Operating System Project 1: Shell

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Overview

This project implements a simple shell in C, which can run in Linux distros. This project also implements some features like escape char sequence, multi-line command support and history support.

Process control method

Under linux, fork() in unistd.h can create a sub-process from a process, we can detect parent or child by the pid fork() returns. And exec series system call can replace process with another program.

Basically this program read and parse strings into arguments, then fork a child to run program with <code>execvp()</code>, and wait child to exit.

Design

It works in a loop: Read, Parse, Exec.

When loop starts, it read it's history file ~/.azhistory to load history, then starts azsh_readline() to read user input: if user has a long command, he can use \ in line end and continue to write command in next line.

azsh_parse_args() reads line and splits it into tokens, and store char pointer in a array to
return. azsh_run_command() can pass this array to execvp(), or call internal funtion like
_azsh_cd() or _azsh_pwd().

Snapshots

```
[alynx@pendragon:~/Projects/azsh:master:1] % mkdir build
[alynx@pendragon:~/Projects/azsh:master] % cd build
[alynx@pendragon:Projects/azsh/build:master] % cmake ...
-- The C compiler identification is GNU 8.2.1
-- The CXX compiler identification is GNU 8.2.1
-- Check for working C compiler: /usr/bin/cc
-- Check for working C compiler: /usr/bin/cc -- works
-- Detecting C compiler ABI info
-- Detecting C compiler ABI info - done
-- Detecting C compile features
-- Detecting C compile features - done
-- Check for working CXX compiler: /usr/bin/c++
-- Check for working CXX compiler: /usr/bin/c++ -- works
-- Detecting CXX compiler ABI info
-- Detecting CXX compiler ABI info - done
-- Detecting CXX compile features
-- Detecting CXX compile features - done
-- Configuring done
-- Generating done
-- Build files have been written to: /home/alynx/Projects/azsh/build
[alynx@pendragon:Projects/azsh/build:master] % make
Scanning dependencies of target azsh
[ 25%] Building C object src/CMakeFiles/azsh.dir/azsh.c.o
 50%] Building C object src/CMakeFiles/azsh.dir/history.c.o
 75%] Building C object src/CMakeFiles/azsh.dir/main.c.o
[100%] Linking C executable ../bin/azsh
[100%] Built target azsh
[alynx@pendragon:Projects/azsh/build:master] % ./bin/azsh
azsh> neofetch
                                    alynx@pendragon
               `000/
                                    OS: Arch Linux x86_64
              `+0000:
                                    Model: Precision 5510
                                   Kernel: 5.0.4-arch1-1-ARCH
              `+000000:
     :osssssss/
  /osssssss/
`/ossssso+/:-
                     -:/+osssso+-
                                    GPU: NVIDIA Quadro M1000M
  `+sso+:-`
                                    Memory: 4753MiB / 15858MiB
                         `.-/+oso:
                              `-/+/
azsh> ls -alh
total 44K
drwxr-xr-x 5 alynx alynx 4.0K 2019-03-28 19:26 .
drwxr-xr-x 5 alynx alynx 4.0K 2019-03-28 19:26 ..
drwxr-xr-x 2 alynx alynx 4.0K 2019-03-28 19:26 bin
-rw-r--r-- 1 alynx alynx 14K 2019-03-28 19:26 CMakeCache.txt
-rw-r--r-- 1 alynx alynx 1.7K 2019-03-28 19:26 cmake_install.cmake
-rw-r--r-- 1 alynx alynx 4.0K 2019-03-28 19:26 Makefile
drwxr-xr-x 3 alvnx alvnx 4 0K 2019-03-28 19·26 src
```

```
azsh> cd ../
azsh> ls
build CMakeLists.txt LICENSE README.md src
azsh> pwd
/home/alynx/Projects/azsh
azsh> cd build
azsh> pwd
/home/alynx/Projects/azsh/build
azsh> echo 你看这
azsh> echo 你看这个命\令他能包含空\格
你看这个命 令他能包含空 格
azsh> ! !!
你看这个命 令他能包含空 格
azsh> echo !!
echo 你看这个命 令他能包含空 格
azsh> echo !!
echo echo 你看这个命 令他能包含空 格
azsh> echo !!
echo echo echo 你看这个命 令他能包含空 格
azsh> echo ${HOME}
/home/alynx
azsh> make
[100%] Built target azsh
azsh> cmake ..
-- Configuring done
-- Generating done
-- Build files have been written to: /home/alynx/Projects/azsh/build
azsh> make
[100%] Built target azsh
azsh> echo "你看这个程序他能编译自己"
你看这个程序他能编译自己
azsh> echo !!
echo 你看这个程序他能编译自己
azsh> echo !2
echo 你看这个程序他能编译自己
azsh>
```

Limitation

I think shell actually uses lexer, it builds a grammer tree to parse input, however I didn't implement this, because I don't have enough time.

Using basic char in C cannot handle CJK characters (you can see in screenshots), needs UTF-8 support.