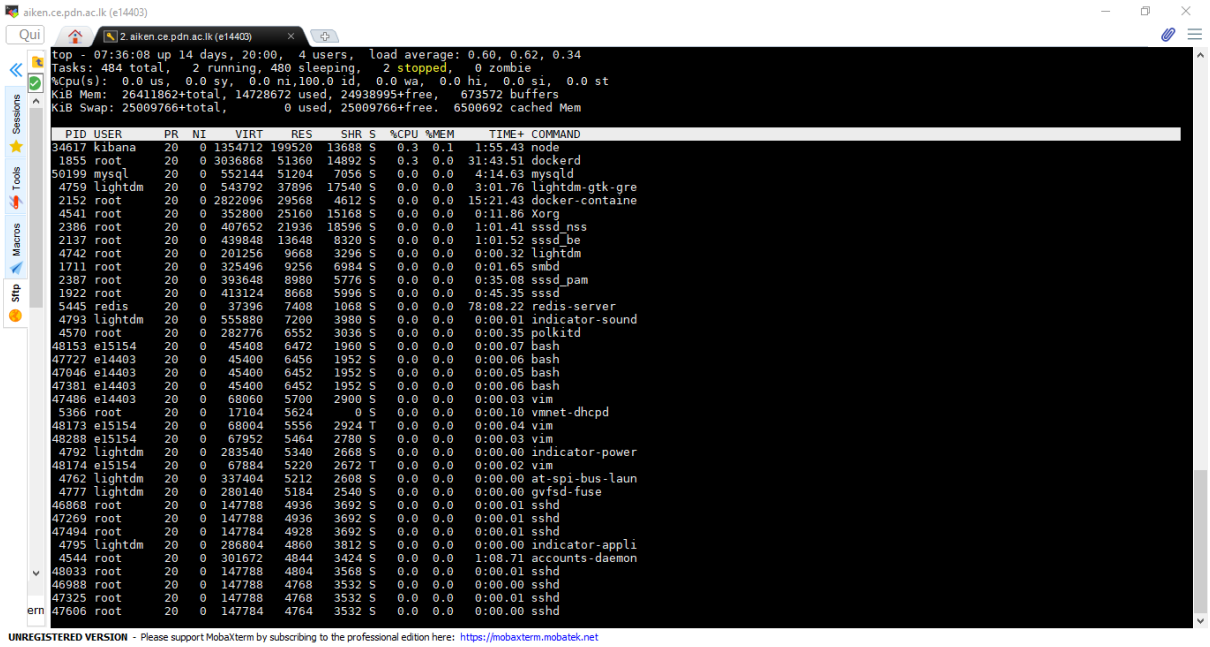
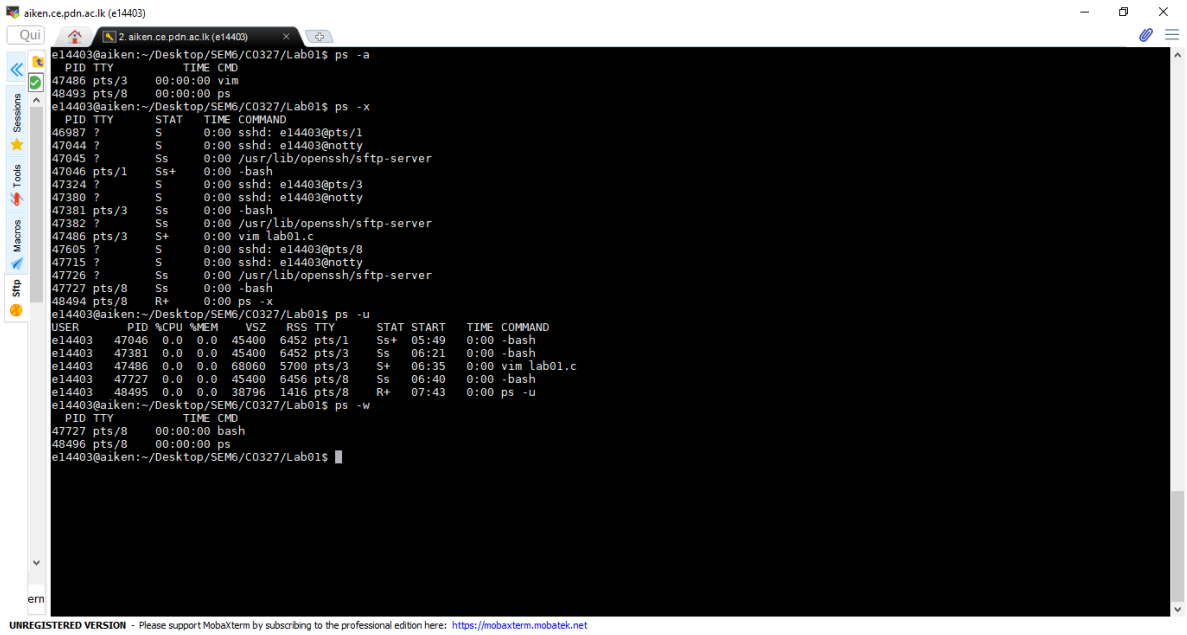
Exercise 1: Use the following commands to view details of the processing running on your system. Note the PIDs.

