

# Mini Project Report

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### **Introduction:**

The purpose of this project is to develop a client-server shopping system. The goal of the system is to allow users to browse and purchase products, while also providing administrative functionality for managing the inventory of products. The system is designed to be scalable, and secure also ensuring that data is properly synchronized and protected.

In this report, we will discuss a detailed description of the approach to the problem, system architecture, implementation, and testing. We will also discuss various edge cases that were considered during the development of the system.

# Approach to the problem:

#### 0.1 Data structures used:

- A struct of product that stores id, name, quantity and price for each product available with both user and server
- An array of struct product **Products** to store all the products that the admin has added. It is available only to the server
- An array of struct product Cart to store all the products that the user has added to cart.
- Two arrays of semaphores 1 for cart array and 1 for product array, available only to user and server respectively.

### 0.2 Implementation of the server:

As the server is maintained by the Admin only, there are 4 options available to the client:

- Add product to the Products array: It asks the user to enter the details of the product and the product is added to the Products array. Binary Semaphore lock is issued to the individual product after it is added to the Products array to prevent any other process from deteriorating its original content.
- **Delete product :** It asks for the product id to be deleted and removes the product from the Products array.
- Update price/quantity of a product: It asks the product id of the product which is to be updated. New quantity and price are also asked to the admin and the product is updated in the Products array.
- Exit and generate Report: The Admin exits after performing all the operations on the products keeping them locked and a detailed report of the available inventory is generated.



### 0.3 Implementation of the user:

The user is provided with 5 options:

- Display all items: All the available products' name, quantity and price are shown
- **Display the Cart**: To display all the items that the user has currently in their cart. If no item is available, *Cart Empty* is printed.
- Add product to cart: A list of available products is displayed and the user enters the product id and quantity of the product to be added into cart. If the product is already present in the cart or the user entered quantity is not available, a suitable message is displayed and the user can again add the item with corrected inputs. Items in cart are immediately locked after they are added, using semaphores.
- Edit the cart: The user can edit the products existing in the cart or delete it. The user enters the product id and the new quantity to update it. The user choices are checked for edge cases.
- Go to payment gateway: After the user has added all the desired items into the cart, they can proceed to the payment gateway where user is asked to enter the total amount and a bill is generated. But before this, a check is performed on the server side whether the quantities demanded by the user cart are available with the admin or not. This is to maintain the edge case of concurrently another user buying the same product or admin updating the quantity.

## Use of O.S. concepts

- Socket Programming: The user communicates with the server using the Socket programming concepts. A connection between server and client is established and all the communications between them is done using sockets.
- **Semaphores**: They are used for locking the products in the cart and Products array for synchronisation and to prevent two clients from attempting to purchase the same product simultaneously and leading to incorrect results.
- File reading and writing using system calls: Open, close, read and write system calls are used to generate Admin report and user bill files.

# Handling edge cases:

#### 0.4 Handling invalid inputs:

The system checks for the validity of the inputs provided by the user or administrator and handles any invalid inputs by notifying the user or administrator and asking them to provide valid inputs. for example quantity of products to be added into cart shouldn't exceed available quantity, product id, etc.

#### 0.5 Synchronization between multiple clients:

The application handles synchronization between multiple clients by using semaphores to ensure that only one client can access the shared resources (e.g., cart) at a time.

#### 0.6 Handling race conditions:

The application uses semaphores to handle race conditions between different processes accessing the shared resources. For example, when a client is adding a product to the cart, the semaphore is acquired to ensure that no other client can modify the cart at the same time.



### 0.7 Handling concurrent modifications:

The application handles concurrent modifications to the same product by an administrator and a client by acquiring a semaphore lock on the product and cart arrays. This ensures that the modification is atomic and that the updated product is reflected in the cart.

