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Concepts of Operating System
Assignment 2

PART A

What will the following commands do?

1. echo "Hello, World!"

-Prints "Hello, World!" to the console(terminal).

2. name="Productive"

-Assigns the string "Productive" to a variable named "name".

3. touch file.txt

-Creates a new empty file named "file.txt".

4. ls -a

-Lists all files and directories in the current directory, including hidden ones.

5. rm file.txt

-Deletes the file "file.txt".

6. cp file1.txt file2.txt

-Copies the contents of "file1.txt" to a new file named "file2.txt".

7. mv file.txt /path/to/directory/

-Moves the file "file.txt" to the specified directory.

8. chmod 755 script.sh

-Changes the permissions of the file "script.sh" to allow the owner to read, write, and execute, and the group and others to read and execute.

9. grep "pattern" file.txt

-Searches for the specified pattern in the file "file.txt" and prints the matching lines.

10. kill PID

-Terminates the process with the specified process ID (PID).

11. mkdir mydir && cd mydir && touch file.txt && echo "Hello, World!" > file.txt && cat file.txt

-Creates a new directory "mydir", navigates into it, creates a new file "file.txt", writes "Hello, World!" to it, and then prints the contents of the file.

12. ls -l | grep ".txt"

-Lists all files and directories in the current directory in a detailed format and searches for files with the ".txt" extension.

13. cat file1.txt file2.txt | sort | uniq

-Concatenates the contents of "file1.txt" and "file2.txt", sorts the output, and removes duplicate lines.

14. ls -l | grep "^d"

-Lists all files and directories in the current directory in a detailed format and searches for directories (which start with "d" in the output).

15. grep -r "pattern" /path/to/directory/

-Recursively searches for the specified pattern in all files within the specified directory and its subdirectories.

16. cat file1.txt file2.txt | sort | uniq -d

-Concatenates the contents of "file1.txt" and "file2.txt", sorts the output, and prints only the

duplicate lines.

17. chmod 644 file.txt

-Changes the permissions of the file "file.txt" to allow the owner to read and write, and the group and others to read.

18. cp -r source_directory destination_directory

-Recursively copies the contents of the "source_directory" to the "destination_directory".

19. find /path/to/search -name ".txt"*

-Searches for files with the ".txt" extension within the specified directory and its subdirectories.

20. chmod u+x file.txt

-Adds execute permission for the owner of the file "file.txt".

21. echo \$PATH

-Prints the value of the PATH environment variable, which lists the directories where the system searches for executable files.

PART B

Identify True or False:

1. ls is used to list files and directories in a directory.

-True

2. mv is used to move files and directories.

-True

3. cd is used to change directories, not copy files and directories.

-true

4. pwd stands for "print working directory" and displays the current directory.

-false pwd stands for present working directory.

5. grep is used to search for patterns in files.

-True

6. chmod 755 file.txt gives read, write, and execute permissions to the owner, and read and execute permissions to group and others.

-True

7. mkdir -p directory1/directory2 creates nested directories, creating directory2 inside directory1 if directory1 does not exist.

-True

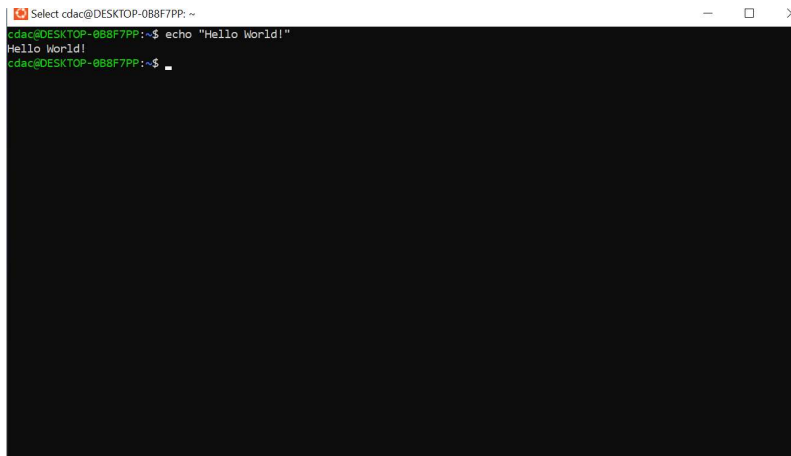
8. rm -rf file.txt deletes a directory and its contents forcefully without confirmation.

