

# CSI3131 – Operating Systems

## Lab2

Systemverilog language supports the following three forms of the fork construct:

<b>fork</b> task1; task2; task3; <b>join</b>	<b>fork</b> task1; task2; task3; <b>join_none</b>	<b>fork</b> task1; task2; task3; <b>join_any</b>
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In the above 3 cases one parent have 3 child processes that are forked, then joined using 3 different join constructs.

- The join construct makes the parent wait for all child processes to finish before resuming the parent process.
- The join\_none construct makes the parent not to wait for any child processes to finish before resuming the parent process, i.e. it runs concurrently with the child processes.
- The join\_any construct makes the parent wait for at least one child process to finish before resuming the parent process. Assuming you have 3 applications in the path named task1, task2, and task3.

Write three C console programs that will fork the processes similar to the above 3 descriptions.

The solution of the first mode is provided together with a task application. The attached Lab2.zip file contains 2 files:

1. task.c is a simple console application that sleeps for 10 seconds, marking the start/end of the process
2. join\_none.c is the solution of the second mode as explained above. Notice that all 4 tasks overlap concurrently, the output looks like this:

```
task 4 start ...
task 1 start ...
task 2 start ...
task 3 start ...
task 4 end
task 1 end
task 2 end
task 3 end
```

3. develop a new application join.c to solve the first mode, the outcome should look as follows:

```
task 3 start ...
task 2 start ...
task 1 start ...
task 1 end
task 2 end
```

```
task 3 end
task 4 start ...
task 4 end
```

4. develop another application join\_any.c to solve the last mode, the outcome should look as follows:

```
task 3 start ...
task 2 start ...
task 1 start ...
task 3 end
task 4 start ...
task 2 end
task 1 end
task 4 end
```

5. zip all files, namely task.c, join.c, join\_any.c, and join\_none.c in one zip file and submit your answer on Bright Space