### Screenshots for code execution:

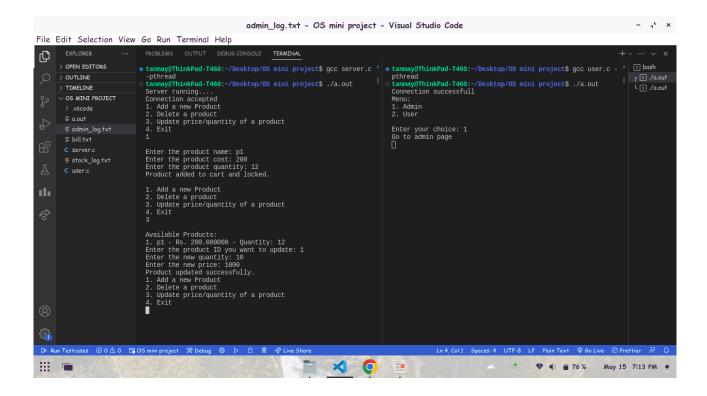


Figure 1: Login as Admin and add products to Products array. And updating the existing products



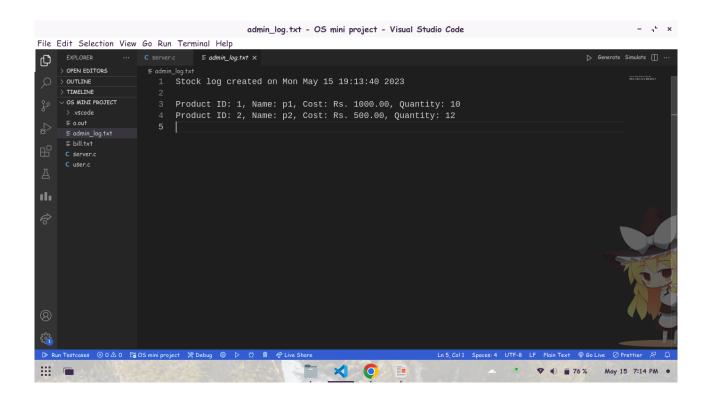


Figure 2: Updating of products completed and adding multiple products into the Products array and exit and generate an Admin log file

