Report optional Assigment 4   2018021 – Anunay Yadav

1.

outputs of make run :

```
     cheatmode : Do you want to cheat :) (Y,N)?
car1 :  car2 : 1
car1 : 8 car2 : 11
cheatmode : Do you want to cheat :) (Y,N)?
car1 : 13 car2 : 11
car1 : 13 car2 : 13
car1 : 15 car2 : 15
cheatmode : Do you want to cheat :) (Y,N)?
car1 : 21 car2 : 19
car1 : 26 car2 : 20
car1 : 28 car2 : 29
cheatmode : Do you want to cheat :) (Y,N)?
car1 : 28 car2 : 39
car1 : 36 car2 : 46
car1 : 40 car2 : 49
cheatmode : Do you want to cheat :) (Y,N)?
car1 : 43 car2 : 50
car1 : 44 car2 : 54
car1 : 49 car2 : 62
cheatmode : Do you want to cheat :) (Y,N)?
car1 : 56 car2 : 70
car1 : 57 car2 : 77
car1 : 66 car2 : 82
cheatmode : Do you want to cheat :) (Y,N)?
car1 : 73 car2 : 88
car1 : 82 car2 : 96
car 2 won by reaching 100 steps first
```

2.6 pipes are created:

first : car1 writes and report reads
second : car2 writes and report reads;
third : report writes and car1 reads;
4th : report writes and car2 reads;
5th : cheatmode writes and car1 reads;
6th : cheat mode writes and car2 reads;

3> I write some data to car1 and car2 to let them know that one of them has won its time to exit. Car1 and car2 are exited through this.

Cheatmode is killed by report by getting the pid as parameter to the function.

Report is the main process hence is killed after every child is killed and main returns.

4 -> 3 process(cheatmode,car1,car2) are created and 1 main process is used for report .