## **Program 1: Child Process with Fork and Execve**

```
#include <stdio.h>
#include <unistd.h>
#include <sys/types.h>
#include <sys/wait.h>
int main() {
  pid_t pid;
  char *args[] = {"/bin/ls", "-I", NULL}; // Arguments for execve
  pid = fork();
  if (pid == 0) {
    // Child process
    printf("Child Process: Executing 'ls -l' using execve()\n");
    execve("/bin/ls", args, NULL); // Execute ls command in child process
    printf("This line will not be printed if execve is successful.\n");
  }
  else if (pid > 0) {
    // Parent process
    wait(NULL); // Wait for the child process to complete
    printf("Parent Process: Child completed\n");
  }
  else {
    printf("Fork failed!\n");
  return 0;
```

## Program 2: Shell with search Command

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>

void search_file(char *option, char *filename, char *pattern) {
    FILE *file = fopen(filename, "r");
```

```
if (file == NULL) {
    printf("File %s not found.\n", filename);
    return;
  }
  char line[256];
  int count = 0, line_num = 0;
  while (fgets(line, sizeof(line), file)) {
    line_num++;
    if (strstr(line, pattern) != NULL) {
      if (strcmp(option, "a") == 0) {
        printf("Line %d: %s", line_num, line);
      }
      count++;
    }
  }
  if (strcmp(option, "c") == 0) {
    printf("Pattern '%s' occurred %d times in file %s.\n", pattern, count, filename);
  }
  fclose(file);
}
int main() {
  char command[100], *args[10];
  while (1) {
    printf("\nmyshell$ ");
    fgets(command, 100, stdin);
    command[strlen(command) - 1] = '\0'; // Remove newline
    char *token = strtok(command, " ");
    int i = 0;
    while (token != NULL) {
      args[i++] = token;
      token = strtok(NULL, " ");
    }
    args[i] = NULL;
```

```
if (strcmp(args[0], "search") == 0) {
       search_file(args[1], args[2], args[3]);
    } else if (strcmp(args[0], "exit") == 0) {
       exit(0);
    } else {
       int pid = fork();
       if (pid == 0) {
        execvp(args[0], args);
        exit(0);
      } else {
        wait(NULL);
      }
    }
  }
  return 0;
}
```