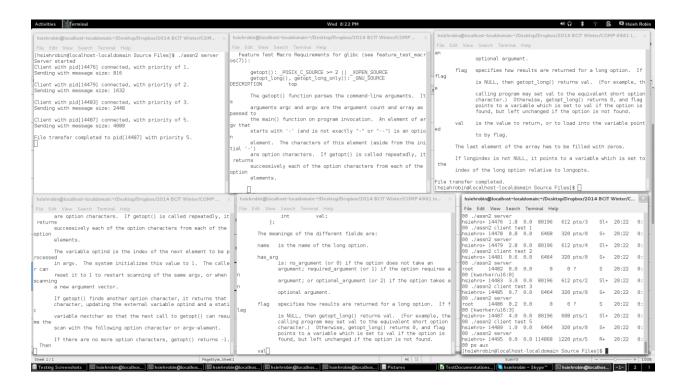


Figure 3b





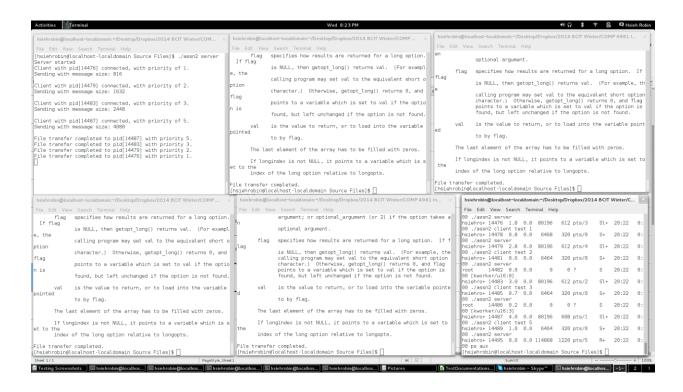


Figure 6a



Figure 6b

