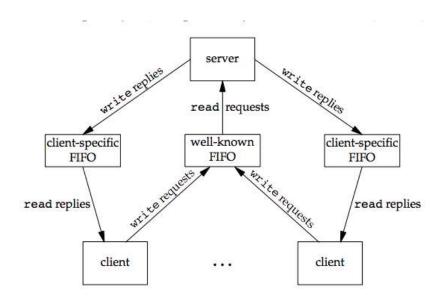
#### Tuba TOPRAK 161044116

### System Programming hw3 Project



Threads are used instead of fork() used in the first assignment. When the program runs, a thread is created until the poolSize entered and the thread that is empty from the pool processes the request for each incoming request. The missing part of the program is to run the client as much as update, download and maxclient. The program runs every incoming client. Mutex is used.

# Server:

The provided code is a server program written in C. It creates a server that handles requests from multiple clients. Here's a brief overview of what the code does:

The code includes various header files and defines some constants. It declares global variables, including file descriptors, counters, and arrays. It defines two structures: Client and Task, which are used for storing client information and task details, respectively. The code includes function prototypes for various utility functions.

The main function reads the command-line arguments, creates a directory if it doesn't exist, and sets up the main FIFO for communication with clients. Inside the main function, a thread pool is initialized, and the server starts waiting for client requests. When a client request is received, a thread from the pool is assigned to handle the request. The handle\_request function is the entry point for each thread and is responsible for processing the client's request. The do\_request function handles the specific request made by the client, such as reading a file, writing to a file, or performing other operations. The code also includes several helper functions for file operations and logging.

writeStringToEnd: This function appends the given content (string) to the end of the file specified by the file path.

**do\_request**: This function processes the client's request. It performs different actions based on the prompt received from the client. The actions include displaying help messages, listing files in a directory, reading file contents, writing to a file, and handling other specific requests.

writeStringToLine: This function writes the given string to a specific line in the file specified by the file name and line number. If the line number is -1, it writes the string to the end of the file.

**readFile\_full:** This function reads the entire content of a file and returns it as a string. It takes the file name as input and uses file I/O operations to read the file's contents.

**read\_file:** This function reads a specific line from a file. It takes the file path and the line number as inputs. It opens the file, reads the desired line, and returns it as a string.

handle\_request: This function is executed by each thread in the thread pool. It receives a task (client request) and passes it to the do\_request function for processing.

err\_sys: This function is used for error handling. It prints an error message and exits the program.

append\_to\_log: This function appends client request information (client PID and request) to a log file.

**quit\_killserver:** This function is called when the server needs to be terminated. It closes file descriptors, unlinks FIFOs, cancels active threads, and exits the program.

**ignore\_sigint**: This function is a signal handler for SIGINT (interrupt signal, usually triggered by pressing Ctrl+C). It calls the quit killserver function to gracefully terminate the server.

# **Client:**

INPUT MAX: Specifies the maximum input size.

PID\_MAX: Defines the maximum size of a process ID.

PROMPT MAX: Defines the maximum size of a prompt.

Structures:

Client: Represents client information, including process ID, prompt, line number, filename, and write string.

**Function Definitions:** 

err\_sys: Prints error information to the screen and exits the program.

usage: Prints the program usage information.

**prompt**: Displays a prompt message on the screen.

**printClient**: Prints the details of a Client structure.

**append\_to\_log:** Appends a request to the server log file.

parse\_command: Parses a command to extract the file name and line number.

**split\_string\_by\_spaces**: Splits a string into multiple substrings using spaces and populates a Client structure.

handler\_signal: Handles the signal for the program.

Program Flow:

The program establishes a connection with the server by opening a main FIFO (named pipe).

It waits for user commands and parses them to extract the required information.

The parsed information is sent to the server through the main FIFO.

The program creates a result FIFO (named pipe) with a unique name based on the process ID.

It opens the result FIFO and waits to receive the server's response.

The response is displayed on the screen, appended to the log file, and the result FIFO is closed.

The process continues to wait for new user commands until the user requests to quit.

