/\*test.c\*/

int main(int argc, char\*\* argv) {

// the system has 3 default file ids, which are stdin, stdout, stderr,

// and the integers for them are 0, 1, and 2.

// now we use dup2() to redirect the output

If (dup2(1, 2) == -1) {

cout<<”an error has occurred”<<endl;

}

// now we call the toy function

execve(“./toy”, NULL, NULL);

}