Write a c/c++ program to implement copy one diretory with multi-threads

Target

- 1. Write a c/c++ program
- 2. To implement copy one diretory and it's subdiretories with multi-threads
- 3. GCC
- 4. Test directory:(从www.kernel.org下载最新的linux内核linux-5.19.10.tar.xz)
 - 1. https://cdn.kernel.org/pub/linux/kernel/v5.x/linux-5.19.10.tar.xz
 - 2. extract linux-5.19.10.tar.xz to linux-5.19.10 directory,
 - 3. and copy linux-5.19.10 directory to linux-5.19.10bak directory
- 5. Verify that the directory copy is correct
- 6. Compare the advantages and disadvantages of two different solutions: multi-process and multi-threaded

Tools

Install GCC Software Colletion

```
sudo apt-get install build-essential
```

How to use GCC

• gcc and make

比较两个目录是否内容相同diff

务必加上r参数

```
diff -r DirA DirB
```

structure of directory

```
struct dirent
{
    ino_t d_ino; //d_ino 此目录进入点的inode
    ff_t d_off; //d_off 目录文件开头至此目录进入点的位移
    signed short int d_reclen; //d_reclen _name 的长度, 不包含NULL 字符
    unsigned char d_type; //d_type d_name 所指的文件类型 d_name 文件名
    har d_name[256];
};

opendir()
readdir()
closedir()
```

posix thread

```
#include <pthread.h>
pthread_create()
```

posix mutex互斥量

实例:

```
pthread_mutex_t mutex;
void * thread_run(void *arg)
    pthread_mutex_lock(&mutex);
    /////TODO
    XXXXXXXXX
    pthread_mutex_unlock(&mutex);
   return 0;
}
int main(int argc, char *argv[])
    pthread_t thread1, thread2;
    pthread_mutex_init(&mutex, 0);
    pthread_create(&thread1, NULL, thread_run, 0);
    pthread_create(&thread2, NULL, thread_run, 0);
    pthread_join(thread1, 0);
    pthread_join(thread2, 0);
    pthread_mutex_destroy(& mutex);
    return 0;
}
```

get the total time of program execution

How to do

write a c program with multi-threads to implement copy one directory and it's subdiretories, and the program also verifies the result

- 1. 对比三种情况的拷贝效率:
- 单进程
- 多进程
- 多线程
- 2. 建议借鉴生产者消费者问题的思路
- 建立一个待拷贝文件的数组
- 一个线程负责多源目录及文件,并负责创建目标目录,以及将文件放到待拷贝文件的数组中
- 另外一些线程负责拷贝具体文件
- 线程之间需要对临界资源进行互斥访问

1. Example of traverse one directory

```
#include <dirent.h>
#include <unistd.h>
#include <stdlib.h>
int main()
   DIR * dir;
   struct dirent * ptr;
   /*open dir*/
   dir = opendir("/home");
    /*read dir entry*/
    while((ptr = readdir(dir)) != NULL)
        printf("d_name : %s", ptr->d_name);
        if (ptr->d_type==DT_DIR){
            printf("\tDir");
        }
            printf("\n");
    }
    /*close dir*/
    closedir(dir);
    exit(0);
}
```

2. Example of multi-threads

```
#include <pthread.h>
#include <stdio.h>
#include <string.h>
#include <unistd.h>
void *ThreadFunc(void *arg)
{
    static int count = 1;
    printf ("Create thread %d\n", count);
    count++;
}
main(void)
{
```

```
int err;
pthread_t tid;
while (1)
{
    err= pthread_create(&tid, NULL, ThreadFunc, NULL);
    if(err != 0){
        printf("can't create thread: %s\n",strerror(err));
        break;
    }
    usleep(2000);
}
```

```
gcc pthread_test.c -o pthread_test -lpthread
./pthread_test
```