**All-in-One Server :** A server process S gets input data from processes P1, P2, P3 and from keyboard(standard input). P1 is connected through pipe and P2 is connected through FIFO(named pipe) to S. Process P3 sends its standard output to S. The server S also listens for connection requests from connection-oriented clients on a socket file descriptor sfd and it accepts any such requests. If S gets data from keyboard or P1 or P2 or P3, it sends the same data to all connected socket file descriptors (nsfds). If S gets a signal from process P4, then it handovers an already accepted client connection on first-cum-first basis to a separate newly created echo sever process E. From then onwards the client will be served by E only. Likewise, whenever S gets a signal from P4, a separate echo sever process E will be created to serve an already connected client. And if any echo server process E exits, then that E server’s client will again be receiving data (getting served) by server process S.

Implement all the processes.

The program S should not use threads and must use **select()** system call.

**Note** : use also **sigaction()** system call for knowing the pid of the process which has sent the signal.

