

# **Introduction to Unix System Programming**

# Introduction to Unix System Programming

## ▪ PROCESS MANAGEMENT

- When a process duplicates,  
the parent and child processes are virtually identical  
( except for aspects like PIDs, PPIDs, and runtimes);  
  
the child's code, data, and stack are a copy of the parent's,  
and the processes even continue to execute the same code.
- A child process may replace its code with that of another executable  
file, there by differentiating itself from its parent.
- When "init" starts executing, it quickly duplicates several times.

Each of the duplicate child processes then replaces its code from  
the executable file called "getty",  
which is responsible for handling user logins.

# Introduction to Unix System Programming

## ▪ PROCESS MANAGEMENT

Name	Function
fork	duplicates a process
getpid	obtains a process' ID number
getppid	obtains a parent process'ID number
exit	terminates a process
wait	waits for a child process
exec...	replaces the code, data, and stack of a process.

# fork()

- **Creating a New Process: fork()**

- A process may **duplicate itself by using "fork()",** which works like this:

System Call: pid\_t **fork**(void)

**"fork()" causes a process to duplicate.**

The child process **is an almost-exact duplicate** of the original parent process;

it inherits **a copy of** its parent's code, data, stack, open file descriptors, and signal table.

the parent and child processes have **different process ID numbers** and **parent process ID numbers**.

If **"fork()"** succeeds, it returns **the PID of the child** to the parent process and returns **a value of 0** to the child process.

# fork()

## · PROCESS MANAGEMENT

- A process may obtain its own process ID and parent process ID numbers by using the "getpid()" and "getppid()" system calls, respectively.
- Here's a synopsis of these system calls:

System Call : pid\_t **getpid**(void)  
pid\_t **getppid**(void)

"getpid()" and "getppid()" return a process'ID number and parent process' ID number, respectively.

The parent process ID number of PID 1 (i.e., "init") is 1.

- fork() has no argument.
- It returns > 0 to parent as successful creation of child and < 0 when error occurs.
- It returns 0 to child process.

# fork ( )

## •PROCESS MANAGEMENT

- #include <stdio.h>

```
main()
```

```
{ int pid;
```

```
    printf("I'm the original process with PID %d and PPID %d. \n",  
           getpid(), getppid() );
```

```
    pid = fork(); /* Duplicate. Child and parent continue from here */
```

```
    if ( pid!= 0 ) /* pid is non-zero, so I must be the parent */
```

```
    {
```

```
        printf("I'm the parent process with PID %d and PPID %d. \n",  
               getpid(), getppid() );
```

```
        printf("My child's PID is %d \n", pid );
```

```
    }
```

```
    else /* pid is zero, so I must be the child */
```

```
    {
```

```
        printf("I'm the child process with PID %d and PPID %d. \n",  
               getpid(), getppid() );
```

```
    }
```

# fork()

## PROCESS MANAGEMENT

```
printf("PID %d terminates. \n", getpid() ); /* Both processes */  
                                           /* execute this */  
}
```

\$ myfork ---> run the program.

I'm the original process with PID 13292 and PPID 13273.

I'm the parent process with PID 13292 and PPID 13273.

My child's PID is 13293.

I'm the child process with PID 13293 and PPID 13292.

PID 13293 terminates. ---> child terminates.

PID 13292 terminates. ---> parent terminates.

