

# Operating Systems - Lab 1

Tuesday 14<sup>th</sup> February, 2023

# Instructions

- ▷ Group enrolment on Themis

<https://themis.housing.rug.nl/course/2022-2023/os>

- ▷ Submit in pairs
- ▷ Deadline: 24th Feb, at 23:59am
- ▷ Programming language: C

# Requirements

- ▷ Simple commands: (`echo hello`)
- ▷ Command composition (`echo hello && echo bye`)
- ▷ A basic parser is provided
- ▷ The use of `system()` is not allowed!

# Command Examples

```
▷ echo "hello world"
▷ echo "a" && echo "b" && echo "c"
▷ echo "a && b"
▷ echo "hello" || echo "not hello"
▷ ls . && cat 1.in && echo "File printed" || echo "File not printed"
▷ cat 1.out || echo "File does not exists"; echo "Task done"
▷ echo "hello" && exit; echo "Task done"
▷ hello
▷ ./folder/hello
```

# Functions

- ▷ `fork()`

To create a child process.

- ▷ `exec()`

To execute a specific file in the current process.

- ▷ `exit()`

To terminate the process with an exit status.

- ▷ `wait()`

To suspend execution until child process terminates.

# fork()

```
pid_t fork(void);
```

- ▷ Used for creating a new process called a **child process**
- ▷ Child process
  - Duplicates the **parent process**
  - Runs concurrently with the parent process
- ▷ Returns:
  - < 0 if the fork failed
  - 0 in the child process
  - > 0 in the parent process.
    - The returned value is the pid of the created child process.

## fork() Simple Example

```
int main(){  
    fork();  
    printf("Hello world!\n");  
    return 0;  
}
```

Output:

```
Hello world!  
Hello world!
```

## fork() Example

```
int main() {
    pid_t pid;
    pid = fork();
    if(pid < 0) {
        fprintf(stderr, "fork() could not create a child process!");
        exit(0);
    } else if (pid == 0) { // Only child process gets here
        printf("Child process is executing...");
    } else { // Only parent process gets here
        wait(NULL); // Wait for any child process to finish
        printf("Child process terminated! Parent process executing...");
        exit(0);
    }
    return 0;
}
```

Output:

Child process is executing...

Child process terminated! Parent process executing...



## exec() family

```
int execev(const char *path, char *const argv[]);
```

- ▶ Allows a process to run a program file, which includes binary executables or a shell scripts
- ▶ It replaces the current process image with a new process image

Functions:

- ▶ execev()
- ▶ execlp()
- ▶ execl()
- ▶ execevp()
- ▶ execevppe()
- ▶ execele()

# exit()

```
void exit(int status);
```

- ▷ Terminates the calling process immediately.
- ▷ Processes (esp. Child processes) should use it, when they are finished executing.
- ▷ The status value is returned to the parent process.

# wait()

```
pid_t wait(int* status);
```

- ▶ A call to `wait()` blocks the calling process until one of its child processes exits or a signal is received.
- ▶ If there are multiple child processes, then the parent will wait until **one** of them exits.

# Orphan Process

A running child process without a running parent process

- ▶ In the assignment code, make sure to prevent orphan processes, it is explicitly checked by Themis. Not handling it will cause the submission to fail!

# Zombie Process

A process whose execution is completed but it still has an entry in the process table

- ▷ No resources (memory, etc) are allocated to zombie process, in a way it is dead, thus, called a “zombie”.
- ▷ It usually occurs for child processes, as the parent process still needs to read its child's exit status, using `wait()`.
- ▷ If the parent process does not use the `wait()` system call, the zombie process is left in the process table. This creates a resource leak.
- ▷ If there are many zombie processes, and their parent processes are not running anymore, then this can create a big issue, such as system running out of process table entries.

# RTFM

Use the man pages!

- ▷ `man exec`
- ▷ `man getenv`
- ▷ `man fork`
- ▷ `man wait`