-False. To delete a file forcefully without confirmation, the correct command is rm -f file.txt.

PART C

Question 1: Write a shell script that prints "Hello, World!" to the terminal.

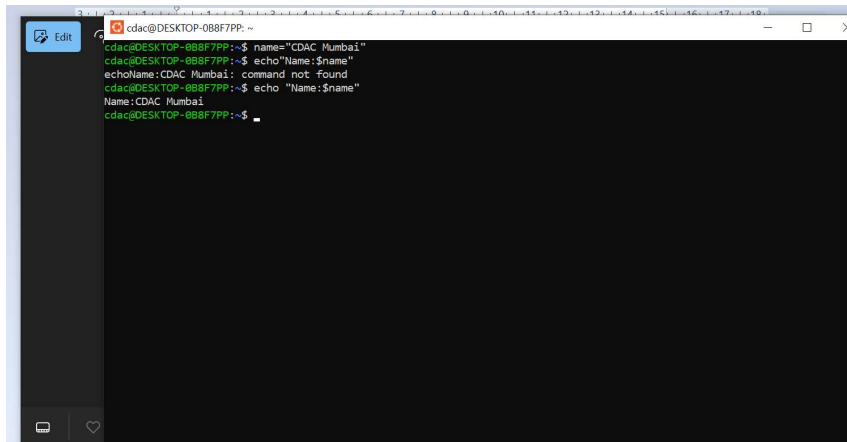
echo "Hello, World!"

A screenshot of a terminal window with a black background. The window title is "Select cdac@DESKTOP-0B8F7PP: ~". The prompt is "cdac@DESKTOP-0B8F7PP: ~\$". The command "echo \"Hello World!\"" is entered, and the output "Hello World!" is displayed on the next line. The prompt "cdac@DESKTOP-0B8F7PP: ~\$" is shown again on the third line.

Question 2: Declare a variable named "name" and assign the value "CDAC Mumbai" to it Print value of the variable.

name="CDAC Mumbai"

echo "Name: \$name"



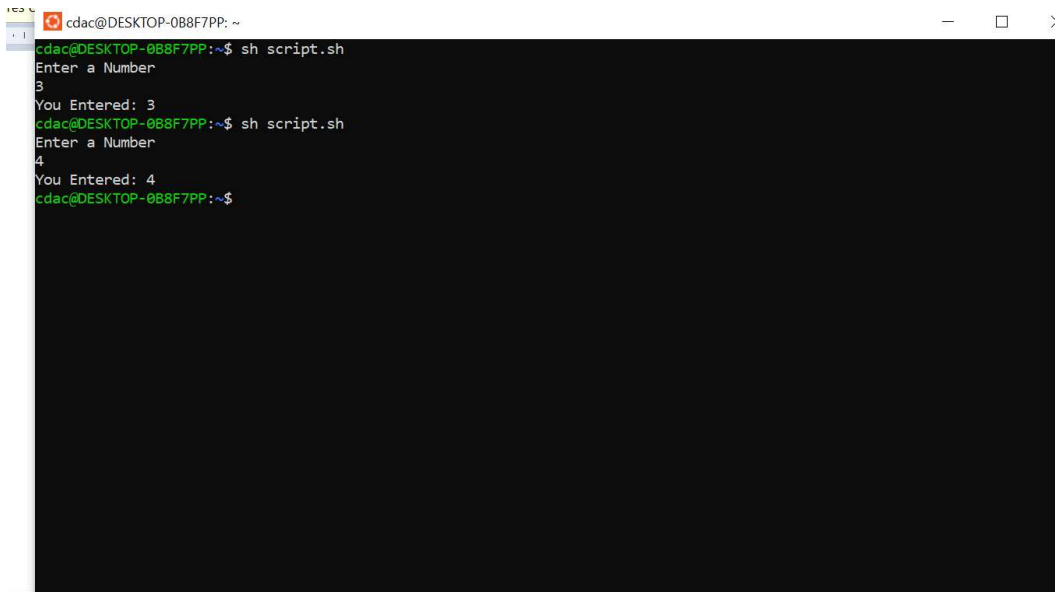
```
cdac@DESKTOP-0B8F7PP: ~  
cdac@DESKTOP-0B8F7PP:~$ name="CDAC Mumbai"  
cdac@DESKTOP-0B8F7PP:~$ echo "Name: $name"  
echoName:CDAC Mumbai: command not found  
cdac@DESKTOP-0B8F7PP:~$ echo "Name: $name"  
Name: CDAC Mumbai  
cdac@DESKTOP-0B8F7PP:~$
```

