1 Write a C program to illustrate that performing 'n' consecutive fork() system calls generates a total of $2^n - 1$ child process. The program should prompt the user to input value of 'n'.

```
#include <stdio.h>
#include <unistd.h>
#include <sys/types.h>
int main() {
  int n, i;
  pid_t pid;
  int child processes = 0;
  // Prompt the user to input the value of n
  printf("Enter the number of fork calls (n): ");
  scanf("%d", &n);
  for (i = 0; i < n; i++) {
    pid = fork(); // Create a new process
    if (pid == 0) {
      // This is the child process
      printf("Child process %d created with PID %d from parent PID %d\n", i + 1, getpid(),
getppid());
      child_processes++;
    } else if (pid > 0) {
      // Parent process continues
      break; // Parent process only forks once and then stops
    } else {
      // fork() failed
      printf("Fork failed\n");
      return 1;
    }
```

```
}
  // Parent waits for the child processes to finish
  while (wait(NULL) > 0);
  // Output the result
  if (pid > 0) {
    printf("Total number of child processes created: %d\n", (1 << n) - 1); // 2^n - 1
  }
  return 0;
}
2 Write a C program utilizing the fork() system call to generate the following
process hierarchy:
P1 -> P2 -> P3. The program should display the Process ID (PID) and Parent Process
IDs (PPID) for each process created.
#include <stdio.h>
#include <unistd.h>
#include <sys/types.h>
#include <stdlib.h>
int main() {
  pid_t pid;
  // P1: The parent process starts here
  printf("P1: PID = %d, PPID = %d\n", getpid(), getppid());
  // Create P2: Child of P1
  pid = fork();
  if (pid < 0) {
    // fork failed
    printf("Fork failed\n");
    exit(1);
```

```
}
if (pid == 0) {
  // P2: This is the child process of P1
  printf("P2: PID = %d, PPID = %d\n", getpid(), getppid());
  // Create P3: Child of P2
  pid = fork();
  if (pid < 0) {
    // fork failed
    printf("Fork failed\n");
    exit(1);
  }
  if (pid == 0) {
    // P3: This is the child process of P2
    printf("P3: PID = %d, PPID = %d\n", getpid(), getppid());
  } else {
    // P2 waits for P3 to finish
    wait(NULL);
  }
} else {
  // P1 waits for P2 to finish
  wait(NULL);
}
return 0;
```

3 Write a C program to generate a process hierarchy as follows:

```
P2 P3
/ \
P4 P6
|
```

The program should create the specified process structure using the appropriate sequence of fork() system calls. Print PID and PPID of each process.

```
#include <stdio.h>
#include <unistd.h>
#include <sys/types.h>
#include <stdlib.h>
int main() {
  pid_t pid;
  // P1: The parent process starts here
  printf("P1: PID = %d, PPID = %d\n", getpid(), getppid());
  // Create P2: Child of P1
  pid = fork();
  if (pid < 0) {
    // fork failed
    printf("Fork failed\n");
    exit(1);
  }
  if (pid == 0) {
    // P2: This is the child process of P1
    printf("P2: PID = %d, PPID = %d\n", getpid(), getppid());
    // Create P4: Child of P2
    pid = fork();
```

```
if (pid < 0) {
     // fork failed
     printf("Fork failed\n");
     exit(1);
  }
  if (pid == 0) {
     // P4: This is the child process of P2
     printf("P4: PID = %d, PPID = %d\n", getpid(), getppid());
     // Create P5: Child of P4
     pid = fork();
     if (pid < 0) {
       // fork failed
       printf("Fork failed\n");
       exit(1);
     }
     if (pid == 0) {
       // P5: This is the child process of P4
       printf("P5: PID = %d, PPID = %d\n", getpid(), getppid());
     } else {
       // P4 waits for P5 to finish
       wait(NULL);
    }
  } else {
    // P2 waits for P4 to finish
     wait(NULL);
  }
} else {
```

```
// Create P3: Another child of P1
pid = fork();
if (pid < 0) {
  // fork failed
  printf("Fork failed\n");
  exit(1);
}
if (pid == 0) {
  // P3: This is the second child process of P1
  printf("P3: PID = %d, PPID = %d\n", getpid(), getppid());
  // Create P6: Child of P3
  pid = fork();
  if (pid < 0) {
    // fork failed
    printf("Fork failed\n");
    exit(1);
  }
  if (pid == 0) {
    // P6: This is the child process of P3
    printf("P6: PID = %d, PPID = %d\n", getpid(), getppid());
  } else {
    // P3 waits for P6 to finish
    wait(NULL);
  }
} else {
  // P1 waits for both P2 and P3 to finish
  wait(NULL);
```

```
wait(NULL);
}

return 0;
}
```