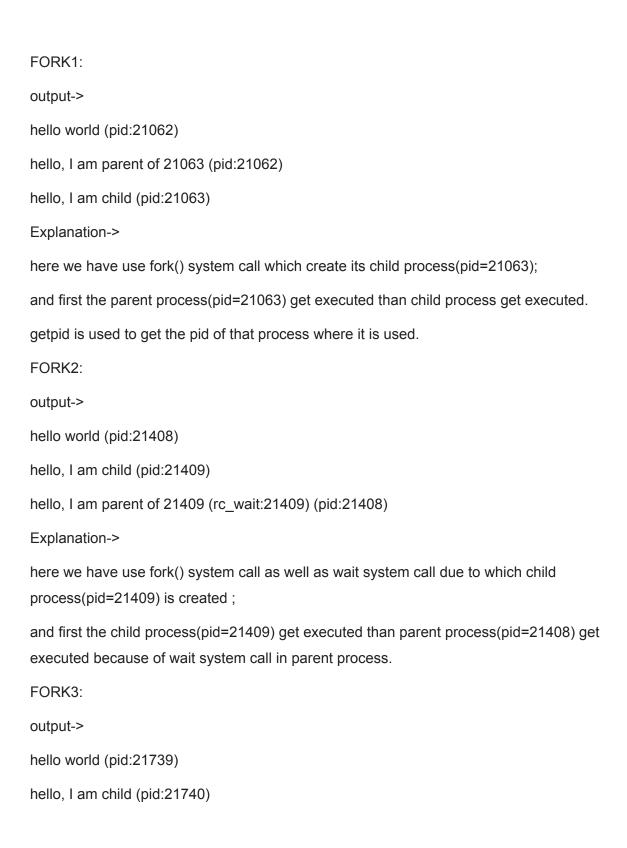
BT17CSE030_042 OS LAB 3 Assignment



```
28 123 814 sort.c
```

hello, I am parent of 21740 (rc_wait:21740) (pid:21739)

Explanation->

here execvp system call is used in child proces which count word char line in file provide.

child is excuted before parent because we have used wait system in parent process.

if execvp system call is not executed properly than this will be output->

hello world (pid:21760)

hello, I am child (pid:21761)

this shouldn't print outhello, I am parent of 21761 (rc_wait:21761) (pid:21760)

FORK4:

output-> p4.output cointains->26 109 718 sort.c

Explanation->

here execvp system call is used in child proces which count word char line in file provide.

child is excuted before parent because we have used wait system in parent process.

and we save the output in file named as p4.output.

by using open("./p4.output", O_CREAT|O_WRONLY|O_TRUNC, S_IRWXU);

and here:

O_WRONLY-->

Open for writing only.

O_CREAT--->If the file exists, this flag has no effect except as noted under O_EXCL below. Otherwise, the file is created;

the user ID of the file is set to the effective user ID of the process; the group ID of the file is set to the group ID

of the file's parent directory or to the effective group ID of the process;

and the access permission bits (see <sys/stat.h>) of the file mode are set to the value of the third argument taken as type mode_t modified as follows:

a bitwise-AND is performed on the file-mode bits and the corresponding bits in the complement of the process' file mode creation mask.

Thus, all bits in the file mode whose corresponding bit in the file mode creation mask is set are cleared. When bits other than the file permission bits are set, the effect is unspecified.

The third argument does not affect whether the file is open for reading, writing or for both.

```
O_TRUNC-->
```

If the file exists and is a regular file, and the file is successfully opened O_RDWR or O_WRONLY, its length is truncated

to 0 and the mode and owner are unchanged.

It will have no effect on FIFO special files or terminal device files.

Its effect on other file types is implementation-dependent.

The result of using O_TRUNC with O_RDONLY is undefined.

5) If the parent process assigns a variable some value before fork (), that value remains same in the child process. If the value of the variable is changed in child process, it does not reflect in the parent process.

E.g. code:

```
E.g. code:

#include<stdio.h>

#include<stdlib.h>

#include<unistd.h>

#include<time.h>

int main()

{

int x = 100;
```

```
int rc = fork();
if(rc < 0)
{
fprintf(stderr,"Fork failed\n");
}
else if(rc == 0)
{
x=x+1;
}
printf("x = %d ",x);
return 0;
}
Output:
x = 100 x = 101
6) The system call waitpid () is different from wait()
because waitpid () takes the pid of the child
process as argument and waits only for that child
to change state, while wait () suspends calling
process till all its children terminate.
E.g. code:
#include<stdio.h>
#include<stdlib.h>
#include<unistd.h>
#include<time.h>
int main()
```

```
{
int rc1 = fork();
int rc2 = fork();
if(rc1<0)
{
fprintf(stderr, "fork1 failed\n");
exit(1);
}
else if(rc1==0)
{
printf("This is child process of id = %d ",(int)getpid());
}
if(rc2<0)
fprintf(stderr, "fork2 failed\n");
exit(1);
}
else if(rc2==0)
{
printf("This is child process of id = %d ",(int)getpid());
}
if(rc1!=0&&rc2!=0)
{
int rc_wait = waitpid(rc1,NULL,0);
printf("Parent process of %d & %d (rc_wait = %d) with pid = %d
```

```
",rc1,rc2,rc_wait,(int)getpid());
       }
       return 0;
       }
       Output:
       This is child process of id = 2312 This is child process of id = 1688 This is child process
of id
       = 1688 This is child process of id = 6680 Parent process of 6680 & 2312 (rc_wait =
6680)
       with pid = 1680
       Here both children complete executing before
       parent even though parent is waiting for only one.
       This is because while parent is waiting for first
       child to complete, the second gets completed as
       well, as both children take almost equal time for
       execution.
```