Question 3: Write a shell script that takes a number as input from the user and prints it.

echo "Enter a number: "

read num

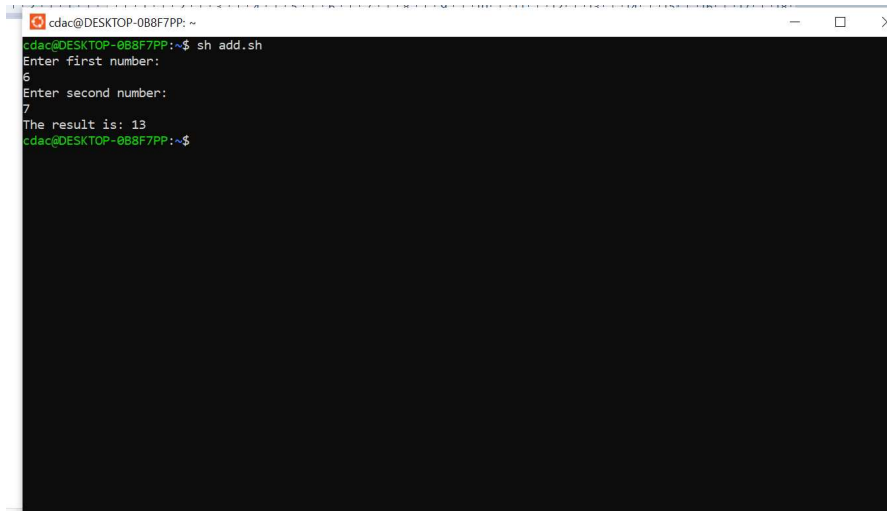
echo "You entered: \$num"



```
cdac@DESKTOP-0B8F7PP: ~  
cdac@DESKTOP-0B8F7PP:~$ sh script.sh  
Enter a Number  
3  
You Entered: 3  
cdac@DESKTOP-0B8F7PP:~$ sh script.sh  
Enter a Number  
4  
You Entered: 4  
cdac@DESKTOP-0B8F7PP:~$
```

Question 4: Write a shell script that performs addition of two numbers (e.g., 5 and 3) and prints the result.

```
echo "Enter first number: "  
read num1  
echo "Enter second number: "  
read num2  
result=$((num1 + num2))  
echo "The result is: $result"
```

A screenshot of a terminal window titled 'cdac@DESKTOP-0B8F7PP: ~'. The prompt is 'cdac@DESKTOP-0B8F7PP:~\$'. The user enters 'sh add.sh'. The script prompts 'Enter first number:' and the user enters '6'. It then prompts 'Enter second number:' and the user enters '7'. The script outputs 'The result is: 13'. Finally, the prompt returns to 'cdac@DESKTOP-0B8F7PP:~\$'.

Question 5: Write a shell script that takes a number as input and prints "Even" if it is even, other prints "Odd".

```
echo "Enter a number: "  
read n  
r= 'expr % 2'  
if [ $r -eq 0 ]  
then  
    echo "$n is Even"  
else  
    echo "$n is Odd"  
fi
```

```
cdac@DESKTOP-0B8F7PP:~$ nano even.sh
cdac@DESKTOP-0B8F7PP:~$ ./ even.sh
-bash: ./: Is a directory
cdac@DESKTOP-0B8F7PP:~$ sh even.sh
Enter a number:
6
even.sh: 3: expr $n % 2: not found
even.sh: 4: [: -eq: unexpected operator
6 is Odd
cdac@DESKTOP-0B8F7PP:~$ nano even.sh
cdac@DESKTOP-0B8F7PP:~$ y
y: command not found
cdac@DESKTOP-0B8F7PP:~$ sh even.sh
Enter a number:
3
even.sh: 3: expr $n % 2: not found
even.sh: 4: [: -eq: unexpected operator
3 is Odd
cdac@DESKTOP-0B8F7PP:~$
```