I. top shows you details of active processes. The processes are sorted by CPU usage by default. Sort them by memory usage.
Command => top -o %MEM

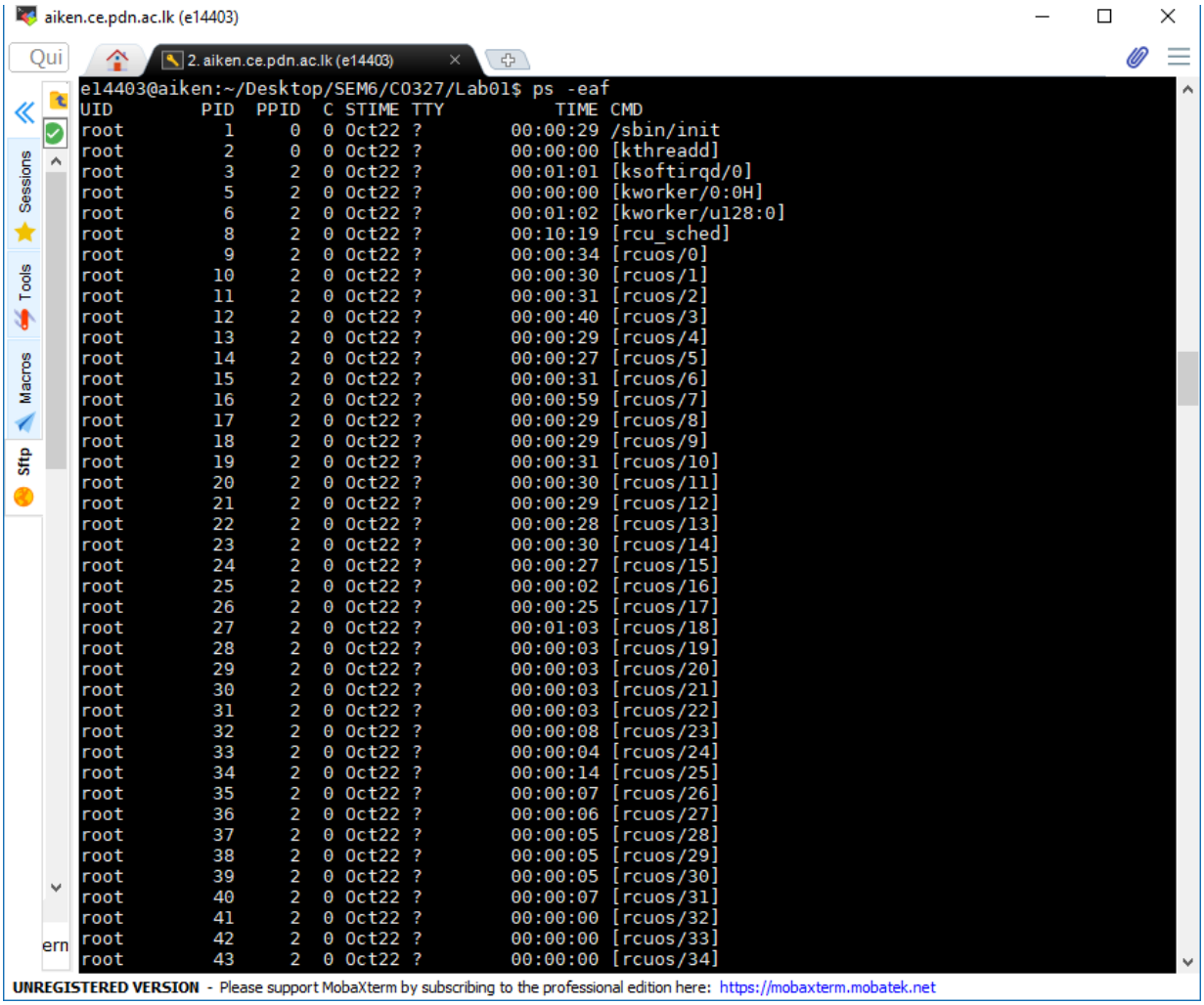


II. Run ps with the following options: -a, -x, -u, -w. What is the name of the process with PID 1?

- ps -a => select all the processes except both session leaders and processes not associated with the terminal
- ps -x => view all processes owned by the current user



- ps -u => Select by effective user ID (EUID) or name. This selects the processes whose effective user name or ID is in user list.
- ps -w => adjusting the window size
- ps –eaf => gives all the processes in the order of the PID



The name of the process with PID = 1 is “init” (/sbin/init is the path)

Exercise 2:

```
int main(void) {
        int pid;
        pid = fork();
        if (pid < 0) {
        perror("fork");
        exit(1); }
        if (pid == 0)
        puts("This is the child process");
        else
        puts("This is the parent process");
return 0; }
```

I. In what order are the messages from parent and child printed? Is the order always the same?
"This is the parent process
This is the child process"
Order is same always.

