1. Use the appropriate system call(s) which creates 3 child process.

Source Code:

```
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
int main()
 int pid, pid1, pid2;
 pid = fork();
 if (pid == 0)
 sleep(3);
 printf("child[1] --> pid = %d and ppid = %d\n",
         getpid(), getppid());
 else {
     pid1 = fork();
     if (pid1 == 0) {
       sleep(2);
       printf("child[2] --> pid = %d and ppid = %d\n",
            getpid(), getppid());
     }
     else {
       pid2 = fork();
       if (pid2 == 0) {
       printf("child[3] --> pid = \%d and ppid = \%d\n",
              getpid(), getppid());
     else {
     sleep(3);
          printf("parent --> pid = %d\n", getpid());
       }
    }
  }
```

OUTPUT:

```
[09/26/23]seed@VM:~$ gedit child1.c

[09/26/23]seed@VM:~$ gcc -o child child1.c

[09/26/23]seed@VM:~$ ./child

child[3] --> pid = 6680 and ppid = 6677

child[2] --> pid = 6679 and ppid = 6677

child[1] --> pid = 6678 and ppid = 6677

parent --> pid = 6677

[09/26/23]seed@VM:~$
```

2. LS command

SOURCE CODE

```
#include <stdio.h>
#include <unistd.h>
#include <sys/types.h>
#include <sys/wait.h>
#include <stdlib.h>
int main()
{
    pid_t parent_pid = getpid();
    printf("Parent PID: %d\n", parent_pid);

    pid_t child_pid == fork();

    if (child_pid == -1)
    {
        perror("fork");
        exit(1);
    } else if (child_pid == 0)
```

```
{
    printf("Child PID: %d\n", getpid());
    if (system("ls") == -1)
    {
        perror("system");
        exit(1);
    }
    exit(0);
    } else
    {
        wait(NULL);
    }
    return 0;
}
```

OUTPUT

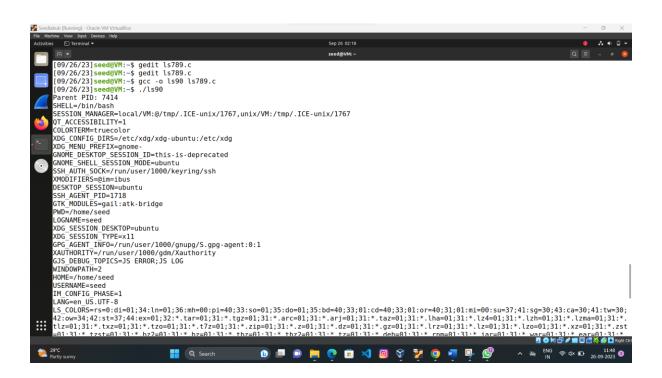
```
[09/26/23]seed@VM:~$ gedit ls789.c
[09/26/23]seed@VM:~$ gcc -o ls90 ls789.c
[09/26/23]seed@VM:~$ ./ls90
Parent PID: 7320
Child PID: 7321
amrita.txt group
                                       myprint.c
                                                     sample.c
                          merge
child
            group.c
                          merge.c
                                       myprintenv.c
                                                     shadow
                                                     Templates
child1.c
                          merged.txt
            ls
                                       mysh
                                       nifal
                                                     Videos
cyber.txt
            ls123
                          Music
            ls789.c
                                       Pictures
Desktop
                          mycat
Documents
            ls90
                                       Public
                          mycp
Downloads
            lsfunction.c
                          myid
                                       sample
[09/26/23]seed@VM:~$
```

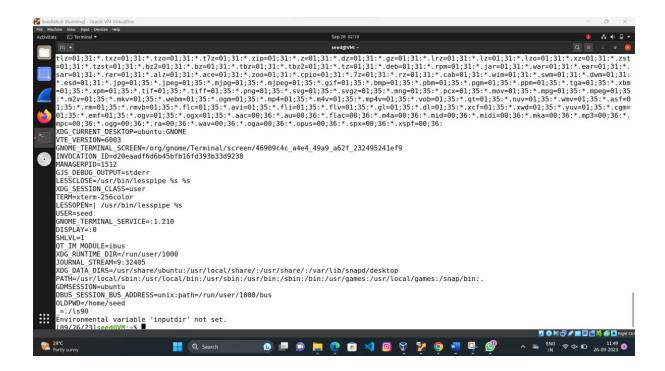
SOURCE CODE:

```
#include <stdio.h>
#include <unistd.h>
#include <sys/types.h>
#include <sys/wait.h>
#include <stdlib.h>
int main() {
  pid_t parent_pid = getpid();
  printf("Parent PID: %d\n", parent_pid);
extern char** environ;
  char** env = environ;
  while (*env) {
     printf("%s\n", *env);
     env++;
char* input_directory = getenv("inputdir");
  if (input_directory == NULL) {
     fprintf(stderr, "Environmental variable 'inputdir' not set.\n");
     exit(1);
  }
printf("Input Directory: %s\n", input_directory);
  pid t child pid = fork();
  if (child pid == -1) {
     perror("fork");
     exit(1);
  } else if (child_pid == 0) {
     printf("Child PID: %d\n", getpid());
```

```
char cmd[100];
snprintf(cmd, sizeof(cmd), "ls %s", input_directory);
if (system(cmd) == -1) {
    perror("system");
    exit(1);
}
exit(0);
} else {
    wait(NULL);
```

OUTPUT:



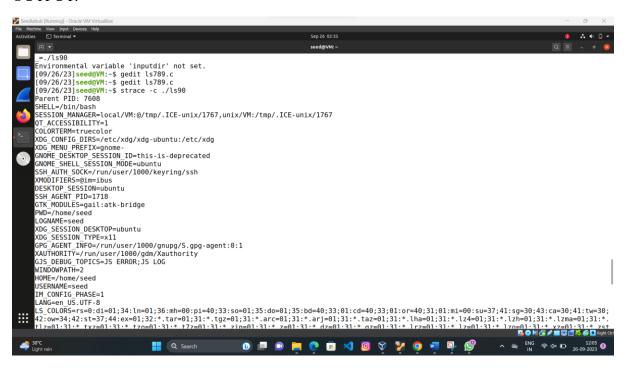


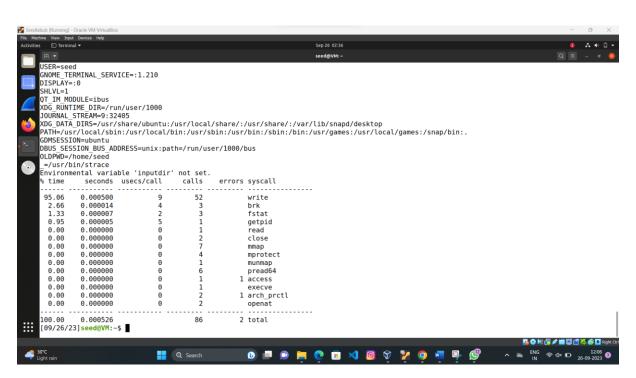
4. Yes it is possible to inject additional commands to invoke a shell in a program but it is risky.

6. Count of the system calls can be found by using

Command – starce -c

OUTPUT:





7. A line of code injects a vulnerability: snprintf (cmd, sizeof(cmd), "ls %s, input directory)