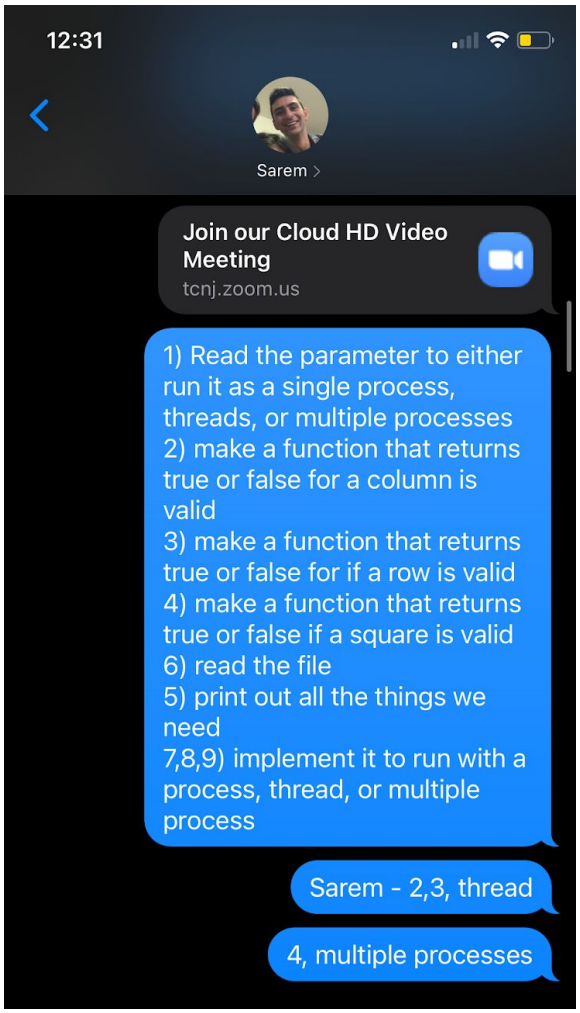
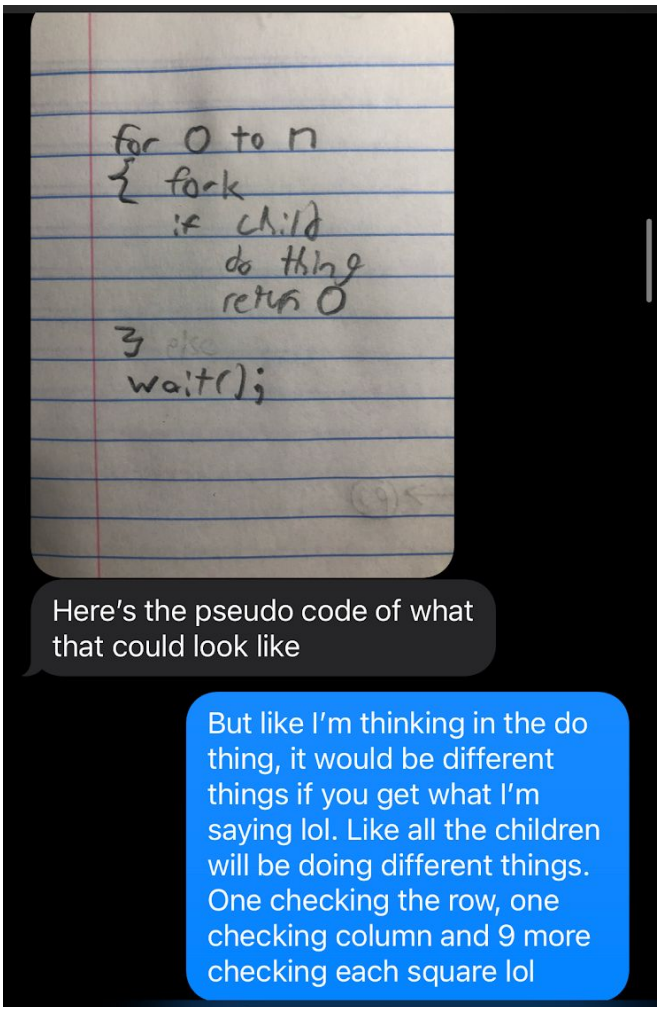
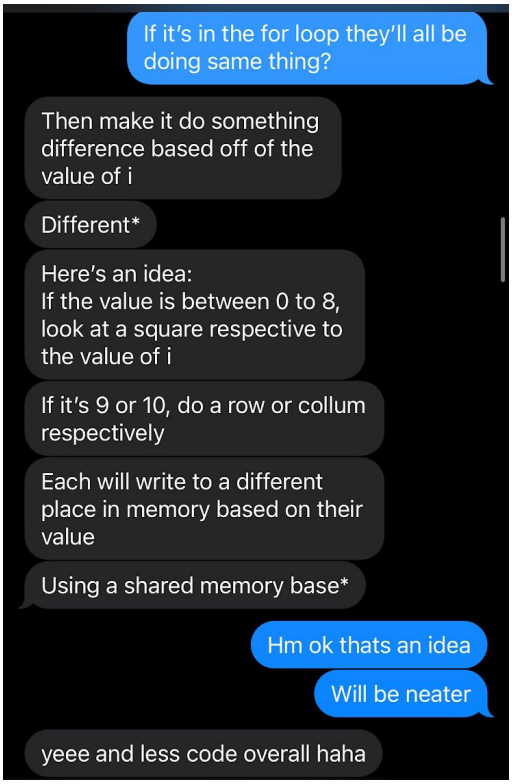
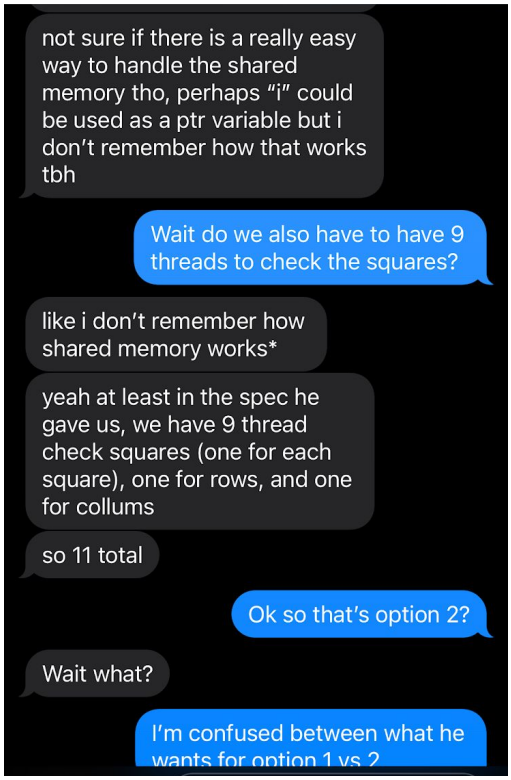
Text Message Conversations:

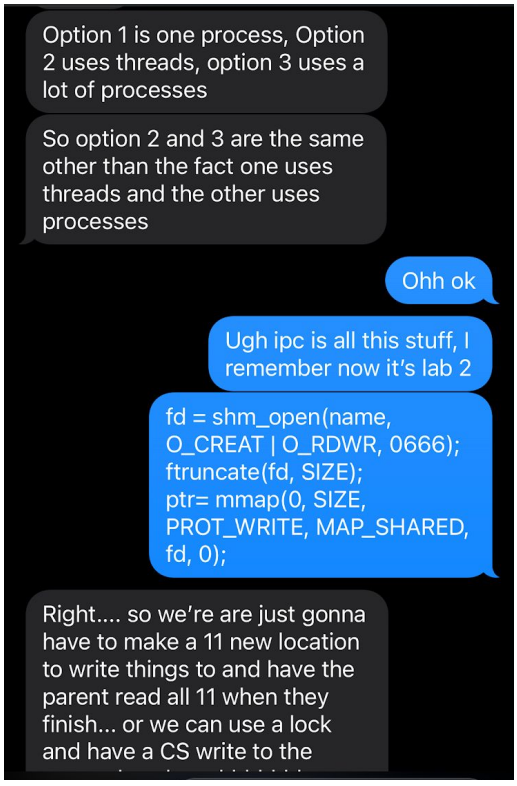
Blue Messages: Linh
Grey Messages: Sarem