II. How many children will the following program spawn? Draw a diagram illustrating the parent-child relationships between processes.

```
int main(void) {
       for (int i=0; i<3 ; i++)
          fork();
}
```

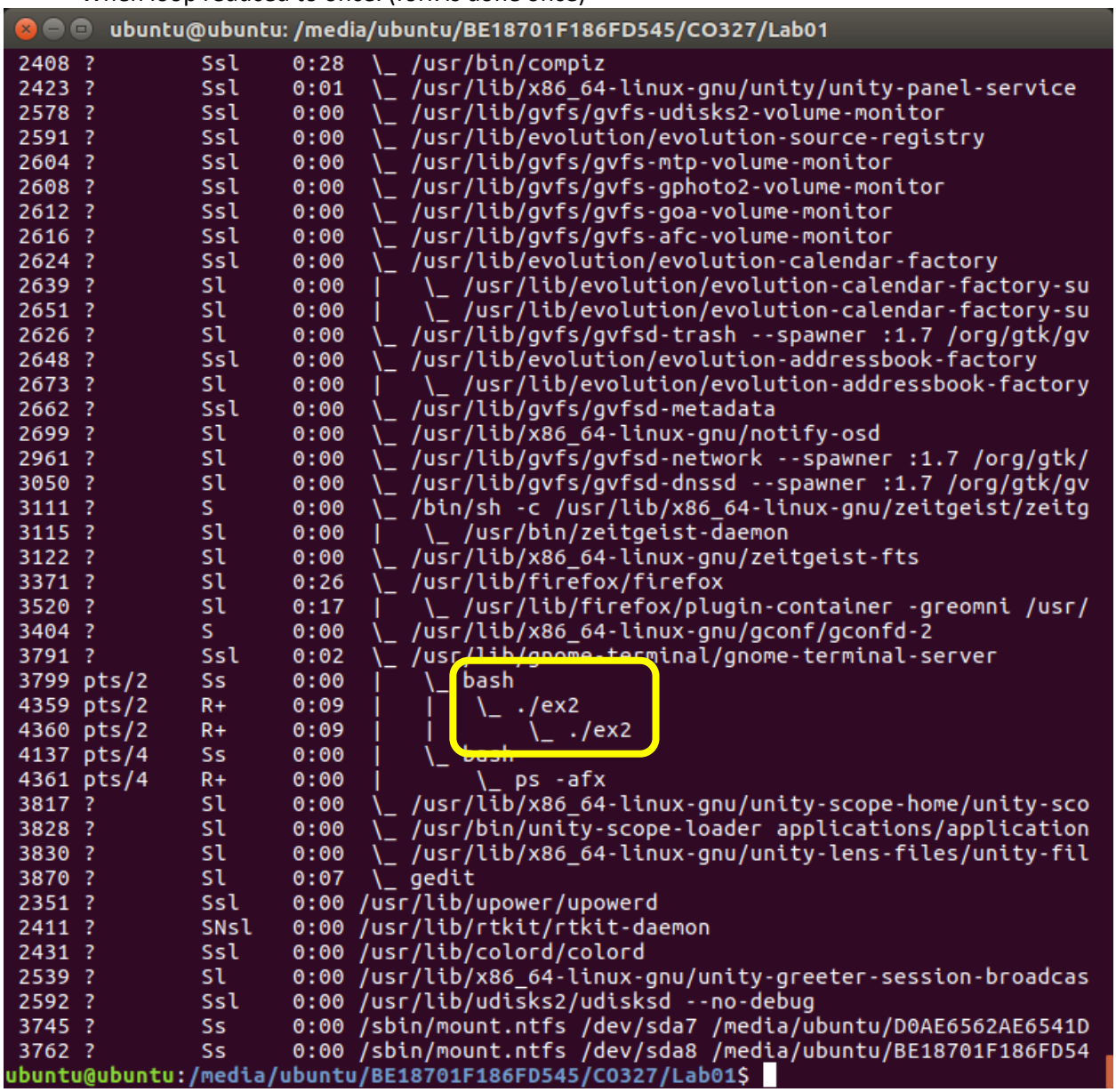
When we run the given code, it runs and dies within milliseconds. Therefore any information about the process is hard to gain. To avoid the particular situation code must be modified as follows.

```
#include<stdio.h>
int main(void)
{
   int i;
   for(i=0;i<3;i++)
   fork();
   while (1);

   return 0;
}
```

After running this code enter command ps -afx to visualize the processes.
Here is the results.

When loop reduced to once. (fork is done once)

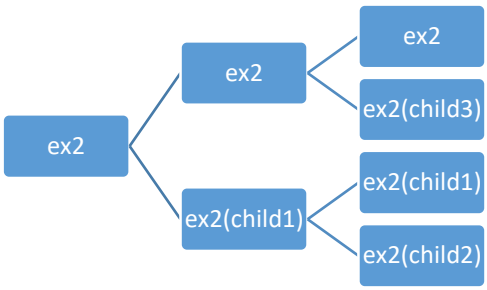


Two processes.