Question 6: Write a shell script that uses a for loop to print numbers from 1 to 5.

for i in {1,2,3,4,5};

do

echo \$i

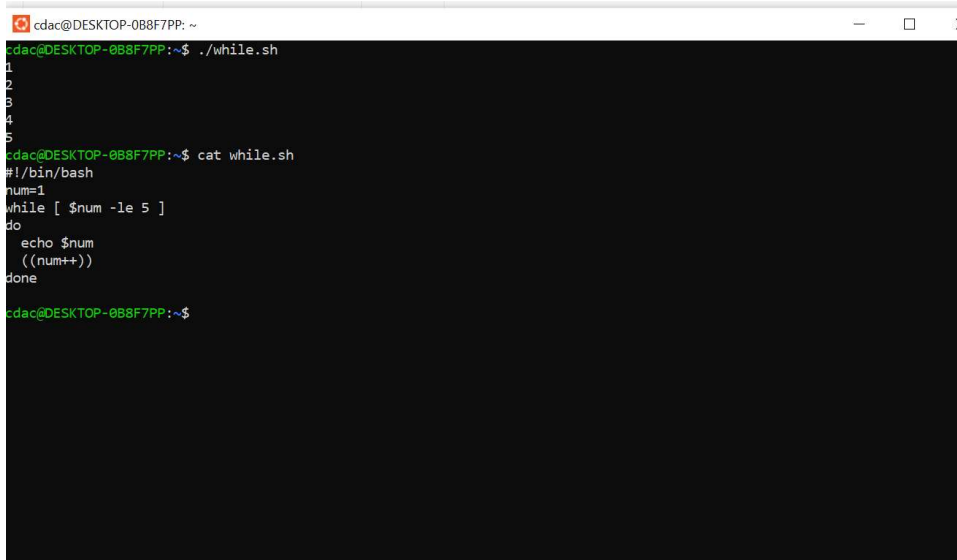
done

```
cdac@DESKTOP-0B8F7PP:~$ nano num.sh
cdac@DESKTOP-0B8F7PP:~$ sh num.sh
{1..5}
cdac@DESKTOP-0B8F7PP:~$ nano num.sh
cdac@DESKTOP-0B8F7PP:~$ sh num.sh
{1,2,3,4,5}
cdac@DESKTOP-0B8F7PP:~$ nano num.sh
cdac@DESKTOP-0B8F7PP:~$
```

Question 7: Write a shell script that uses a while loop to print numbers from 1 to 5.

#!/bin/bash

```
num=1
while [ $num -le 5 ]
do
    echo $num
    ((num++))
done
```

A terminal window titled 'cdac@DESKTOP-0B8F7PP: ~' with standard window controls. The user runs './while.sh' and the terminal displays the output of the script: '1', '2', '3', '4', and '5' on separate lines. Then, the user runs 'cat while.sh' and the terminal displays the script's content: '#!/bin/bash', 'num=1', 'while [\$num -le 5]', 'do', ' echo \$num', ' ((num++))', 'done'. The prompt returns to '~\$'.

Question 8: Write a shell script that checks if a file named "file.txt" exists in the current directory. If it does, print "File exists", otherwise, print "File does not exist".

Check if the file exists

```
if [ -f "file.txt" ]; then
    echo "File exists"
else
    echo "File does not exist"
fi
```



```
cdac@DESKTOP-0B8F7PP: ~  
cdac@DESKTOP-0B8F7PP:~$ sh script1.sh  
File does not exist  
cdac@DESKTOP-0B8F7PP:~$
```

Question 9: Write a shell script that uses the if statement to check if a number is greater than 10 and prints a message accordingly.

num=16

if [\$num -gt 10]; then

 echo "\$num is greater than 10"

else

 echo "\$num is less than or equal to 10"

fi

```
cdac@DESKTOP-0B8F7PP: ~  
cdac@DESKTOP-0B8F7PP:~$ nano print.sh  
cdac@DESKTOP-0B8F7PP:~$ sh print.sh  
16 is greater than 10  
cdac@DESKTOP-0B8F7PP:~$
```

