System Calls Programming

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Aim:

Ex. No.: 5

To experiment with system calls using fork(), execlp() and pid() functions.

Algorithm:

1. Start

o Include the required header files: stdio.h, stdlib.h, and unistd.h.

2. Variable Declaration

o Declare an integer variable pid to hold the process ID.

3. Create a Process

- o Call the fork() function and store the return value in pid.
 - If fork() returns:
 - -1: Forking failed.
 - 0: This is the child process.
 - Positive value: This is the parent process.

4. Print Statement Executed Twice

- o Print:
- o THIS LINE EXECUTED TWICE

5. Check for Process Creation Failure

- If pid == -1, print:
- CHILD PROCESS NOT CREATED
 - Exit the program.

6. Child Process Execution

- o If pid == 0, print:
 - The process ID of the child using getpid().
 - The parent process ID of the child using getppid().

7. Parent Process Execution

○ If pid > 0, print:

- The process ID of the parent using getpid().
- The parent's parent process ID using getppid().

8. Final Print Statement

- o Print:
- o IT CAN BE EXECUTED TWICE

9. **End**

Program Code:

```
// filename: systemcall.c
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
int main() {
  int pid;
  pid = fork(); // Create new process
  printf("THIS LINE EXECUTED TWICE\n");
  if (pid == -1) {
    printf("CHILD PROCESS NOT CREATED\n");
    exit(0);
  }
  if (pid == 0) {
    printf("Child Process ID: %d\n", getpid());
    printf("Parent Process ID of Child: %d\n", getppid());
  } else {
```

```
printf("Parent Process ID: %d\n", getpid());
printf("Parent's Parent Process ID: %d\n", getppid());
}

printf("IT CAN BE EXECUTED TWICE\n");
return 0;
}
```

Sample Output:

THIS LINE EXECUTED TWICE

Parent Process ID: 12345

Parent's Parent Process ID: 1000

IT CAN BE EXECUTED TWICE

THIS LINE EXECUTED TWICE

Child Process ID: 12346

Parent Process ID of Child: 12345

IT CAN BE EXECUTED TWICE

Result:

The program was successfully executed. It demonstrated the use of system calls fork(), getpid(), and getppid() to manage parent and child processes.