## APES HW 3

## CODE:

```
#include <stdio.h>
#include <stdint.h>
#include <stdlib.h>
#include <pthread.h>
#include <time.h>
#include <signal.h>
#include <sys/time.h>
#include <string.h>
#include <sys/syscall.h>
pthread mutex t pmutex;
typedef struct
     char * file name;
     char * output;
     int child number;
}my thread;
struct node
     struct node * next;
     struct node * prev;
     char data;
};
FILE * mainptr;
void logger(FILE* file pointer, char * message, char * thread name,
char myChar, int ppid, int pid, long int tid)
     my thread * child thread1 = malloc(sizeof(my thread));
     fprintf(file pointer, "Thread Name: %s Message: %s\n PPID: %d
PID: %d TID: %ld ",
thread name, message, ppid, pid, tid);
     time t clock = time(NULL);
     fprintf(file pointer, "Timestamp: %s", ctime(&clock));
     if(myChar != NULL)
     fprintf(file pointer, "Character occured thrice: %c \n", myChar);
     fprintf(file pointer, "\n");
     fclose(file pointer);
}
void cpu usage(int value)
     if(value == SIGVTALRM)
```

```
{
           char *comm = "cat /proc/stat | head -n 2";
           FILE * command ptr = popen(comm, "r");
           pthread mutex lock(&pmutex);
           mainptr = fopen("Output.txt", "a");
           logger(mainptr, "CPU Usage Report", "Second thread", NULL,
getppid(), getpid(), syscall(SYS gettid));
           pthread mutex unlock(&pmutex);
           if(command ptr)
           while(!feof(command ptr))
                 char temp1;
                 temp1 = fgetc(command ptr);
                 mainptr = fopen("Output.txt", "a");
                 fprintf(mainptr, "%c", temp1);
                 fclose(mainptr);
     if(value == SIGUSR1 || value == SIGUSR2)
           mainptr = fopen("Output.txt", "a");
           pthread mutex lock(&pmutex);
           logger (mainptr, "Signal handler recieved, exiting threads",
"Second thread", NULL, getppid(), getpid(), syscall(SYS gettid));
           pthread mutex unlock(&pmutex);
           pthread exit(NULL);
     }
}
struct node * data process(struct node * head)
    struct node * temp = head;
    struct node * newInfo = (struct node *)malloc(sizeof(struct
node));
    int count = 0;
    char arr[10];
    char e,f;
    int i=0;
    mainptr = fopen("Output.txt", "a");
    pthread mutex lock(&pmutex);
    logger (mainptr, "Executing first child", "First thread", NULL,
getppid(), getpid(), syscall(SYS gettid));
    pthread mutex unlock(&pmutex);
    for (int i = 65; i \le 96; i++)
     char a = (char)i;
     char b = (char)i+32;
     while(temp -> next != NULL)
        if (temp \rightarrow data == a \mid | temp \rightarrow data == b)
           count++;
```

```
temp = temp -> next;
     }
     temp = head;
     if(count == 3)
     mainptr = fopen("Output.txt", "a");
     pthread mutex lock(&pmutex);
     logger (mainptr, "Character occured thrice", "First thread", a,
getppid(), getpid(), syscall(SYS gettid));
     pthread mutex unlock(&pmutex);
     arr[i] = a;
     i++;
     }
     count = 0;
    for (int j =0; j<i; j++)
     mainptr = fopen("Output.txt", "a");
     pthread mutex lock(&pmutex);
     logger(mainptr, "Character Processed", "First Thread", arr[j],
getppid(), getpid(), syscall(SYS gettid));
     pthread mutex unlock(&pmutex);
    mainptr = fopen("Output.txt", "a");
  pthread mutex lock(&pmutex);
    logger (mainptr, "Exiting first thread", "First Thread", NULL,
getppid(), getpid(), syscall(SYS gettid));
 pthread mutex unlock(&pmutex);
    pthread exit (NULL);
    return head;
}
struct node * insert at end(struct node * head, char x)
    struct node * temp = head;
    struct node * newInfo = (struct node *)malloc(sizeof(struct
node));
    newInfo \rightarrow data = x;
    newInfo -> next = NULL;
    if(head == NULL)
     head = newInfo;
     return head;
    else
     while(temp -> next != NULL)
     {
```

```
temp = temp -> next;
     }
     newInfo -> prev = temp;
     temp -> next = newInfo;
     newInfo -> next = NULL;
     return head;
    }
}
void * perform task(void * my data)
     my thread * thread data = (my thread *)my data;
     if(thread data -> child number == 1)
           FILE * myfile;
           myfile = fopen(thread data -> file name, "r");
           FILE * first child fp;
           first child fp = fopen("Output.txt", "a" );
           if(myfile == NULL)
                printf("Error reading the file");
           if(first child fp == NULL)
                printf("Error reading the file");
           char temp;
           struct node * head = (struct node *)malloc(sizeof(struct
node));
           while(!feof(myfile))
                temp = fgetc(myfile);
                head = insert at end(head, temp);
           data process (head);
     else if(thread data -> child number == 2)
           struct sigaction my action;
           struct itimerval my timer;
           memset (&my action, 0, sizeof (my action));
           my action.sa handler = &cpu_usage;
           my timer.it interval.tv sec = 0;
           my_timer.it_interval.tv_usec = 100000;
```

```
my timer.it value.tv sec = 0;
           my timer.it value.tv usec = 100000;
           sigaction (SIGVTALRM, &my_action, NULL);
           sigaction (SIGUSR1, &my action, NULL);
           sigaction (SIGUSR2, &my action, NULL);
           setitimer (ITIMER VIRTUAL, &my timer, NULL);
           mainptr = fopen("Output.txt", "a");
           pthread mutex lock(&pmutex);
           logger (mainptr, "Executing second thread", "Second Thread",
NULL, getppid(), getpid(), syscall(SYS gettid));
           pthread mutex unlock(&pmutex);
           while (1);
     }
     return NULL;
}
int main()
     pthread t thread1, thread2;
     my thread * child thread1 = malloc(sizeof(my thread));
     my thread * child thread2 = malloc(sizeof(my thread));
     FILE * fileptr;
     fileptr = fopen("Valentinesday.txt", "r");
     child thread1 -> file name = "Valentinesday.txt";
     child thread1 -> output = "Output.txt";
     child thread1 -> child number = 1;
     child thread2 -> file name = "Valentinesday.txt";
     child thread2 -> child number = 2;
     child thread2 -> output = "Output.txt";
     mainptr = fopen(child thread1 -> output, "w");
     pthread mutex lock(&pmutex);
     logger (mainptr, "Main thread started", "Main thread", NULL,
getppid(), getpid(), syscall(SYS gettid));
     pthread mutex unlock(&pmutex);
     pthread create (&thread1, NULL, perform task, (void
*)child thread1);
     mainptr = fopen(child thread1 -> output, "a");
     pthread mutex lock(&pmutex);
     logger(mainptr, "First thread created", "First thread", NULL,
getppid(), getpid(), syscall(SYS gettid));
     pthread mutex unlock(&pmutex);
     pthread create (&thread2, NULL, perform task, (void
*)child thread2);
```