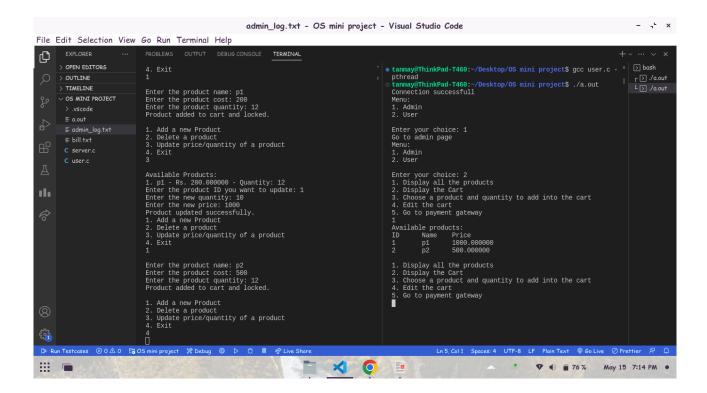


Figure 3: Logging in as user and displaying all the products



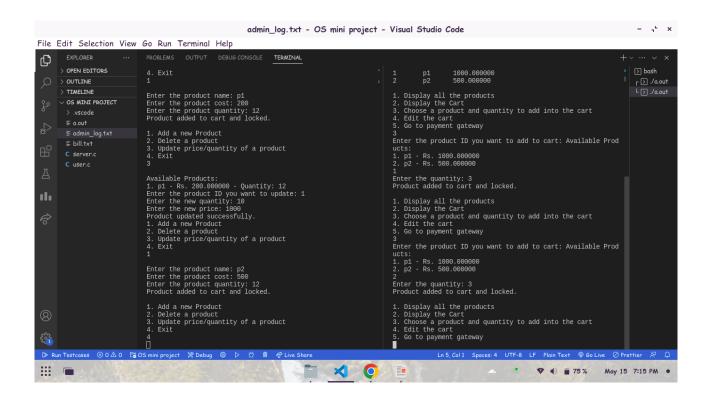


Figure 4: Displaying all the products to the user

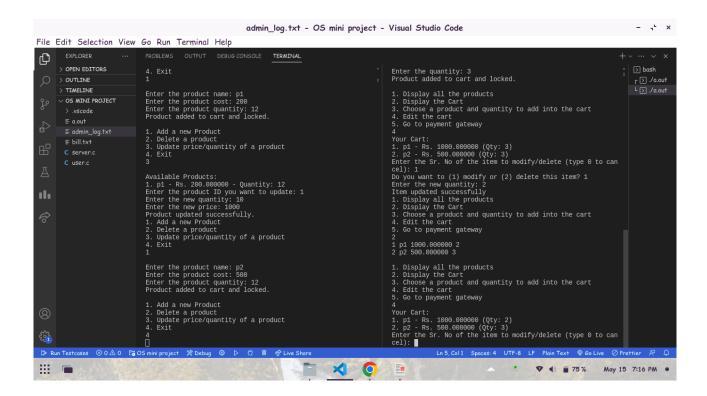


Figure 5: Updating items in the user cart



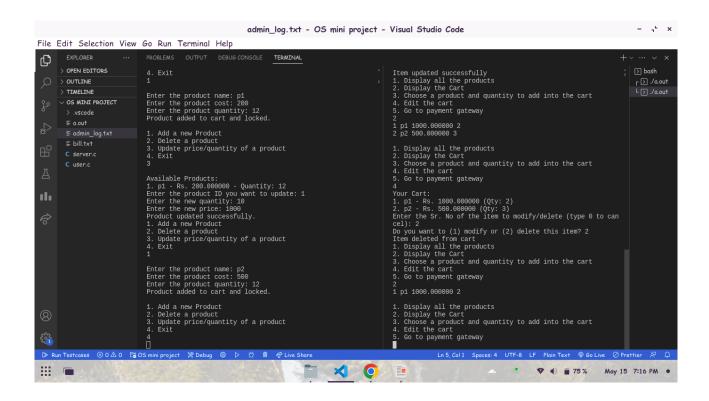


Figure 6: Deleteing items from the user cart

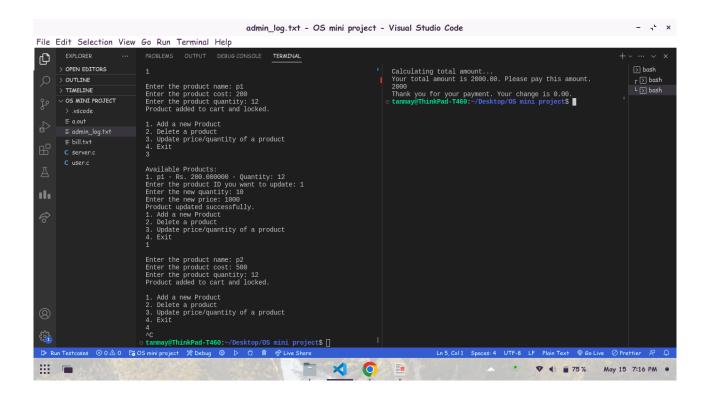


Figure 7: Going to payment gateway and entering the final bill amount



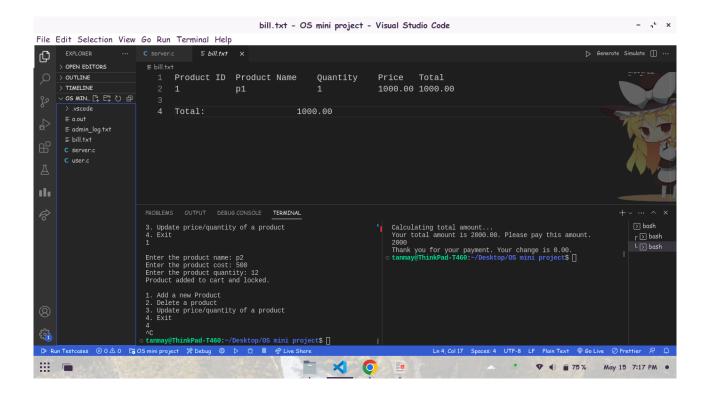


Figure 8: Generating the final bill