```
| Classed | Classes | Clas
```

```
elsayed@SIC:~$ bg
bash: bg: job 8 already in background
elsayed@SIC:*$ fg
nohup sh -c 'while true; do echo "Simulating sensor activity..."; sleep 10; done'
pgrep -f "Simulating sensor activity"
^C
elsayed@SIC:~$ pgrep -f "Simulating sensor activity"
4134
4243
4243
4278
4332
4370
4861
4868
elsayed@SIC:*$ kill <4134>
bash: syntax error near unexpected token `4134'
elsayed@SIC:*$ kill 4134
elsayed@SIC:*$ |
```

1) What happens step-by-step when you type 1s in bash?

- 1. **Readline** reads your keystrokes; bash gets the command line.
- 2. **Parsing & expansions**: history (!), aliases, variables (\$VAR), command substitution (\$(...)), globbing (*), quoting, redirections.
- 3. Command lookup: bash checks builtins; if external, searches \$PATH (often cached in a hash).
- 4. **Fork/exec**: bash **forks** a child; the child sets redirections, signals, process group.
- 5. execve(): kernel replaces the child with /bin/ls.
- 6. **Program load**: ELF loader + dynamic linker map 1s and shared libs (e.g., libc).
- 7. Run & I/O: 1s writes to stdout (fd 1), which is your terminal device (/dev/pts/N).
- 8. Exit & status: 1s exits; bash waits and stores the status in \$?.

2) Types of processes: daemon, zombie, orphan — and how to detect them

- Daemon: background service detached from a TTY (often started by systemd).

 Detect: no controlling TTY; see with ps -eo pid, ppid, tty, stat, cmd | grep -v

 TTY.
- Zombie: process has exited but parents haven't reaped it yet. Shows z in STAT.

 Detect: ps -eo pid, ppid, stat, cmd | awk '\$3 ~ /Z/ {print}'
- Orphan: parent dies while child keeps running; it's adopted by PID 1 (systemd).

 Detect: ps -eo pid, ppid, stat, cmd | awk '\$2==1 {print}' (look for ones you expect to have a different parent).

3) Why do we need IPC? Common mechanisms + real-life examples

Processes are isolated for safety; IPC lets them share data and coordinate.

Mechanisms

- Pipes (|) & FIFOs (mkfifo) \rightarrow shell pipelines (dmesg | less).
- **Signals** (kill -TERM PID) → control/notify processes (graceful shutdown).
- Sockets (Unix/TCP/UDP) \rightarrow client/server apps (Nginx \leftrightarrow app; SSH).
- Message queues (POSIX/System V) \rightarrow structured messages between procs.
- Shared memory + semaphores/mutexes \rightarrow high-speed data (video frames).
- mmap files \rightarrow map files into memory (databases, compilers).
- **D-Bus** → desktop/system services talk (NetworkManager, systemd).

Examples

• Web server ↔ database over TCP socket.

- journalctl reading logs via the journald Unix socket.
 Sensor collector writing to shared memory; analytics reader consuming it.
 Microservices communicating over message queues (e.g., Redis, RabbitMQ).