Assignment 7

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1. Create a game program that switches between the effective user ID and real user ID. The game player may write details (like game iteration number) to a file owned by the game player and manipulates a scores file that should be writable only by the game program owner. Both the game program and scores file are owned by the game program owner. Demonstrate that the game player can switch between the files in turns as own file, scores file, own file and scores file.

The number at the beginning is the iteration number followed by the current user accessing the file and its corresponding euid.

Output-



2. You have to create a process tree as shown below. Then you create a process group of (3, 4, 5) so that later (not to be implemented now) process 0 can send a signal to this group.

FIFO has been used to transfer the process group id created by the process 3 to process 5 in order for process 5 to be able to change its own pgid to this new pgid value obtained via FIFO transfer. Print statements display the changed pgids of processes 3,4 and 5, before that they also show the pids and ppids of all created processes to determine the correction formation of the process tree. Finally, there are print statements to check proper working of the FIFO.

The below code has been changed from the actual submission to handle the said case in the comment as seen in the output image below. It has been done to handle the case where the transfer FIFO file does not exist in the current directory and process 5 executes before process 3, then open fails, hence, process 5 should remain in a while loop and only exit it once process 3 has executed and created the transfer FIFO in which case open will succeed.

Output-

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Selection | Selec
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