

Alfredo Gonzalez - agonz250

Brandon Porter - bport008

Team 29

## Lab 1 Writeup

### Files Changed:

#### Proc.h

- Added exitStatus to struct proc to keep track of the process exit status.

#### Proc.c

- Added void exitS(int status) to store the status of a terminated process when exiting
- Added int waitS(int\* status) to have a parent process wait until a child process has finished executing in order to reap it and get the child's status
- Added waitpid to have a parent process wait for a specific process before going onto reap it and get its status

#### Syscall.h

- Added SYS\_exitS, SYS\_waitS, and SYS\_waitpid at bottom of file

#### Syscall.c

- Added extern int sys\_waitS, exitS, waitpid to middle of file
- Added [SYS\_exitS] sys\_exitS... sys\_waitS, sys\_waitpid to end of file

#### sysproc.c

- Added sys\_exitS(void), sys\_waitS(void), and sys\_waitpid(void), to define what was declared in syscall.c

#### User.h

- Added void existS(int);, int waitS(int\*);, int waitpid(int, int\*, int); to middle of file

#### usys.S

- Added SYSCALL(waitS), SYSCALL(exitS), and SYSCALL(waitpid) to end of file

#### Makefile

- Added lab1 under UPROGS
- Added -gdwarf-2 to end of line 79
- Changed number of CPUs from 2 to 1 on line 221

#### lab1.c

- Added test file provided by TAs