

## Project 1 Description – Time Being Used (Problem 3.12.2)

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Write a C program called `time.c` that determines the amount of time necessary to run a command from the command line. This program will be run as `./time <command>` and will report the amount of elapsed time to run the specified command. This will involve using `fork()` and `exec()` functions, as well as the `gettimeofday()` function to determine the elapsed time. It will also require the use of one IPC mechanism – shared memory.

The general strategy is to fork a child process that will execute the specified command. However, before the child executes the command, it will record a timestamp of the current time (which we term "starting time"). The parent process will wait for the child process to terminate. Once the child terminates, the parent will record the current timestamp for the ending time. The difference between the starting and ending times represents the elapsed time to execute the command. The example output below reports the amount of time to run the command `ls`:

```
./time ls
time.c
time

Elapsed time: 0.25422
```

As the parent and child are separate processes, they will need to arrange how the starting time will be shared between them. You will write this program using a region of shared memory for IPC.

Your program will have the child process write the starting time to a region of shared memory before it calls `exec()`. After the child process terminates, the parent will read the starting time from shared memory. Refer to Section POSIX shared memory for details using POSIX shared memory. The solution to this problem requires only a single program, the region of shared memory can be established before the child process is forked, allowing both the parent and child processes access to the region of shared memory.

You will use the `gettimeofday()` function to record the current timestamp. This function is passed a pointer to a struct `timeval` object, which contains two members: `tv_sec` and `tv_usec`. These represent the number of elapsed seconds and microseconds since January 1, 1970 (known as the UNIX EPOCH). The following code sample illustrates how this function can be used. Using `tv_sec` and `tv_usec`, you can calculate the time in sec.

```
struct timeval current;

gettimeofday(&current, NULL);

// current.tv_sec represents seconds

// current.tv_usec represents microseconds
```

For IPC between the child and parent processes, the contents of the shared memory pointer can be assigned the struct `timeval` representing the starting time.