

Puzzle #5 Why is this 'broken'?

```
1: int main(int argc, char**argv) {
2:     srand(time(NULL));
3:     pid_t child = fork();
4:     int r = rand() & 0xf;
5:     printf("%d: My random number is %d\n", getpid(), r);
6: }
7:
```

Puzzle #6 What is this madness!?

```
1: int main(int c, char **v)
2: {
3:     while (--c > 1 && !fork());
4:     int val = atoi(v[c]);
5:     sleep(val);
6:     printf("%d\n", val);
7:     return 0;
8: }
9:
10:
```

deep sort

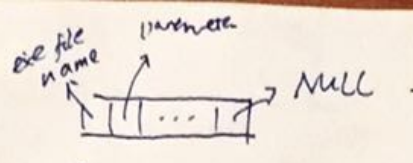
Example: "Let it snow, let it snow!"

`snowflake.c` attempts to create a snowstorm where every snowflake is a process (found in `/_shared/` in the CS 241 svn). Screen cursor logic is provided, simple API is:

- `int rows`: contains the number of rows of the terminal/console
- `int cols`: contains the number of columns of the terminal/console
- `gotoxy(x, y)`: moves cursor to a given `x, y` position

The key function, `snowflake()`:

```
1: void snowflake() {
2:     srand((unsigned)time(NULL));
3:     int col = rand() % cols;
4:     int row = 0;
5:
6:     while (row < rows) {
7:         gotoxy(row, col);
8:         fprintf(stderr, "**");
9:         usleep(200000);
10:        gotoxy(row, col);
11:        fprintf(stderr, " ");
12:        row++;
13:    }
14: }
```



Your notes about fork, exec

Puzzle #1 A most powerful program. How does it work?

```

1: int main(int argc, char**argv) {
2:     printf("Executing %s ...\n", argv[1]);
3:     execvp(argv + 1, argv + 1);
4:     perror("Failed to be all powerful");
}

```

Puzzle #2: Fix my getline implementation. What asserts might you add?

```

1: ssize_t getline(char **lineptr, size_t *n, FILE
2: *stream) {
3:     what asserts would you add here? assert(lineptr);
4:     if (*lineptr == NULL) *n = 256; *lineptr = malloc(*n);
5:     size_t bytesread = 0;
6:     char c = 0;
7:     while( ferror(stream) == 0 || feof(stream) == 0 ) {
8:         if (bytesread == *n) { /* extend buffer */
9:             c = fgetc(stream);
10:            *lineptr = ... // FIX ME
11:            if (!return bytesread; // FIX ME
12:        }
13:        return -1; // error (e.g. end of file)
}

```

assert?

FIX ME #1:

FIX ME #2:

Puzzle #3

What is wrong with the following?

```

1: int main(int argc, char** argv) {
2:     char** lineptr;
3:     size_t size;
4:     size = getline(lineptr, &size, stdin);
5:     execlp(lineptr);
6:     return 0;
7: }

```

lineptr, (char) NULL*

Environmental Variables

- What is getenv("HOME");
-
- What is getenv("PATH");
-
- What is getenv("USER");
-
- What is getenv("AWESOME");
-

→ putenv("AWESOME = XYZ");

Puzzle #4 An exec puzzle

What does the following example do? How does it work

```

1: int main() {
2:     close(1); // close standard out
3:     open("log.txt", O_RDWR | O_CREAT | O_APPEND, S_IRUSR |
4: S_IWUSR);
5:     puts("Captain's log");
6:     chdir("/usr/include");
7:     execl("/bin/ls", "/bin/ls", ".", (char*)NULL); // "ls ."
8:     perror("exec failed");
9:     return 0; // Not expected
10: }
11:
12:
13:

```