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Assignment 2b

UNIX Process Control- Program-II.

Execv.c code:

```
/* =====Implementation of execve() system call===== */
```

```
/*Parent sorts array and pass to child for binary search*/
```

```
#include<stdio.h>
```

```
#include<string.h>
```

```
#include<unistd.h>    // For execve system call
```

```
#define MAX20
```

```
void quicksort(int a[MAX],int,int);    // Prototype of Quicksort
```

```
int main()
```

```
{
```

```
    int a[MAX],n,i;
```

```
    char str[5];
```

```
    char *str1[MAX];
```

```
    char ch;
```

```
    pid_t pid;
```

```
    //Accepting the array elements from user
```

```
    printf("\n\tEnter the number of elements : ");
```

```
    scanf("%d",&n);
```

```
    printf("\n\tEnter the %d Elements : \n",n);
```

```
    for(i=0;i<n;i++)
```

```
{
```

```

printf("\t"); scanf("%d",&a[i]);

    }

/* =====Performing fork() system call===== */

pid=fork();

if(pid<0)          // If Process not created successfully
{
    printf("Error while creating new process....!!!!");
}

elseif(pid>0)     // For Parent process
{
    quicksort(a,0,n-1);    //Performing quick sort on an array

    for(i=0;i<MAX;i++)    // String to be passed in execve
        str1[i]=NULL;    // call should be terminated by NULL

/* ===Converting integer array into array of strings=== */

    for(i=0;i<n;i++)
    {
        sprintf(str,"%d",a[i]);
        str1[i]=strdup(str);

    }
}

```

```

        execve("child",str1,NULL);    // Call toexecve
    }
    return 0;
}

```

```

/* =====Definition of Quick sort===== */

```

```

void quicksort(int a[MAX],int f,int l)
{
    int i,j,pivote,temp;
    if(f<l)
    {
        i=pivote=f;
        j=l;
        while(i<j)
        {
            while(a[i]<a[pivote] && i<l)
                i++;
            while(a[j]>a[pivote])
                j--;
            if(i<j)
            {
                temp=a[j];
                a[j]=a[i];
                a[i]=temp;
            }
        }
    }
}

```

```

        temp=a[j];
        a[j]=a[pivote];
        a[pivote]=temp;
        quicksort(a,f,j-1);
        quicksort(a,j+1,l);
    }
}

```

Child.c code:

```

/* =====Child Process for Binary search===== */

#include<stdio.h>

#define MAX 20

int bsearch(int a[MAX],int f,intl,ints);    // Prototype for Binary search

int main(intargc,char* argv[])            // Arguments passed by execvecall
{
    int i,s,f;
    int a[MAX];

    for(i=0;i<argc;i++)                    // Converting Constant strings
        a[i]=atoi(argv[i]);            // into array of integers

    printf("\n\tThe sorted array is : \n");

    for(i=0;i<argc;i++)

```

```

printf("\t%d",a[i]);

/* =====Performing Binary search on an array===== */

printf("\n\tEnter the element you want to search : ");
scanf("%d",&s);

printf("\n");

f=bsearch(a,0,argc-1,s);

if(f!=-1)
    printf("\n\tThe element %d Found at %d location..!!!!\n",s,f+1);
else
    printf("\n\tThe element %d is not present in the list..!!!!\n\n",s);

printf("\n");
return 0;
}

/* =====Defination of binary search===== */

int bsearch(int a[MAX],int f,int l,int s)
{
    int mid;
    while(f<=l)
    {

```

```

        mid=(f+l)/2;
        if(s==a[mid])
            return(mid);
        else if(s<a[mid])
            l=mid-1;
        else
            f=mid+1;
    }
    return -1;
}

```

Output:

```
~$ gcc -o ./child child.c
```

```
child.c: In function 'main':
```

```
child.c:15:8: warning: implicit declaration of function 'atoi' [-Wimplicit-function-declaration]
```

```
15 | a[i]=atoi(argv[i]); // into array of integers
```

```
|      ^~~~
```

```
~$ gcc -o child child.c
```

```
child.c: In function 'main':
```

```
child.c:15:8: warning: implicit declaration of function 'atoi' [-Wimplicit-function-declaration]
```

```
15 | a[i]=atoi(argv[i]); // into array of integers
```

```
|      ^~~~
```

```
~$ gcc -o ex execv.c
```

```
~$ ./ex
```

Enter the number of elements : 5

Enter the 5 Elements :

12

4

50

6

1

The sorted array is :

1 4 6 12 50

Enter the element you want to search : 6

The element 6 Found at 3 location..!!!!