Multiprocessing: limited direct execution; system calls; processes

COSC 208, Introduction to Computer Systems, 2021-11-08

Announcements

• Project 2 Part B due tomorrow

Outline

- · System calls
- · Creating processes: actual code & fork

Warm-up: true or false

Q1: True or False

- 1. Code stored on secondary storage (e.g., a solid state drive) is called a process
- 2. Each process has its own code, heap, stack, and register values
- 3. The CPU is in user mode when executing application code, and kernel mode when executing OS code
- 4. A process can directly execute instructions on the CPU
- 5. A process can directly access input and output ports

System calls

• Example program

```
#include <stdio.h>
#include <unistd.h>
int user() {
    int uid = getuid();
    return uid;
}
int main() {
    int u = user();
    printf("User %d is running this process\n", u);
}
```

Assembly code

Creating processes

Q2: What does the following code output?

```
int main(int argc, char **argv) {
    printf("Before fork\n");
    int pid = fork();
    printf("After fork\n");
    return 0;
}
```

Q3: What does the following code output (assuming the new process has PID 1819)?

```
int main(int argc, char **argv) {
    printf("Before fork");
    int pid = fork();
    if (pid == 0) {
        printf("Child gets %d\n", pid);
    } else {
        printf("Parent gets %d\n", pid);
    }
    return 0;
}
```