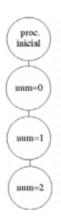
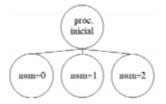
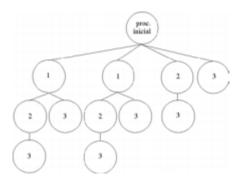
```
#include <sys/types.h>
#include <sys/wait.h>
#include <unistd.h>
#include <stdio.h>
#include <stdlib.h>
int main (int argc, char *argv[]) {
  int num;
  pid_t pid;
  for (num= 0; num< 3; num++) {
    pid= fork();
    printf ("Soy el proceso de PID %d y mi padre tiene %d de PID.\n",
             getpid(), getppid());
    if (pid!= 0)
      break;
    srandom(getpid());
    sleep (random() %3);
  if (pid!= 0)
    printf ("Fin del proceso de PID %d.\n", wait (NULL));
  return 0;
```



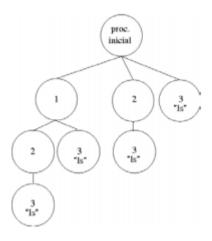
```
#include <sys/types.h>
#include <sys/wait.h>
#include <unistd.h>
#include <stdio.h>
#include <stdlib.h>
int main (int argc, char *argv[]) {
  int num;
  pid_t pid;
  srandom(getpid());
  for (num= 0; num< 3; num++) {
    pid= fork();
    printf ("Soy el proceso de PID %d y mi padre tiene %d de PID.\n",
              getpid(), getppid());
    if (pid== 0)
      break;
  if (pid== 0)
    sleep(random() %5);
  else
    for (num= 0; num< 3; num++)
      printf ("Fin del proceso de PID %d.\n", wait (NULL));
 return 0;
}
```



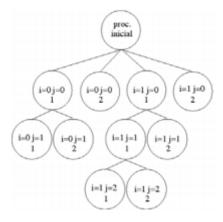
```
for (num= 0; num< 2; num++) {
   nuevo= fork();  /* 1 */
   if (nuevo== 0)
        break;
}
nuevo= fork();  /* 2 */
nuevo= fork();  /* 3 */
printf("Soy el proceso %d y mi padre es %d\n", getpid(), getppid());</pre>
```



```
for (num= 1; num<= n; num++) {
  nuevo= fork();
  if ((num== n) && (nuevo== 0))
     execlp ("ls", "ls", "-l", NULL);
}</pre>
```



```
for (i= 0; i< 2; i++) {
  pid= getpid();
  for (j= 0; j< i+2; j++) {
    nuevo= fork(); /* 1 */
    if (nuevo!= 0) {
     nuevo= fork(); /* 2 */
     break;
    }
  }
  if (pid!= getpid())
    break;
}</pre>
```



```
#include <sys/types.h>
#include <sys/wait.h>
#include <unistd.h>
#include <stdio.h>
#include <stdlib.h>
#define L1 2
#define L2 3
int main (int argc, char *argv[]) {
 int cont1, cont2;
 pid_t pid;
  for (cont2= 0; cont2< L2; cont2++) {
    for (cont1= 0; cont1< L1; cont1++) {
     pid= fork();
     if (pid== 0)
       break;
    if (pid!= 0)
     break;
  return 0;
```