\$ \_

# fork: Creating New Processes

returns a PID



- **pid\_t** fork(**void**)
  - Creates a new “**child**” process that is *identical* to the calling “**parent**” process, including all state (memory, registers, etc.)
  - Returns 0 to the **child** process
  - Returns child’s **process ID (PID)** to the **parent** process

- Child is *almost* identical to parent:

- Child gets an identical (but separate) copy of the parent’s virtual address space
- Child has a different PID than the parent

```
pid_t pid = fork();  
if (pid == 0) {  
    printf("hello from child\n");  
} else {  
    printf("hello from parent\n");  
}
```

parent gets child's PID  
child gets 0

- fork is unique (and often confusing) because it is called **once** but returns “**twice**”



# Understanding fork

## *Process X (parent)*



```
pid_t pid = fork();  
if (pid == 0) {  
    printf("hello from child\n");  
} else {  
    printf("hello from  
parent\n");  
}
```

## *Process Y (child)*



```
pid_t pid = fork();  
if (pid == 0) {  
    printf("hello from child\n");  
} else {  
    printf("hello from  
parent\n");  
}
```

# Understanding fork

## Process X (parent)



```
pid_t pid = fork();
if (pid == 0) {
    printf("hello from child\n");
} else {
    printf("hello from
parent\n");
}
```

## Process Y (child)



```
pid_t pid = fork();
if (pid == 0) {
    printf("hello from child\n");
} else {
    printf("hello from
parent\n");
}
```



```
pid_t pid = fork();
if (pid == 0) {
    printf("hello from child\n");
} else {
    printf("hello from
parent\n");
}
```

pid = Y



```
pid_t pid = fork();
if (pid == 0) {
    printf("hello from child\n");
} else {
    printf("hello from
parent\n");
}
```

pid = 0

# Understanding fork

## Process X (parent)



```
pid_t pid = fork();  
if (pid == 0) {  
    printf("hello from child\n");  
} else {  
    printf("hello from  
parent\n");  
}
```



```
pid_t pid = fork();  
if (pid == 0) {  
    printf("hello from child\n");  
} else {  
    printf("hello from  
parent\n");  
}
```

pid = Y

hello from parent

## Process Y (child)



```
pid_t pid = fork();  
if (pid == 0) {  
    printf("hello from child\n");  
} else {  
    printf("hello from  
parent\n");  
}
```



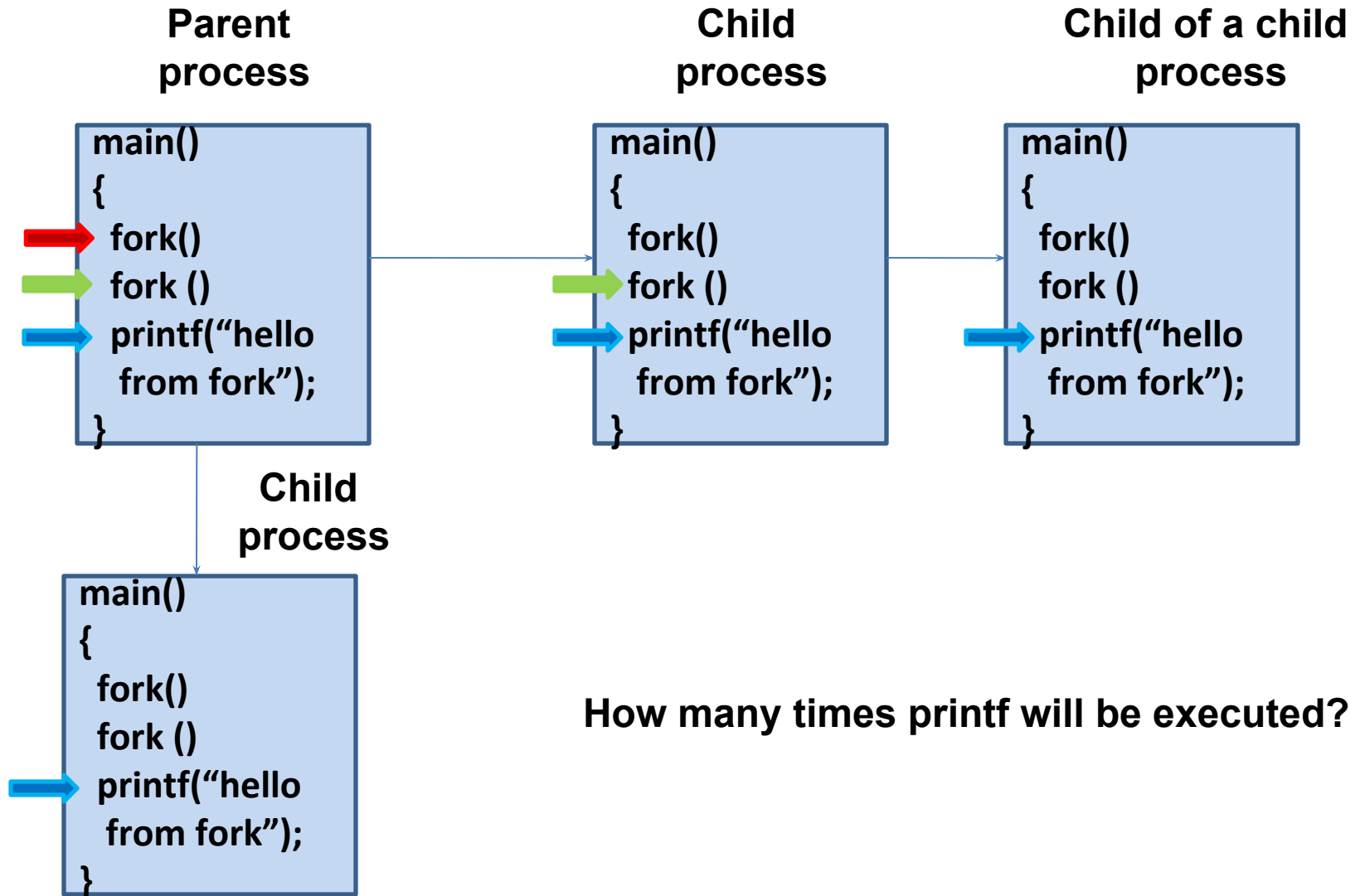
```
pid_t pid = fork();  
if (pid == 0) {  
    printf("hello from child\n");  
} else {  
    printf("hello from  
parent\n");  
}
```