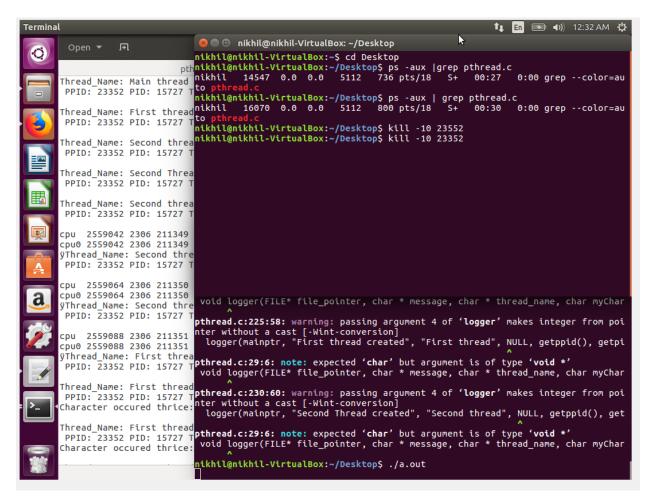
```
mainptr = fopen(child_thread1 -> output, "a");
    pthread_mutex_lock(&pmutex);
    logger(mainptr, "Second Thread created", "Second thread", NULL,
getppid(), getpid(), syscall(SYS_gettid));
    pthread_mutex_unlock(&pmutex);

    pthread_join(thread1, NULL);
    pthread_join(thread2, NULL);
}
```

