Adding threading

- The main thread accepts
  connection requests, queueing them
- Worker threads handle the
  requests

Adding FIFO and SFF scheduling

- Associate a priority with each
  queued request
- For SFF, this is file size
  How do we get this?
- Priority for FIFO?

How do we store priority, conn_fd,
etc. in the queue?

```
typedef struct q_elem {
    int priority;
    int conn-fd;

    ...

} q_elem;
```

Put this in queue.h, along with
function prototypes:

create queue

put queue

get queue

...

Function definitions go in
queue.c, along with definitions
of the queue's global variables:

```
static q_elem *q = NULL;
static int buffers = 0;
```

...

Modify the Makefile

- queue.c

- -lpthread

Getting file size

- refactor req_handle ()
  ~~size~~

Write clean, easy-to-read code!!!