pid = 0

hello from child

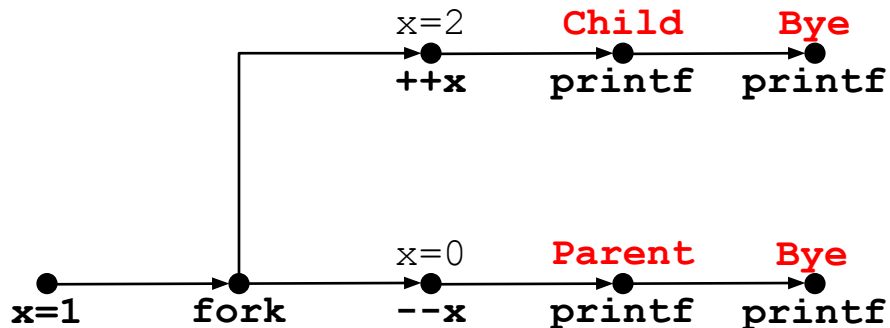
*Which one appears first?*

# Understanding fork



# Fork Example: Possible Output

```
void fork1() {  
    int x = 1;  
    pid_t pid = fork();  
    if (pid == 0)  
        printf("Child has x = %d\n", ++x);  
    else  
        printf("Parent has x = %d\n", --x);  
    printf("Bye from process %d with x = %d\n", getpid(), x);  
}
```



- The 'C' odyssey unix -The Open Boundless C
- Meeta Gandhi, Tilak Shetty, Rajiv Shah

# Lab Exercise

Write a program to create 4 processes: parent process and its child process which perform various tasks :

- Parent process count the frequency of a number
- 1<sup>st</sup> child calculate the sum of even numbers in an array
- 2nd child find total even number(s) in a given array
- 3rd child sort the array

- Main()
- { int fp, pid;
- Char chr='A';
- pid= fork();
- If (pid==0)
- { fp=
- }