Question 10: Write a shell script that uses nested for loops to print a multiplication table for numbers from 1 to 5. The output should be formatted nicely, with each row representing a number and each column representing the multiplication result for that number.

```
#!/bin/bash

echo -e " | 1 2 3 4 5"

echo "-----"

for i in {1..5}
do
echo -n "$i |"

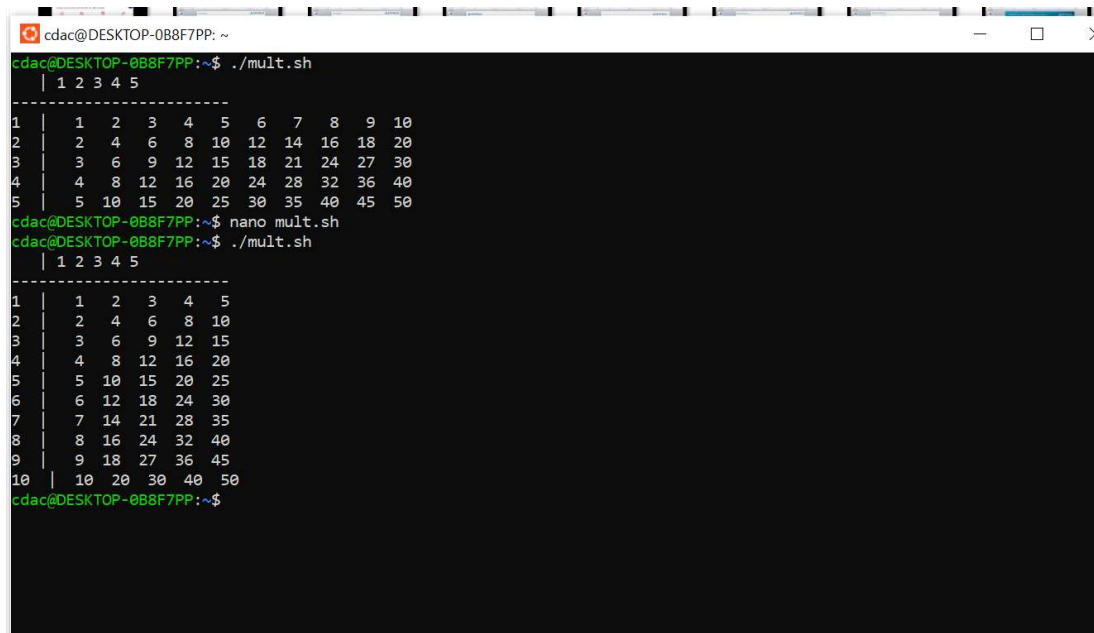
for j in {1..5}
do
result=$((i * j))

printf "%4d" "$result"

done

echo

done
```



The screenshot shows a terminal window with the following content:

```
cdac@DESKTOP-0B8F7PP: ~
cdac@DESKTOP-0B8F7PP:~$ ./mult.sh
 | 1 2 3 4 5
-----
1 | 1 2 3 4 5 6 7 8 9 10
2 | 2 4 6 8 10 12 14 16 18 20
3 | 3 6 9 12 15 18 21 24 27 30
4 | 4 8 12 16 20 24 28 32 36 40
5 | 5 10 15 20 25 30 35 40 45 50
cdac@DESKTOP-0B8F7PP:~$ nano mult.sh
cdac@DESKTOP-0B8F7PP:~$ ./mult.sh
 | 1 2 3 4 5
-----
1 | 1 2 3 4 5
2 | 2 4 6 8 10
3 | 3 6 9 12 15
4 | 4 8 12 16 20
5 | 5 10 15 20 25
6 | 6 12 18 24 30
7 | 7 14 21 28 35
8 | 8 16 24 32 40
9 | 9 18 27 36 45
10 | 10 20 30 40 50
cdac@DESKTOP-0B8F7PP:~$
```

