

(1) zombie.c

```
1 #include <unistd.h>
2 #include <stdlib.h>
3 #include <stdio.h>
4
5 int main () {
6     int pid;
7     pid = fork();
8     if (!pid){
9         exit(0); /* this is a child: dies immediately and becomes zombie */
10    }
11    printf("Please, press Enter after looking at the zombie process");
12    (void)getchar();
13 }
```

(2) Makefile

```
zombie: zombie.c
    g++ -o zombie zombie.c
```

(3) screen

(4) Ctrl-a, Ctrl-C

(5) Ctrl-a, Ctrl-a (Note: switch between windows)

(6) Window1:

./zombie

Window2:

ps -u jtang

//ps aux | grep Z

(7) Ctrl-a, Ctrl-d (Note: detach window)