When looping happen twice. (Fork is called twice)

```
ubuntu@ubuntu: /media/ubuntu/BE18701F186FD545/CO327/Lab01
 2591 ?        Ssl    0:00  \_ /usr/lib/evolution/evolution-source-registry
 2604 ?        Ssl    0:00  \_ /usr/lib/gvfs/gvfs-mtp-volume-monitor
 2608 ?        Ssl    0:00  \_ /usr/lib/gvfs/gvfs-gphoto2-volume-monitor
 2612 ?        Ssl    0:00  \_ /usr/lib/gvfs/gvfs-goa-volume-monitor
 2616 ?        Ssl    0:00  \_ /usr/lib/gvfs/gvfs-afc-volume-monitor
 2624 ?        Ssl    0:00  \_ /usr/lib/evolution/evolution-calendar-factory
 2639 ?        Sl     0:00  |   \_ /usr/lib/evolution/evolution-calendar-factory-su
 2651 ?        Sl     0:00  |   \_ /usr/lib/evolution/evolution-calendar-factory-su
 2626 ?        Sl     0:00  \_ /usr/lib/gvfs/gvfsd-trash --spawner :1.7 /org/gtk/gv
 2648 ?        Ssl    0:00  \_ /usr/lib/evolution/evolution-addressbook-factory
 2673 ?        Sl     0:00  |   \_ /usr/lib/evolution/evolution-addressbook-factory
 2662 ?        Ssl    0:00  \_ /usr/lib/gvfs/gvfsd-metadata
 2699 ?        Sl     0:00  \_ /usr/lib/x86_64-linux-gnu/notify-osd
 2961 ?        Sl     0:00  \_ /usr/lib/gvfs/gvfsd-network --spawner :1.7 /org/gtk/
 3050 ?        Sl     0:00  \_ /usr/lib/gvfs/gvfsd-dnssd --spawner :1.7 /org/gtk/gv
 3111 ?        S      0:00  \_ /bin/sh -c /usr/lib/x86_64-linux-gnu/zeitgeist/zeitg
 3115 ?        Sl     0:00  |   \_ /usr/bin/zeitgeist-daemon
 3122 ?        Sl     0:00  \_ /usr/lib/x86_64-linux-gnu/zeitgeist-fts
 3371 ?        Sl     0:28  \_ /usr/lib/firefox/firefox
 3520 ?        Sl     0:18  |   \_ /usr/lib/firefox/plugin-container -greomni /usr/
 3404 ?        S      0:00  \_ /usr/lib/x86_64-linux-gnu/gconf/gconfd-2
 3791 ?        Ssl    0:03  \_ /usr/lib/gnome-terminal/gnome-terminal-server
 3799 pts/2    Ss     0:00  |   \_ bash
 4435 pts/2    R+     0:04  |       \_ ./ex2
 4436 pts/2    R+     0:04  |           \_ ./ex2
 4438 pts/2    R+     0:04  |           |   \_ ./ex2
 4437 pts/2    R+     0:04  |           \_ ./ex2
 4137 pts/4    Ss     0:00  |   \_ bash
 4439 pts/4    R+     0:00  |       \_ ps -afx
 3817 ?        Sl     0:00  \_ /usr/lib/x86_64-linux-gnu/unity-scope-home/unity-sco
 3828 ?        Sl     0:00  \_ /usr/bin/unity-scope-loader applications/application
 3830 ?        Sl     0:00  \_ /usr/lib/x86_64-linux-gnu/unity-lens-files/unity-fil
 3870 ?        Sl     0:07  \_ gedit
 4374 ?        Sl     0:00  \_ /usr/lib/x86_64-linux-gnu/unity-lens-music/unity-mus
 2351 ?        Ssl    0:00 /usr/lib/upower/upowerd
 2411 ?        SNsl   0:00 /usr/lib/rtkit/rtkit-daemon
 2431 ?        Ssl    0:00 /usr/lib/colord/colord
 2539 ?        Sl     0:00 /usr/lib/x86_64-linux-gnu/unity-greeter-session-broadcas
 2592 ?        Ssl    0:00 /usr/lib/udisks2/udisksd --no-debug
 3745 ?        Ss     0:00 /sbin/mount.ntfs /dev/sda7 /media/ubuntu/D0AE6562AE6541D
 3762 ?        Ss     0:00 /sbin/mount.ntfs /dev/sda8 /media/ubuntu/BE18701F186FD54
ubuntu@ubuntu:/media/ubuntu/BE18701F186FD545/CO327/Lab01$
```

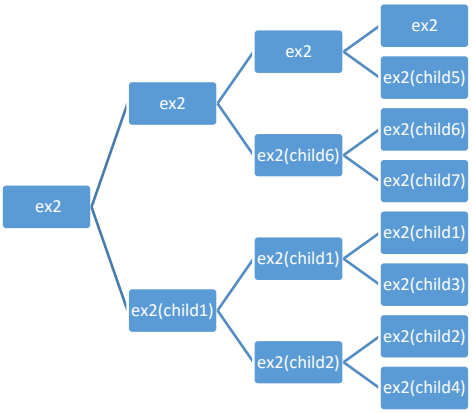
Four ends. Which means 3 different child processes + original process.