Question 11: Write a shell script that uses a while loop to read numbers from the user until the user enters a negative number. For each positive number entered, print its square. Use the break statement to exit the loop when a negative number is entered.

```
#!/bin/bash

while true; do

    read -p "Enter a number: " num

    if [ "$num" -lt 0 ]; then

        echo "negative number entered exiting.. "

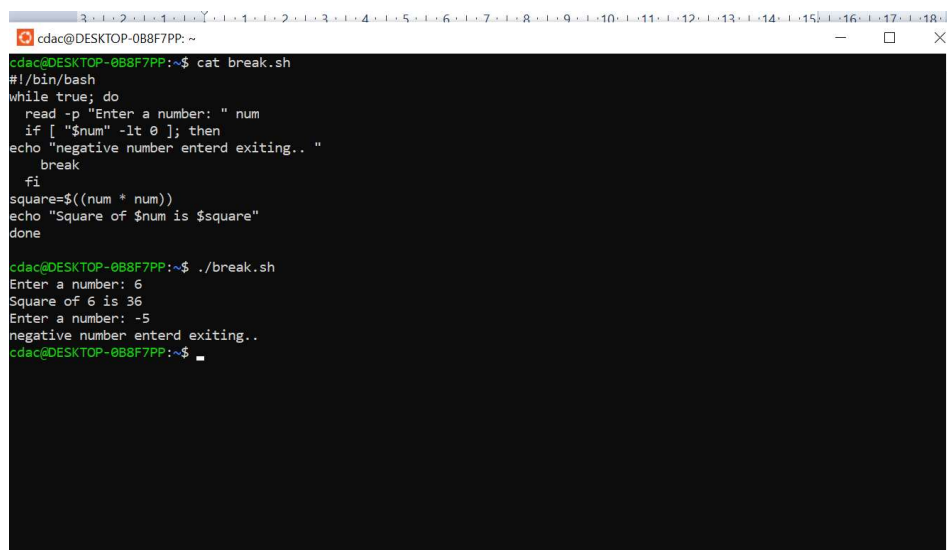
        break

    fi

    square=$((num * num))

    echo "Square of $num is $square"

done
```



```
cdac@DESKTOP-0B8F7PP: ~
cdac@DESKTOP-0B8F7PP:~$ cat break.sh
#!/bin/bash
while true; do
    read -p "Enter a number: " num
    if [ "$num" -lt 0 ]; then
        echo "negative number entered exiting.. "
        break
    fi
    square=$((num * num))
    echo "Square of $num is $square"
done
cdac@DESKTOP-0B8F7PP:~$ ./break.sh
Enter a number: 6
Square of 6 is 36
Enter a number: -5
negative number entered exiting..
cdac@DESKTOP-0B8F7PP:~$
```

Part E

1. Consider the following processes with arrival times and burst times:

Process	Arrival Time	Burst Time
P1	0	5

| P2 | 1 | 3 |
| P3 | 2 | 6 |

Calculate the average waiting time using First-Come, First-Served (FCFS) scheduling

- ① Consider the following processes with arrival times & burst times

Process	Arrival time	Burst Time
P1	0	5
P2	1	3
P3	2	6

Calculate the average waiting time using FCFS scheduling.

Ans.

Process	Arrival time	Burst time	Response time	Waiting time
P1	0	5	0	0
P2	1	3	5	4
P3	2	6	8	6

Gantt chart

P1	P2	P3
0	5	8 14

~~8-5=3~~
5-2

$$\text{Waiting time} = \text{Response time} - \text{Arrival time}$$

$$= \text{C.T} - \text{Arrival time} - \text{Burst time}$$

$$\begin{aligned} \therefore P_2 &= 8 - 1 - 3 \\ &= 7 - 3 \\ &= 4 \end{aligned}$$

\therefore Average waiting time

$$= \frac{\text{total no. of waiting time}}{\text{total no. of processes}}$$

$$= \frac{10}{3}$$

$$= 3.33$$

2. Consider the following processes with arrival times and burst times:

Process	Arrival Time	Burst Time
---------	--------------	------------

-----	-----	-----
-------	-------	-------

P1	0	3
----	---	---

P2	1	5
----	---	---

P3	2	1
----	---	---

P4	3	4
----	---	---

Calculate the average turnaround time using Shortest Job First (SJF) scheduling

② Consider the following processes with arrival time & burst time

Process	Arrival time	Burst time
P1	0	3
P2	1	5
P3	2	1
P4	3	4

Calculate the average turnaround time using shortest job first scheduling.

