

Eggshell

an Operating Systems project
CPS1012

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Chapter 1

Structure of the code

The code was structured into different directories, so that they may be organised according to what they are supposed to achieve.

1.1 Main files

The files here are ones which are used in the front layer of the eggshell. Here you may find a main C file that uses the eggshell functions, the main eggshell `.c / .h` files which either call multiple other functions, or are simple enough to be on the front layer, and other files such as the Makefile, any scripts, testfiles, and other miscellaneous files.

main.c — The main C file that the executable is retrieved from. Uses libraries such as **eggshell** and **linenoise**.

eggshell.c/h — The **eggshell** library used by the main file in order to start the eggshell and utilise it. Uses multiple libraries that are all found in the **src** directory.

Makefile/Makefile-GCC — The Makefile necessary to generate the executable. The current default Makefile uses the **Clang** compiler, for reasons stated in the **README.md** file. To use the Makefile that utilises the **GCC** compiler instead, either change the name of the **Makefile-GCC** file, or run **switch.sh**

switch.sh — A script that aids in switching compilers for the makefile. This was written for each switching between **Clang** and **GCC**, due to the ease of debugging with **Clang**, and the standard nature of the **GCC** compiler.

README.md — The **README** file holds the instructions to compiling the program, as well as a quick summary of the program and its utilities.

testinput.txt — A file used to test the capabilities of the eggshell. Running `./eggshell test` will immediately launch the eggshell and run this script, to provide a quick testing method.

LICENSE, .gitignore & .yaml files — Files that are unimportant to the project itself. These were used for **git** purposes, as the project was also uploaded as a **git** repository.

1.2 Source files

The files found here are the bulk of the code making up the eggshell. In here, every single **eggshell header library** is present, all of them with their own specific and complicated purpose. These were separated from the main **eggshell** file in order to organise the core of the project from the specific elements making up the project itself.

variables.c/h — Contains all the functions and structs relating to the variables created and stored by the **eggshell**. For example, all the **shell** variables can be found here.

printer.c/h — The main file dealing with the **print** command.

proc_manager.c/h — The file dealing with the execution of external commands.

sig_handler.c/h — Contains the **signal handler** function used in order to suspend and interrupt processes. Also contains an additional function in order to reawaken a suspended process.

redirection.c/h — The main file dealing with **input/output** redirection.

pipe_manager.c/h — Contains functions dealing with the piping system that the **eggshell** offers. Also contains a special execution function, rather than using the one found in **proc_manager.c/h**

1.3 Other files

There are also other directories that contain files that aren't integral to the functionality of the eggshell, but are still related somewhat.

documentation/ — Contains the `.tex` file that generated this report, as well as other items related to it. In order to recompile it, you'd most likely need to install `TeXlive` first.

ci/ — Unrelated to the main project. The Makefile here is used for Continuous Integration for the `git` repository.

add-on/ — Contains the `linenoise.c/h` library that was used in the main file to simulate a terminal's prompt with input.

.vscode/ — Contains files that helped with debugging/building the project in `Visual Studio Code`.

Chapter 2

Code documentation

2.1 `main.c`

2.1.1 Use of `main.c`

This code is mainly used in order to produce an executable using the `eggshell`. This is because the `eggshell` is mainly used as a sort of **API**, which interfaces with the inner functions that the `eggshell` offers.

As a result, the `main` implements some not-so-integral elements of the `eggshell`, such as an introduction/boot-up screen, an additional `test` argument feature, and some `linenoise` functions such as history (*ability to use \uparrow and \downarrow keys to traverse through older commands*). It also uses the function `updatePrompt()`; which updates the prompt of the `eggshell` in order to display the current directory.

A thing to note is that the external command `clear` is run by the line:

```
runLine("clear", "");
```

...which is an external function found in `eggshell.c`.

Note: In order to test the first part of the program, which loads `testinput.txt` and runs it, you'd need to run the `eggshell` with the `test` parameter:
`./eggshell test`

2.2 eggshell.c

2.2.1 Use of eggshell.c

This file serves as the **core** of the eggshell itself. Its main method, **execute**, executes the line inputted by the user. Almost every other function of the eggshell is accessed through this main file automatically, using parsing.

2.2.2 initEggshell()

All this function does is initialise the eggshell. To initialise, all it needs to do is initialise its shell variables, which it does by calling the method **initShellVars()** from **variables.c**

2.2.3 runLine(char *command, char *line)

This function executes the command **command** with the arguments found in **line**. An example of this is:

command = "chdir" and **line** = "../src/"

Which would execute **chdir** with arguments **../src/**. It does this by having a significant if/else-if block that checks which function to execute:

Listing 2.1:

```
1 if(strcmp(command, "print") == 0) printLine(line);
2 else if(strcmp(command, "all") == 0) showShellVars();
3 else if(strcmp(command, "vars") == 0) displayUserVars();
4 else if(strcmp(command, "chdir") == 0) changeDirectory(line);
5 else if(strcmp(command, "source") == 0) runScript(line);
6 else if(strcmp(command, "fg") == 0) resumeProcessSignal(
    FOREGROUND);
7 else if(strcmp(command, "bg") == 0) resumeProcessSignal(
    BACKGROUND);
8 else externalCommand(command, line);
```

The function also initialises the signal handler before running the processes, so that it can handle `SIGINT` and `SIGTSTP` signals given when the user presses `CTRL-C` and `CTRL-Z` respectively.

Listing 2.2:

```
1 struct sigaction sa;
2
3 sa.sa_handler = signal_handler;
4 sigemptyset(&sa.sa_mask);
5 sa.sa_flags = SA_RESTART;
6
7 // If conditions for signal handling.
8 // Also creates 2 signal handlers in memory for the SIGINT
  and SIGTSTP
9 if(sigaction(SIGINT, &sa, NULL) == -1)
10     printf("Couldn't catch SIGINT - Interrupt Signal\n");
11 if(sigaction(SIGTSTP, &sa, NULL) == -1)
12     printf("Couldn't catch SIGTSTP - Suspension Signal\n");
```

2.2.4 `changeDirectory(char* directory)`

This function changes the directory to the directory specified by the parameter. This is done using the inbuilt `chdir` function.

If changing the directory was successful, the `$CWD` shell variable is updated, and the new directory is displayed.

However, if it was failing, `perror` is used to display the error message.

2.2.5 `runScript(char *filename)`

All this function does, is load a `script` file which can have any extension, and execute its commands line by line. It contains measures, such as ignoring any line starting with `#`, or any empty lines. This effectively enables commenting support for scripts using the `#` symbol.

It also emulates a prompt, so that the output generated when running the script could be more readable to the user.