# **Major 2 Sample Output**

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Students, use this as a reference only. While evaluating we will use different use cases to check if the functionalities have been implemented as expected in the assignment.

# Making the Environment ready:

```
au0099@cell03-cse:~/h/major-2$ make
gcc -c -Wall newshell.c
gcc newshell.o -o newshell
au0099@cell03-cse:~/h/major-2$ ./newshell
>prompt
```

#### cd

The cd command allows users to change the current directory of the calling process. If no argument has been passed after cd it goes to "HOME" environment variable. For example:

- prompt> cd
- prompt> cd Documents

```
>prompt ls
makefile newfolder newshell newshell.c newshell.o README.md
>prompt cd newfolder
>prompt ls
>prompt ls
```

# Exit:

### Example:

- prompt> exit
- prompt > exit; ls

```
au0099@cell03-cse:~/h/major-2$ ./newshell
>prompt exit ; ls
makefile newfolder newshell newshell.c newshell.o p.txt README.md
au0099@cell03-cse:~/h/major-2$ ./newshell
>prompt exit ; pwd
/nfs/home/STUDENTS/au0099/h/major-2
au0099@cell03-cse:~/h/major-2$ ./newshell
>prompt exit
au0099@cell03-cse:~/h/major-2$ ./newshell
```

#### Path:

```
prompt> path
/usr/local/sbin:/usr/local/bin:/usr/sbin:/usr/bin:/sbin:/bin:/usr/games:/usr/l
es:/snap/bin
prompt> path + ./system
/usr/local/sbin:/usr/local/bin:/usr/sbin:/usr/bin:/sbin:/bin:/usr/games:/usr/l
es:/snap/bin:/system
prompt> path - ./system
prompt> path - ./system
/usr/local/sbin:/usr/local/bin:/usr/sbin:/usr/bin:/bin:/usr/games:/usr/l
es:/snap/bin:/usr/local/bin:/usr/sbin:/usr/bin:/bin:/usr/games:/usr/l
es:/snap/bin
```

- **→** path
- → path + ./system
- → path ./system

#### myhistory:

This command allows the user to do three things.

- Without additional arguments, myhistory should display a list of previously run built-ins including this command.
- When entering myhistory -c the program should clear the history buffer and communicate this to the user.

myhistory -e <number between 1 and 20 (inclusive)> will run the builtin command determined by the index the user provides next to -e

```
prompt> myhistory
path
path
path
path
myhistory
path
myhistory
path
myhistory
prompt> myhistory -e 2
/usr/local/sbin:/usr/local/bin:/usr/sbin:/usr/bin:/bin:/usr/games:/usr/les:/snap/bin
prompt> myhistory -c
History cleared!
prompt> [
```

#### alias

The syntax is as follows: alias alias\_name='command'.

```
>prompt alias aadesh='pwd'
>prompt aadesh
/nfs/home/STUDENTS/au0099/h
>prompt alias 5='ls'
>prompt 5
major-2
>prompt alias
Displaying known aliases:
Alias: aadesh Commands: pwd
Alias: 5 Commands: ls
>prompt alias -c
All aliases removed
>prompt
```

**Printing the Alias:** >prompt alias

**Deleting all of the Aliases:** >prompt alias -c

# **Deleting a specific Alias:** >prompt -r <alias name>

```
>prompt alias aadesh='pwd'
>prompt alias
Displaying known aliases:
Alias: aadesh Commands: pwd
>prompt alias -r aadesh
aadesh alias removed
>prompt
```

# **Input Output Redirection:**

#### Redirection

The shell should support redirecting stdin and stdout to files. This does not apply to our builtin commands. Some redirection examples include:

- \$ cmd1 < in.txt executes cmd1, using in.txt as the source of input, instead of the keyboard.
- \$ cmd2 > out.txt executes cmd2 and places the output to file out.txt.

```
Pau009@cell3-cst < /h/major-2
>prompt pwd > p.txt
>prompt cat < p.txt
cat: /nfs/home/STUDENTS/au0099/h/major-2: Is a directory
>prompt >prompt
```

# **Pipelining:**

• prompt> cmd1|cmd2|cmd3