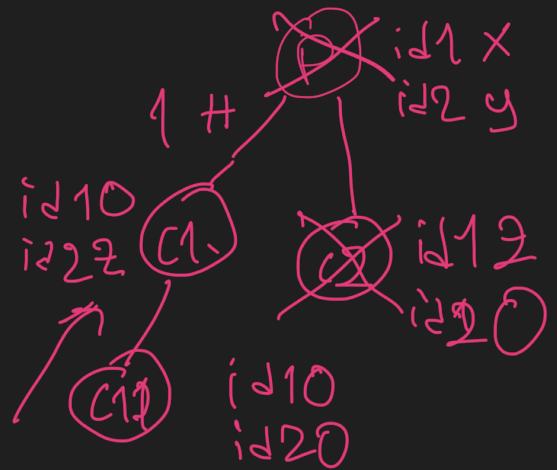```c
#include <stdio.h>
#include <string.h>
#include <stdlib.h>
#include <unistd.h>
#include <sys/wait.h>
int main(){
    int id1=fork(); //1
    int id2=fork(); //2
    if(id1==0){
        if(id2==0){
            printf("Process y\n");
        }
        else{
            printf("Process X\n");
        }
    }
    else{
        if(id2==0){
            printf("Process z\n");
        }else{
            printf("Parent\n");
        }
    }
    //wait(NULL); only waites for 1 process
    while(wait(NULL)!=-1){
        printf("Child Process Terminated\n");
    }

    return 0;
}
```
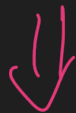
Handwritten annotations:

#1 (next to id1=fork)
#2 (next to id2=fork)

C11 (next to printf Process y)
C1 (next to else Process X)

First
Cas →  #C1, C11 Parentse
            oldugu için
C2          Zombie
Parent      Process
            deniyor

#1
id1 X
id2 y

id10
id22  C1

id12
id20

C11  id10
     id20

//wait(NULL); only waites for 1 process  # First Cas

wait=-1

Bu while döngüsü parenten herhangi
bir child'ı olmadığı zaman biter

pro