

Labs 5, 6: Reading Material

Implementing a Command Interpreter (Shell)

You should read the introductory material from the task descriptions as part of the reading material.

Download the attached code in the task file and learn how to use it.

Thoroughly understand the following:

1. All the material from previous labs related to the C language, especially using pointers and structures in C.
2. Read the man pages and understand how to use the following system calls and library functions: `getcwd`, `fork`, `execv`, `execvp`, `perror`, `waitpid`, `sleep`, `pipe`, `dup`, `fopen`, `close`.

Basic introduction to the notion of `fork` can be found [here](#) and [here](#).

Attached code documentation

LineParser:

This package supports parsing of a given string to a structure which holds all the necessary data for a shell program.

For instance, parsing the string `"cat file.c > output.txt &"` results in a `cmdLine` struct, consisting of `arguments = {"cat", "file.c"}`, `outputRedirect = "output.txt"`, `blocking = 0` etc.

Included functions:

1. **`cmdLine* parseCmdLines(const char *strLine)`**
Returns a parsed structure `cmdLine` from a given `strLine` string, `NULL` when there was nothing to parse. If the `strLine` indicates a pipeline (e.g. `"ls | grep x"`), the function will return a linked list of `cmdLine` structures, as indicated by the **`next`** field.
2. **`void freeCmdLines(cmdLine *pCmdLine)`**
Releases the memory that was allocated to accommodate the linked list of `cmdLines`, starting with the head of the list `pCmdLine`.

3. **int replaceCmdArg(cmdLine *pCmdLine, int num, const char *newString)**
Replaces the argument with index *num* in the arguments field of pCmdLine with a given string.
If successful returns 1, otherwise - returns 0.

Signals

Signals are used to send asynchronous events to a program such as SIGINT(ctrl-c), and SIGTSTP(ctrl-z). You can read more about signals [here](#) and [here](#).

MAN: Relevant Functions and Utilities

fork(2), wait(2), waitpid(2), _exit, exit(3), getpid(2), kill(2), signal(2).

You should know the difference between: exec(3), execv(3), execve(2), execvp(3), execvpe(3)