



United International University
Course: Operating Systems (CSE 4509)

Class Test 1, Set B

Total Marks: 20, Time: 40 minutes

- 1) Consider the following two programs.

This is f1.c

```
1. int r1 = fork();
2. if(r1 == 0)
3. {
4.     printf("When you read, don't just consider what the author
    thinks, consider what you think\n");
5.     char *args[2];
6.     args[0] = strdup("./f2");
7.     args[1] = NULL;
8.     execvp(args[0], args);
9.     printf("We don't read and write poetry because it's cute.\n");
10. }else
11. {
12.     waitpid(r1, NULL, 0);
13.     int r2 = fork();
14.     if(r2 == 0)
15.     {
16.         printf("But there's nothing worse than regret.\n");
17.     }else
18.     {
19.         waitpid(r2, NULL, 0);
20.         printf("Truth is like a blanket that always leaves your
    feet cold!\n");
21.     }
22. }
```

(1) (2) (3) (4) ↳ This will not print

This is f2

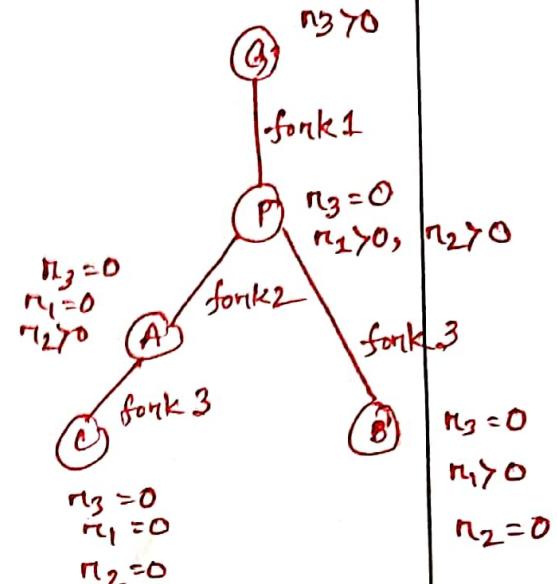
```
1. int main()
2. {
3.     printf("And you can fail, as long as you're trying hard\n");
4. }
```

(2)

What will be the output if we run f1.c? [6]

2) Consider the following program:

```
1. int r3 = fork();
2. if(r3 == 0) //child
3. {
4.     int r1 = fork();
5.     int r2 = fork();
6.     if(r1 == 0 && r2 > 0)
7.     {
8.         waitpid(r2, NULL, 0);
9.         printf("Gohan\n");
10.    }
11.    else if(r1 > 0 && r2 == 0)
12.    {
13.        printf("Gotten\n");
14.    }
15.    else if(r1 == 0 && r2 == 0)
16.    {
17.        printf("Pan\n");
18.    }
19.    else
20.    {
21.        waitpid(r2, NULL, 0);
22.        waitpid(r1, NULL, 0);
23.        printf("Goku\n");
24.    }
25. }else //parent
26. {
27.     waitpid(r3, NULL, 0);
28.     printf("Bardock\n");
29. }
```



Gotten/Pan	Pan
Gohan	Gohan
Goku	Goku
Bardock	Bardock

- a) Draw the process tree for the above program, showing the values of r1, r2 and r3 for each process (if the process has r1 or r2 or r3 variable's value) [6]
- b) What will be the output of the program? [4]
- 3) What is the difference between the system calls: wait() and waitpid()? [4]