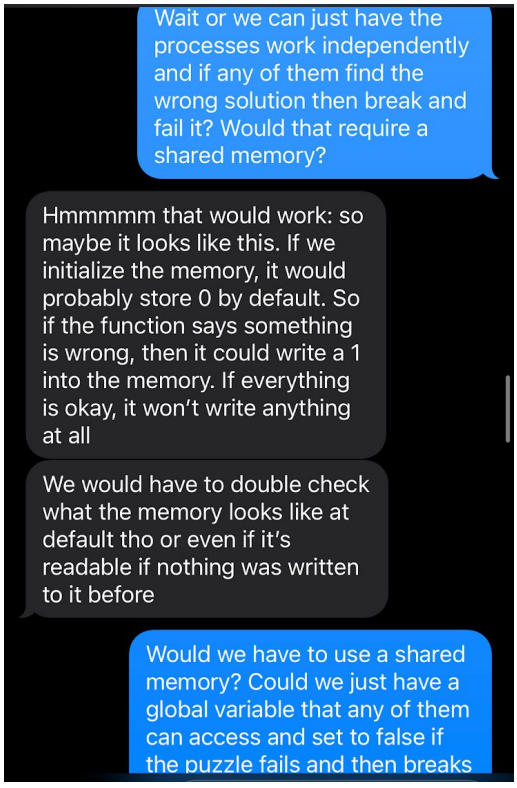





If it's in the for loop they'll all be doing same thing?
Then make it do something difference based off of the value of i
Different*
Here's an idea:
If the value is between 0 to 8, look at a square respective to the value of i
If it's 9 or 10, do a row or collum respectively
Each will write to a different place in memory based on their value
Using a shared memory base*
Hm ok thats an idea
Will be neater
yeee and less code overall haha


not sure if there is a really easy way to handle the shared memory tho, perhaps "i" could be used as a ptr variable but i don't remember how that works tbh
Wait do we also have to have 9 threads to check the squares?
like i don't remember how shared memory works*
yeah at least in the spec he gave us, we have 9 thread check squares (one for each square), one for rows, and one for collums
so 11 total
Ok so that's option 2?
Wait what?
I'm confused between what he wants for option 1 vs 2


Option 1 is one process, Option 2 uses threads, option 3 uses a lot of processes
So option 2 and 3 are the same other than the fact one uses threads and the other uses processes
Ohh ok
Ugh ipc is all this stuff, I remember now it's lab 2
fd = shm_open(name, O_CREAT | O_RDWR, 0666);
ftruncate(fd, SIZE);
ptr= mmap(0, SIZE, PROT_WRITE, MAP_SHARED, fd, 0);
Right.... so we're are just gonna have to make a 11 new location to write things to and have the parent read all 11 when they finish... or we can use a lock and have a CS write to the


Wait or we can just have the processes work independently and if any of them find the wrong solution then break and fail it? Would that require a shared memory?
Hmmmmm that would work: so maybe it looks like this. If we initialize the memory, it would probably store 0 by default. So if the function says something is wrong, then it could write a 1 into the memory. If everything is okay, it won't write anything at all
We would have to double check what the memory looks like at default tho or even if it's readable if nothing was written to it before
Would we have to use a shared memory? Could we just have a global variable that any of them can access and set to false if the puzzle fails and then breaks

Commit Log:

History for CSC345-Projects / project2

Commits on Mar 19, 2021

adding comments Linh Ngo authored and Linh Ngo committed 25 seconds ago	3abae02
adding comments Linh Ngo authored and Linh Ngo committed 43 minutes ago	2b51a4e
Fixed Shared Memory Bugs saremshal committed 1 hour ago	767e622
adding shared memory Linh Ngo authored and Linh Ngo committed 10 hours ago	0b3fcdf

Commits on Mar 18, 2021

Removed Testing code saremshal committed 17 hours ago	bd4b5a7
Added Thread Processing saremshal committed 17 hours ago	49f59a6
Converted parameters to use a ptr saremshal committed 18 hours ago	8d8f6e9
Added Time saremshal committed 18 hours ago	3053e53
Merge branch 'master' of https://github.com/saremshal/CSC345-Projects saremshal committed 18 hours ago	0257054
Fixed Mode 3, check_square, and added method to verify if the solutio... saremshal committed 18 hours ago	50d82dc
bug fix Linh Ngo authored and Linh Ngo committed 18 hours ago	1ecb11d
logic for multiple processes Linh Ngo authored and Linh Ngo committed 18 hours ago	4538542
bug fix Linh Ngo authored and Linh Ngo committed 18 hours ago	df1cd93
check squares Linh Ngo authored and Linh Ngo committed 19 hours ago	97dd13d

Commits on Mar 17, 2021

Fixed check_row and check_column saremshal committed 2 days ago	71f1401
Added check_row and check_column saremshal committed 2 days ago	ed3185e

Commits on Mar 16, 2021

some psedocode for checking squares Linh Ngo authored and Linh Ngo committed 3 days ago	adbfae7
Added file reading and reading mode from command line saremshal committed 3 days ago	28e4369
Moved into folder saremshal committed 3 days ago	4d12f5e