

**Lab Exercise 2 - Write a C program to print your machine's "System Configuration". You have all liberty to decide which to add/delete in output.**

**Code:**

```
#include<stdio.h>
#include <stdlib.h>
#include<sys/utsname.h> /* Header for 'uname' */

int main()
{
    struct utsname uname_pointer;
    // utsname maintains a structure that has the details of the system like
    sysname nodename, release, version, etc.

    uname(&uname_pointer);

    printf("System name - %s \n", uname_pointer.sysname);
    printf("Nodename   - %s \n", uname_pointer.nodename);
    printf("Release    - %s \n", uname_pointer.release);
    printf("Version     - %s \n", uname_pointer.version);
    printf("Machine     - %s \n", uname_pointer.machine);
    printf("Domain name - %s \n", uname_pointer.__domainname);
    int r=system("cat /proc/1/status"); // details of the process.
    return 0;
}
```

[illegible]