When looping happens 3 times. (Fork is called 3 times)

```
ubuntu@ubuntu: /media/ubuntu/BE18701F186FD545/CO327/Lab01
 2616 ?        Ssl    0:00  \_ /usr/lib/gvfs/gvfs-afc-volume-monitor
 2624 ?        Ssl    0:00  \_ /usr/lib/evolution/evolution-calendar-factory
 2639 ?        Sl     0:00  |   \_ /usr/lib/evolution/evolution-calendar-factory-su
 2651 ?        Sl     0:00  |   \_ /usr/lib/evolution/evolution-calendar-factory-su
 2626 ?        Sl     0:00  \_ /usr/lib/gvfs/gvfsd-trash --spawner :1.7 /org/gtk/gv
 2648 ?        Ssl    0:00  \_ /usr/lib/evolution/evolution-addressbook-factory
 2673 ?        Sl     0:00  |   \_ /usr/lib/evolution/evolution-addressbook-factory
 2662 ?        Ssl    0:00  \_ /usr/lib/gvfs/gvfsd-metadata
 2699 ?        Sl     0:00  \_ /usr/lib/x86_64-linux-gnu/notify-osd
 2961 ?        Sl     0:00  \_ /usr/lib/gvfs/gvfsd-network --spawner :1.7 /org/gtk/
 3050 ?        Sl     0:00  \_ /usr/lib/gvfs/gvfsd-dnssd --spawner :1.7 /org/gtk/gv
 3111 ?        S      0:00  \_ /bin/sh -c /usr/lib/x86_64-linux-gnu/zeitgeist/zeitg
 3115 ?        Sl     0:00  |   \_ /usr/bin/zeitgeist-daemon
 3122 ?        Sl     0:00  \_ /usr/lib/x86_64-linux-gnu/zeitgeist-fts
 3371 ?        Sl     0:28  \_ /usr/lib/firefox/firefox
 3520 ?        Sl     0:18  |   \_ /usr/lib/firefox/plugin-container -greomni /usr/
 3404 ?        S      0:00  \_ /usr/lib/x86_64-linux-gnu/gconf/gconfd-2
 3791 ?        Ssl    0:03  \_ /usr/lib/gnome-terminal/gnome-terminal-server
 3799 pts/2    Ss     0:00  |   \_ bash
 4498 pts/2    R+     0:01  |   |   \_ ./ex2
 4499 pts/2    R+     0:01  |   |       \_ ./ex2
 4502 pts/2    R+     0:01  |   |       |   \_ ./ex2
 4504 pts/2    R+     0:01  |   |       |   |   \_ ./ex2
 4503 pts/2    R+     0:01  |   |       |   \_ ./ex2
 4500 pts/2    R+     0:01  |   |       \_ ./ex2
 4505 pts/2    R+     0:01  |   |       |   \_ ./ex2
 4501 pts/2    R+     0:01  |   |       \_ ./ex2
 4137 pts/4    Ss     0:00  |   \_ bash
 4506 pts/4    R+     0:00  |       \_ ps -afx
 3817 ?        Sl     0:00  \_ /usr/lib/x86_64-linux-gnu/unity-scope-home/unity-sco
 3828 ?        Sl     0:00  \_ /usr/bin/unity-scope-loader applications/application
 3830 ?        Sl     0:00  \_ /usr/lib/x86_64-linux-gnu/unity-lens-files/unity-fil
 3870 ?        Sl     0:07  \_ gedit
 4374 ?        Sl     0:00  \_ /usr/lib/x86_64-linux-gnu/unity-lens-music/unity-mus
 2351 ?        Ssl    0:00 /usr/lib/upower/upowerd
 2411 ?        SNsl   0:00 /usr/lib/rtkit/rtkit-daemon
 2431 ?        Ssl    0:00 /usr/lib/colord/colord
 2539 ?        Sl     0:00 /usr/lib/x86_64-linux-gnu/unity-greeter-session-broadcas
 2592 ?        Ssl    0:00 /usr/lib/udisks2/udisksd --no-debug
 3745 ?        Ss     0:00 /sbin/mount.ntfs /dev/sda7 /media/ubuntu/D0AE6562AE6541D
 3762 ?        Ss     0:00 /sbin/mount.ntfs /dev/sda8 /media/ubuntu/BE18701F186FD54
ubuntu@ubuntu:/media/ubuntu/BE18701F186FD545/CO327/Lab01$
```

8 ends. Which means 7 child processes + original process.



Exercise 3: Modify the program in section 1.1 so that the parent always prints its message after the child. Refer to man 2 wait for details.

```
#include<stdio.h>
#include<stdlib.h>
#include<sys/types.h>
#include<sys/wait.h>
int main(void){
	int pid;
	pid  =  fork();
	wait(NULL);		//wait is put here
	if(pid  <  0){
		perror("fork");
		exit(1);
	}
	if(pid  ==  0)
		puts("This  is the  child  process");
	else
		puts("This  is the  parent  process");
	return 0;
}
```

Exercise 4:

i. Compile and run the above code giving it a path as an argument. How many times is the message “Program ls has terminated” printed?
Message “Program ls has terminated” didn't appear at any moment.

