

OS 2021 Problem Sheet #2

Problem 2.1: Memory segments

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

char *strdup(const char *s)
{
    char *p = NULL;
    size_t len;

    if (s)
    {
        len = strlen(s);
        p = malloc(len + 1);
        if (p)
        {
            strcpy(p, s);
        }
    }
    return p;
}

int main()
{
    static char m[] = "Hello World!";
    char *p = strdup(m);
    if (!p)
        return EXIT_FAILURE;
    return (puts(p) == EOF);
}
```

Text segment:

- The text segment contains the machine code for strdup, main, and all library functions used

Data segment:

- The following variables are stored in the initialized data segments:
 - m (since it's static)

Heap segment:

- contains the malloced buffer pointed to by p

Stack segment:

- len and s are stored in the stack frame of strdup.

Please refer to the next example for further classification.

```

static int foo(int a)
{
    static int b = 5;
    int c;
    c = a * b;
    b += b;
    return c;
}
int main(int argc, char *argv[])
{
    return foo(foo(1));
}

```

Text segment:

- The text segment contains the machine code for `foo`, and `main`. (If there were library functions used, they would be included here)

Data segment:

- The following variables are stored in the initialized data segments:
 - `b` (since it's static)

Heap segment:

- No malloced buffer is used or pointed to, so no heap segment.

Stack segment:

- `a` and `c` are stored in the stack frame a `foo()` function call.
- `argc` and `argv` are stored in the stack frame of the `main()` function call.

Problem 2.2: `xargs` - execute a programs with constructed argument lists

Inside the folder you will find the code.