Assignment #6: UNIX I/O

- ☐ The purpose of this assignment is to practice making UNIX I/O system calls in C.
- In a multiplexed manner, your main process will
 - read from multiple files, and
 - read from the standard input (the terminal).
- Create five pipes and spawn five child processes.
 - Connect a pipe to each child process.
 - Each child process should write to its pipe.
 - The parent process should read from all the pipes.



□ Each of the first four child processes should generate time stamped messages to the nearest 1000th of a second (time starts at 0):

```
0:00.123: Child 1 message 1 0:02.456: Child 1 message 2 etc.
```

and write the messages one at a time to its pipe.

- Sleep for a random time of 0, 1, or 2 seconds between messages.
- Terminate the process after 30 seconds.



- Meanwhile, the fifth child process should repeatedly prompt at the terminal (standard out) and read one line of input (standard in) typed by the user.
 - Write the message (with time stamp) to its pipe.
 - Immediately prompt for the next message.
 - Terminate the process after 30 seconds.



- After spawning the child processes, the parent process should repeatedly read lines from the pipes.
- Use the select() system call to determine whether any of the pipes has any input.

Read the "man" pages about select().



- Write the lines to an output file output.txt in the order that they were read.
- Prepend each line with a time stamp to the nearest 1000th of a second.
 - Therefore, each line with have two time stamps.
 - The first time stamp from the parent process.
 - Followed by the child process's time stamp.



- □ File output.txt will contain a mixture of lines from the child processes.
- Terminate the main process after all the child processes have terminated.



- Email a zip file to ron.mak@sjsu.edu
 - Your C source files
 - Your output.txt file
 - A brief report describing any issues you encountered.
- Name the zip file after your team.
 - Example: SuperCoders.zip
- Subject line:

CS 149-section number Assignment #6 team name

Due: Monday, April 27 at 11:59 PM