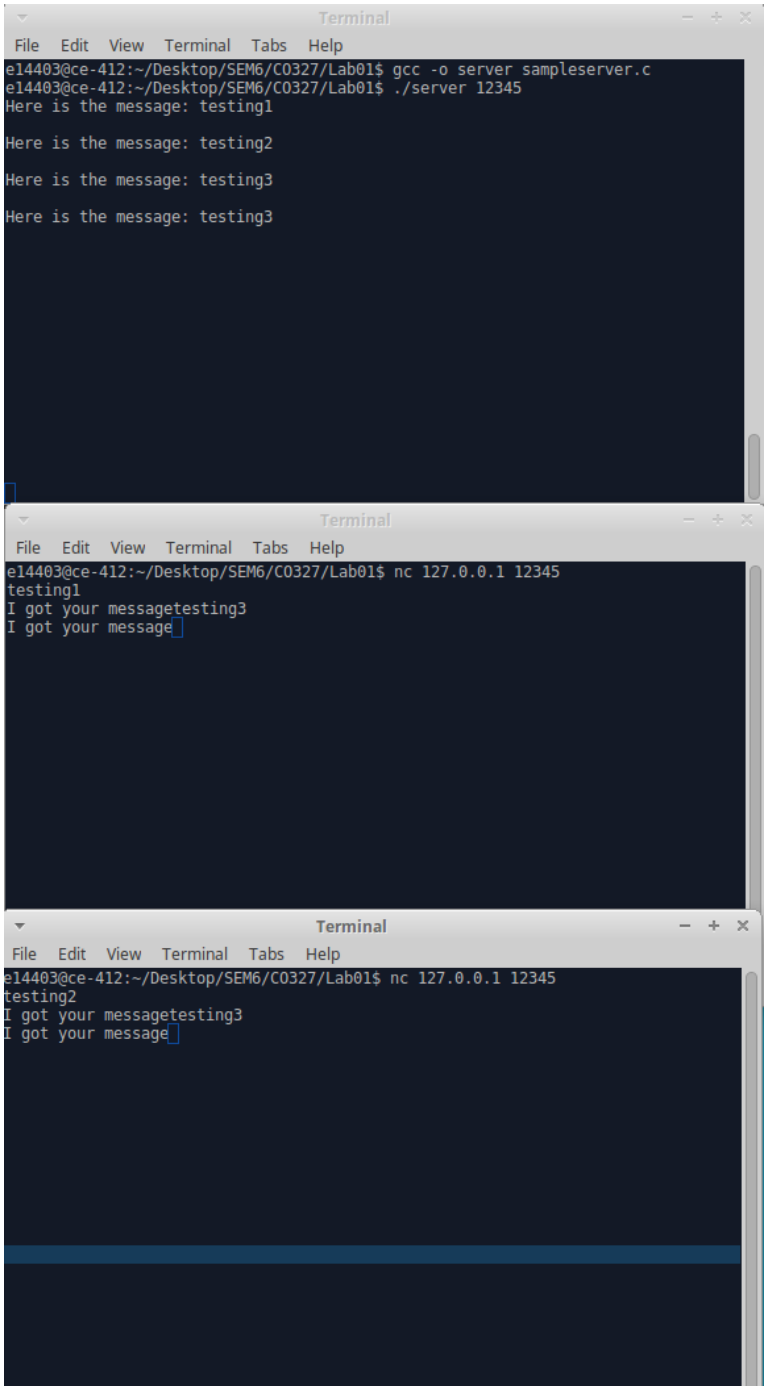
ii. Write a very simple shell that repeatedly prompts the user for a command and runs it with any arguments given. Make sure your shell waits until the command has completed before prompting the user for the next command.

```
#include<stdio.h>
#include<stdlib.h>
#include<sys/types.h>
#include<sys/wait.h>
int main(char argc,char **argv){
	char str[50];
	int pid;
	while(1){
		pid  =  fork();
		wait(NULL);
		if(pid  <  0){
			perror("fork");
			exit(1);
		}
		if(pid  ==  0){
			printf("Enter the command :");
			scanf("%[^\n]", str);

			execlp("/bin/sh","/bin/sh", "-c", str,(char *)NULL);
			puts("Program has terminated");
		}
	}
	return 0;
}
```

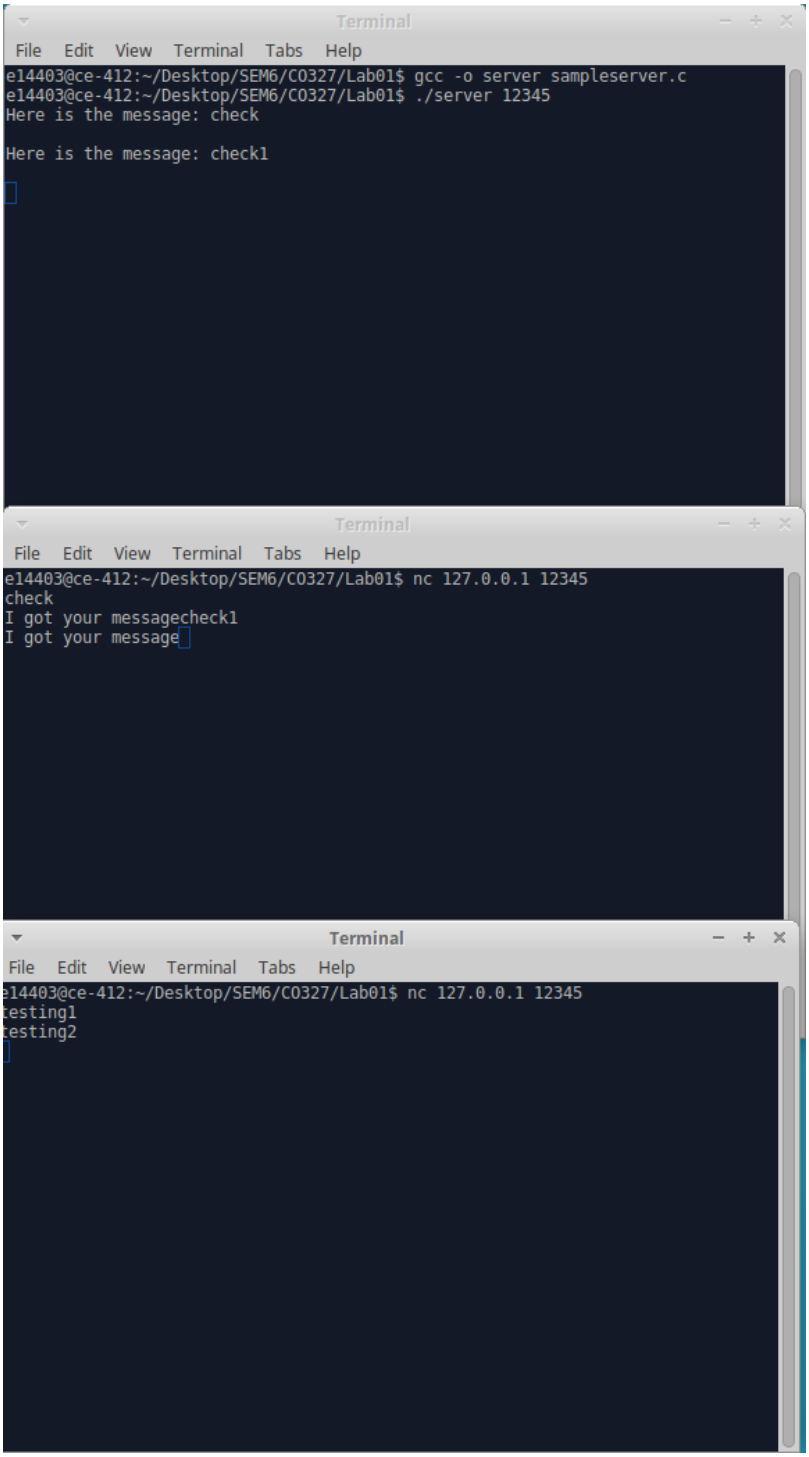
Exercise 5:

i. Open three terminals and run the server in one. Use nc() to connect as two clients concurrently on port 12345. Type some text in both clients and examine the client and server outputs.

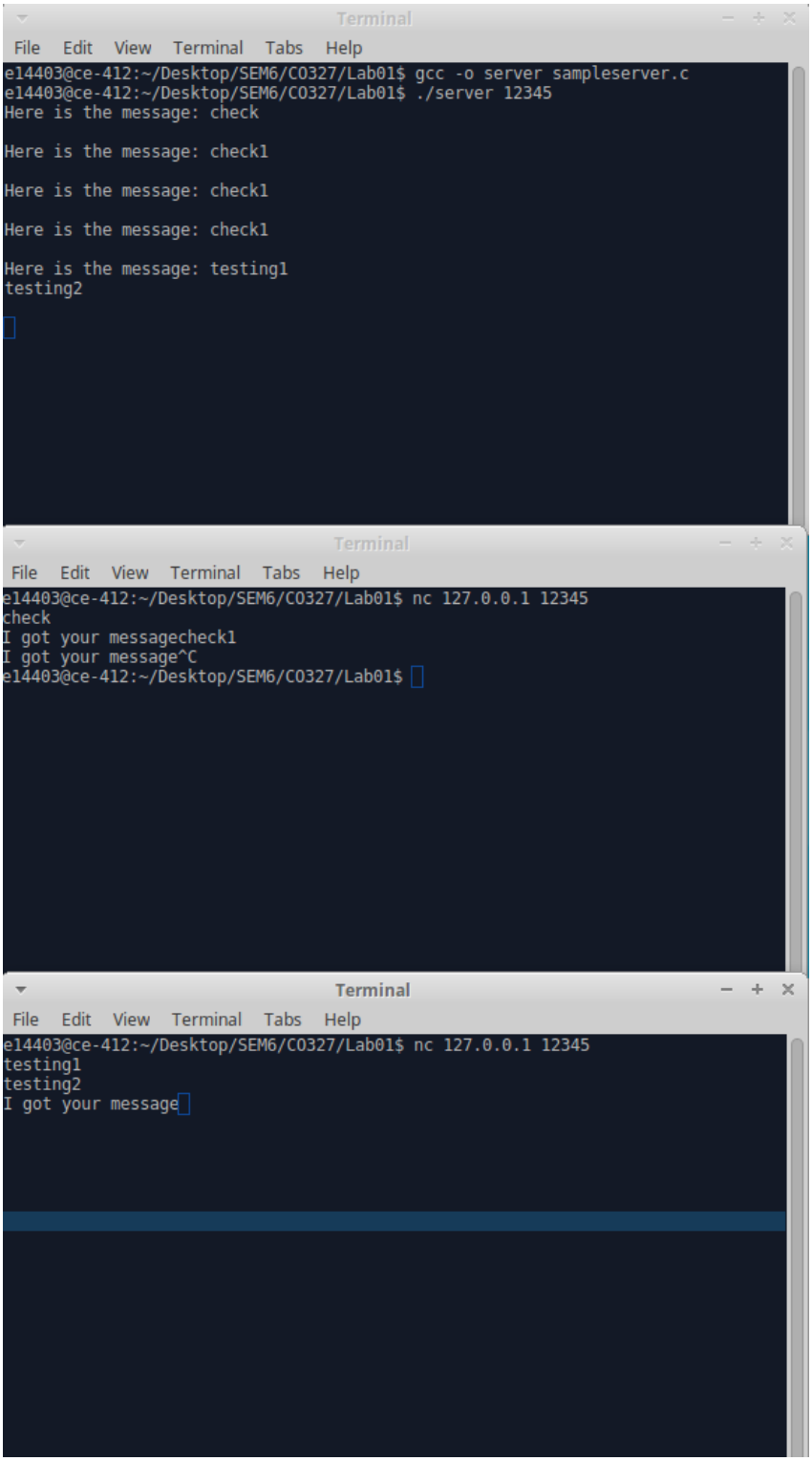


When text in entered in the client terminals, server terminal shows them. Client terminal then displays “I got your message” which was sent by the server

