Announcements

- **Assignment 4 Out Today**
  - Due May, 18th just before midnight.
  - Probably the most involved one of the quarter, lots of code to write, complex thread interactions to manage.
  - You know everything you need to know to get started, so tackle it as soon as possible.
- **Midterms being returned during Monday's lecture**
  - Will post solution and criteria over weekend, after we grade everything.
  - Lecture will likely be in NVIDIA on Monday, as I expect a larger crowd to show up to grab their midterms. Look for an announcement this coming weekend.
- **Today and Monday**
  - Review the sequential version of a networked program that polls all of the myth machines to see which one is the least loaded.
  - Work through a few concurrent versions of the same program to speed it up, and to understand why it's so much faster.
  - Work through one final concurrency example so large it deserved its own handout.
    - This one final program—the ice cream store simulation—illustrates all of the many synchronization patterns in one large (but still manageable) program.
    - Full program can be found right here
    - Code for ice cream store simulation isn't inlined into the slides, because it's just too large.
- **Monday and Wednesday: Networking**
  - We'll learn how the file descriptor concept is extended to allow data (text, HTML, images, JavaScript) to be read from and written to anywhere—not just to and from local files, from **`stdin`**, or to **`stdout`** and **`stderr`**.
  - We'll study how to write scalable, networked applications using the Berkeley and POSIX sockets API.
  - Reading:
    - Read Sections 4.1 and 4.2 of our second textbook by Saltzer & Kaashoek. These two section provide a wonderful discussion of the client-server model.
    - Read all of Chapter 11 of Bryant & O'Hallaron (which is the third of the four chapters in your reader).