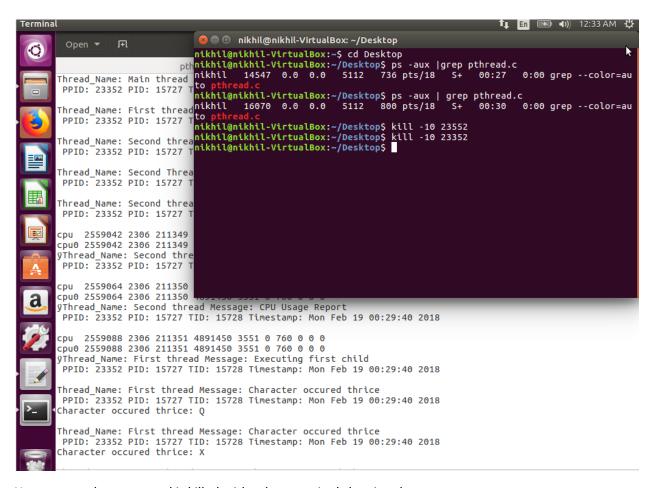
## **Snapshots:**

```
Terminal
                                                                                                                                1 En  ■ 4)) 12:30 AM 🖔
                                               🔞 🖨 📵 nikhil@nikhil-VirtualBox: ~/Desktop
                                              nikhil@nikhil-VirtualBox:~$ cd Desktop
                                          pthnikhil@nikhil-virtualBox:~/Desktop$ ps -aux |grep pthread.c
nikhil 14547 0.0 0.0 5112 736 pts/18 S+ 00:27
                                                                                                                                      0:00 grep --color=au
           89
                               count to pthread.c nikhil@nikhil-VirtualBox:~/Desktop$ ps -aux | grep pthread.c temp = tem nikhil 16070 0.0 0.0 5112 800 pts/18 S+ 00:30
           90
           91
                                                                                                                                      0:00 grep --color=au
           92
                                              to
           93
                                              nikhil@nikhil-VirtualBox:~/Desktop$
                           temp = head;
           95
                           if(count ==
           96
                           //printf("%c
                          mainptr = fope
//printf("%c"
           99
                           logger(mainpt
               (SYS_gettid));
          101
                          arr[i] = a;
          102
                           i++;
         103
          104
                          count = 0;
          105
          106
                     for(int j =0; j<i</pre>
          107
         108
                          mainptr = fop
                           //printf("%c'
          109
                          logger(mainpt void logger(FILE* file_pointer, char * message, char * thread_name, char myChar
          110
               (SYS_gettid));
                                              pthread.c:225:58: warning: passing argument 4 of 'logger' makes integer from poi
nter without a cast [-Wint-conversion]
logger(mainptr, "First thread created", "First thread", NULL, getppid(), getpi
          111
          112
                     mainptr = fopen(
          113
                     logger(mainptr,
          114
                                              pthread.c:29:6: note: expected 'char' but argument is of type 'void *'
void logger(FILE* file_pointer, char * message, char * thread_name, char myChar
               (SYS_gettid));
          115
                    pthread exit(NULL
          116
                                              pthread.c:230:60: warning: passing argument 4 of 'logger' makes integer from poi
nter without a cast [-Wint-conversion]
logger(mainptr, "Second Thread created", "Second thread", NULL, getppid(), get
          117
          118
                     return head;
          119 }
                                              pthread.c:29:6: note: expected 'char' but argument is of type 'void *'
void logger(FILE* file_pointer, char * message, char * thread_name, char myChar
          121 struct node * insert_
          123
                     struct node * tem
                                               nikhil@nikhil-VirtualBox:~/Desktop$ ./a.out
```

The above screenshot shows running thread



This is the command to kill the thread using SIGUSR1 handler. 10 is enum number for SIGUSR1 and 23352 is parent process id.



You can see the command is killed with other terminal shutting down

LOG File:

Images of log file are as below:

