

The experiment I chose to do was one that was provided as an example in the document. What I did was simply delete the wait function and create orphans. From what I know about orphan processes, I expect them to be picked up by the initial process once the parent dies. So just looking at the code and what I expect to happen, obviously wait won't finish and you'll just get a child sleeping and then all of a sudden when you get back to the initial process everything else will finish sleeping. That's basically what happened in the actual experiment. You got the child sleeping notification and then you just got a bunch of finished sleeping. After that it ended without getting the wait finished message.