

## 2001 Paper 4 Question 2

### Concurrent Systems

An interprocess communication environment is based on *synchronous* message passing. A server is to be designed to support a moderate number of simultaneous client requests.

Clients send a request message to the server, continue in parallel with server operation, then wait for the server's reply message.

Discuss the design of the server's interaction with the clients. Include any problems you foresee and discuss alternative solutions to them. [20 marks]