→ SJF with Preemptive

Process	Arrival time	Burst time	Response time	Waiting time
P1	0	3	0	0
P2	1	5	8	7
P3	2	1	2	0
P4	3	4	4	1

Gantt chart:

P1	P3	P4	P4	P2
0	2	3	4	8
				13

$$\therefore \text{average turnaround time} = \frac{0 + 22 + 5 + 5}{4} = 5.5$$

3. Consider the following processes with arrival times, burst times, and priorities (lower number indicates higher priority):

Process	Arrival Time	Burst Time	Priority
---------	--------------	------------	----------

--	--	--	--

P1	0	6	3
----	---	---	---

P2	1	4	1
----	---	---	---

P3	2	7	4
----	---	---	---

P4	3	2	2
----	---	---	---

Calculate the average waiting time using Priority Scheduling.

- ③ Consider the following processes with arrival times, burst times & priorities (lower number indicates higher priority).

Process	Arrival time	Burst time	Priority
P1	0	6	3
P2	1	4	1
P3	2	7	4
P4	3	2	2

Calculate avg waiting time using Priority scheduling.

→

Process	Arrival time	Burst time	Priority	Waiting time	FAT	RT
P1	0	6	3	0	6	0
P2	1	4	1	5	9	6
P3	2	7	4	10	17	12
P4	3	2	2	7	9	10

Gantt Chart:

P1	P2	P4	P3	
0	6	10	12	19

Avg waiting time for given Processes is

$$\frac{22}{4}$$

$$= 5.5$$

4. Consider the following processes with arrival times and burst times, and the time quantum for

Round Robin scheduling is 2 units:

Process	Arrival Time	Burst Time
---------	--------------	------------

--	--	--

P1	0	4
----	---	---

P2	1	5
----	---	---

P3	2	2
----	---	---

P4	3	3
----	---	---

Calculate the average turnaround time using Round Robin scheduling.

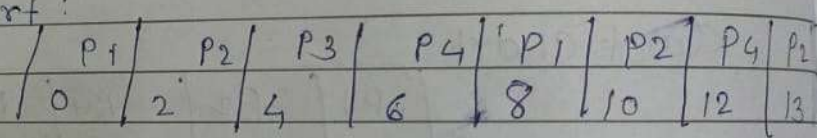
4) Consider the following process with arrival times & burst times & the time quantum for RR scheduling is 2 units.

process	Arrival time	Burst time
P1	0	4
P2	1	5
P3	2	2
P4	3	3

Calculate the average turnaround time using round robin scheduling.

process	Arrival time	Burst time	Completion time	TAT	WT
P1	0	4	8	18	6
P2	1	5	14	13	8
P3	2	2	6	4	2
P4	3	3	13	10	7

Gantt chart:



$$TAT = W.T + B.T$$

$$\therefore \text{Average TAT} = \frac{37}{4}$$

$$= 9.25$$

5. Consider a program that uses the `fork()` system call to create a child process. Initially, the parent process has a variable `x` with a value of 5. After forking, both the parent and child processes increment the value of `x` by 1. What will be the final values of `x` in the parent and child processes after the `fork()` call?

After the `fork()` call, both the parent and child processes will have their own separate copies of the variable `x`. This is because `fork()` creates a new process by duplicating the existing process, including its memory space.

Initially, the parent process has `x = 5`.

After forking:

- The parent process still has `x = 5` and increments it to `x = 6`.
- The child process inherits a copy of `x` with the value `x = 5` and increments it to `x = 6`.

So, after the `fork()` call, both the parent and child processes will have `x = 6`.

Here's a simple illustration:

Parent Process (before fork):

`x = 5`

After `fork()`:

Parent Process:

`x = 5 → x = 6` (after increment)

Child Process:

`x = 5` (inherited) `→ x = 6` (after increment)

Note that since the child process has its own separate copy of `x`, changes made by the child process do not affect the parent process's variable `x`, and vice versa.