ii. Suppose we modify the server parent process to call wait() on the last line above (highlighted) to wait until the child serving a client terminates. What would happen?

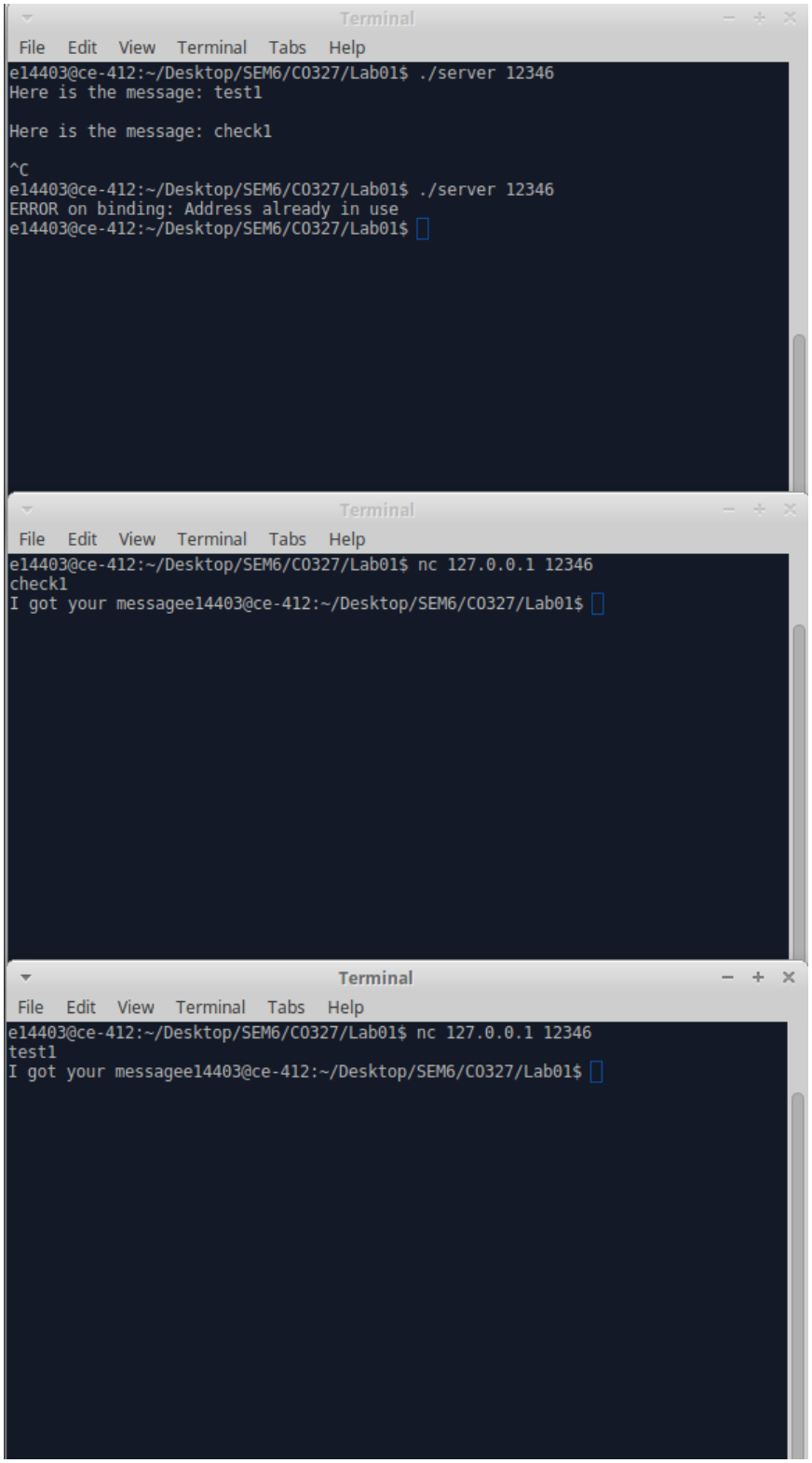


Server response only to the client terminal which started 1st.



After terminating the 1st client's process then server starts to receive the messages sent by the client2.

iii. What happens if you terminate the server while a client is connected, and then try to restart it? (Resolving this issue requires a signal handler.)



When you terminate the server process, communication between clients and server terminates. But the client side processes are bounded with the particular port. As the client side processes are still alive this error appears ("Address already in use").

iv. Modify this server to do the following: The client sends the path to a file whose contents the server will send back to the client (if the file exists.) Verify that your new server can handle multiple concurrent connections by using nc(). Can two concurrent clients request the same file?