Upon quitting, the program sends a quit command to the server, closes the main and result FIFOs, and exits.

```
toprak@toprak-virtual-machine:~/Desktop/midterm$ ./server dirnames 3
Usage: ./server <dirname> <max.#ofClients <poolSize>
toprak@toprak-virtual-machine:~/Desktop/midterm$ ./server dirnames 3 5
>>Server Started Pid: 21469
>>Waiting for Clients..
>>Cliend PID:21472 connected as client1
```

```
>>Enter command: help download
                download <file>
                request to receive <file> from Servers directory to client side
>>Enter command: help quit
                quit
                Send write request to server side log file and quits
>>Enter command: help killServer
                           <file>
                killServer
                Sends a kill request to the Server
>>Enter command: help list
                Sends a request to display the list of files in Servers directory
>>Enter command: list
                log.txt
                b.txt
                Report.pdf
                161044116_hw2.c
```

#### Start Again:

>>Enter command:

```
toprak@toprak-virtual-machine:~/Desktop/midterm$ ./server dirnames 3 5
>>Server Started Pid: 22081
>>Waiting for Clients..
>>Cliend PID:22084 connected as client1
>>Enter command: readf flag.txt 11
                   medeniyeti gibi çeşitli eski Anadolu medeniyetlerinin ardından, Make
>>Enter command:
New Client:
toprak@toprak-virtual-machine:~/Desktop/midterm$ ./server dirnames 3 5
>>Server Started Pid: 22081
>>Waiting for Clients..
>>Cliend PID:22084 connected as client1
>>Cliend PID:22157 connected as client2
     toprak-virtual-machine:-/Desktop/midtern$ ./client
>biboClient Connect Server...
>>Walting for Que..Connection established:
>Enter command: help writeT
writeT <file> <line #> <string>
request to write the content of "string" to the #th line the <file>,if the line # is not given writes to the end of file.If the file does not exists in Servers directory creates and edits the file at the same time.
>>Enter command: writeT flag.txt 6 burdayım
Write request has been completed.
>>Enter command:
before request flag.txt file:
 4 Irak ve Suriye ile komşudur. Güneyini Kıbrıs Adası ve Akdeniz, batısını Ege Denizi
 5 çevreler. Marmara Denizi ise İstanbul Boğazı ve Çanakkale Boğazı ile birlikte Anac
 7 rupa'dan ayırır.
 8 Türkiye toprakları üzerindeki ilk yerleşmeler Yontma Taş Devri'nde başlar. Doğu Tr
 9 Hititler Frinler Lidvalılar ve Dor istilası sonucu Yunanistan'dan kacan Akalar
After request flag.txt file:
 A TI OF AC DAILTRE LIE VOLIZANDII. MAINEY LIL VIOLE VANDELLE
 5 çevreler. Marmara Denizi ise İstanbul Boğazı ve Çanakkale Boğ
 6 burdayım
 8 rupa'dan ayırır.
 O Türkiya tonrakları üzerindeki ilk yerlesmeler Vontma Tas Nevr
>>Enter command: writeT flag.txt 6 burdayım
                    Write request has been completed.
>>Enter command: writeT flag.txt sondayım
                    Write request has been completed.
```

## After request flag.txt file:

```
İmparatorluğu tarihe karıştı. 29 Ekim 1923'te cumhuriyetin ilan edilme
kaldırılıp Osmanlı Hanedanı'nın yurt dışına sürgün edilmesinden sonra,
yer tutacak olan bir dizi devrim gerçekleştirildi.
31 sondayım
```

## Start again:

```
toprak@toprak-virtual-machine:~/Desktop/midterm$ ./server dirnames 2 10
>>Server Started Pid: 23125
>>Waiting for Clients..
>>Cliend PID:23136 connected as client1
>>kill signal from 23136 terminating..
>>bye
toprak@toprak-virtual-machine:~/Desktop/midterm$
```

# Log file <clientpid>.txt

```
1
2 -------
3 Submitted Request: help
4
5 -----
6 Submitted Request: help list
7
8 -----
9 Submitted Request: quit
```

# in log.txt for server

```
330 -----
331 Client PID: 22157
332 Request: help writeT
333
334 -----
335 Client PID: 22157
336 Request: writeT
337
338 -----
339 Client PID: 22157
340 Request: writeT
341
342 -----
343 Client PID: 22157
344 Request: readF
345
346 ------
347 Client PID: 22157
```

