**Design Document (problem 2)**

**Code Details:**

1. The server is built using pre-forking model as mentioned in the assignment.
2. The maximum pool size is fixed to 100.
3. All the data related to child is stored in the mentioned data structure which is present in shared memory.
4. Whenever a request is received or delivered a signal is sent(using kill system call) to the parent. That signal is used to call check() which regulates the processes.
5. Message queue is used for sending logs from child to parent which in turn writes into logs.csv

**To Run:**

1. $make
2. $./server <I> <root\_folder\_path> <port\_no>
3. Ex: $./server 20 ‘/home/root’ 6666

**To Test:**

1. Note that the file to be accessed must be in root folder that is used in creation of server.
2. The file can be accessed at <http://127.0.0.1>:<port\_no>/<file\_name>
3. It can be accessed via web browser or curl command.
4. To test multiple requests test.sh is used.
5. To run test.sh → $./test.sh <port\_no> <file\_name> <request\_count>