Alexandria University

Faculty of Engineering

Electronics and Communication Department

CS 333 – Operating Systems



OPERATING SYSTEMS

Assignment One Report Simple Shell

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1 Overview:

The shell is a program that takes commands from the keyboard and gives them to the operating system to perform. In the old days, it was the only user interface available on a Unix-like system such as Linux. Nowadays, we have graphical user interfaces (GUIs) in addition to command line interfaces (CLIs) such as the shell.

2 Code Description:

The code starts with taking user commands through the prompt until they choose to exit or press CTRL+D. The input line undergoes several processes including: the removal of the leading spaces from each input, and calculation of the line length so that the system knows whether to ask again for an input line or continues to the next stages. The line is then split into an array of strings containing the command, the first command line argument, and any other arguments.

The first element in the array is compared to the command "cd" since we need to use *chdir()* function and not *execvp()* for this particular command.

Each command can be executed in background or foreground. In case of background execution, the parent process, in this case the shell, is not required to wait for the child process to terminate while in case of foreground execution the parent process has to wait for the child process.

On each child process termination, the main application will be interrupted by a signal where a log file will be updated with a line indicating the termination of a child process. The number of appended lines in the log file is the number of child processes terminations.

If the user input was an undefined command, the user is alarmed by a printed sentence that the command is not found.

3 How to run the program:

- 1. Open the terminal in the project folder.
- 2. Compile the program using the command: "gcc main.c -o main".

~\$ gcc main.c -o main

3. Run the program using the command "./main". : ** ./main

4 Major Functions:

4.1 read_line():

read_line() function is responsible for printing the prompt using the function *print prompt()* and reading the input line and perform several changes on the line including:

- Removing the end line using the function <u>remove end line().</u>
- Removing the leading spaces using the function <u>remove leading spaces().</u>

```
void read_line(char line[])
{
    char *ret;
    do
    {
        /* Print the prompt. */
        print_prompt();
        ret = fgets(line, MAX_CHAR, stdin);
        /* Read the line and store its address. */
        remove_end_line(line);
        line = remove_leading_spaces(line);
    } while (!strlen(line));
    /* Handle exit processing. */
    if (!strcmp(line, "exit") || ret == NULL)
    {
        exit(0);
    }

    //printf("%s \n", line);
}
```

4.2 parse_line():

parse_line() function is responsible for parsing the input line into an array of strings so each command line argument will be stored in the array.

```
void parse_line(char *args[], char line[])
{
  int index_args = 0;

  /* Store the first command in args[0]. */
  args[index_args] = strtok(line, " ");
  //printf("args is %s\n", *args);

  /* Check for other arguments in the line. */
  while (args[index_args] != NULL)
  {
    //printf("Entered While loop\n");
    index_args++;
    args[index_args] = strtok(NULL, " ");
  }
}
```

4.3 execute():

execute() function is responsible for the birth of a new child that will execute the command entered by the user using *fork()* function.

4.4 is_background():

is_background() function is responsible for determining whether the execution is in background or foreground.

```
int is_background(char *args[])
{
  int background = 0;
  int argsLength = 0;
  while (args[argsLength] != NULL)
  {
    argsLength++;
  }
  if (strcmp(args[argsLength - 1], "&") == 0)
  {
    background = 1;
  }
  return background;
}
```

4.5 signal_handler():

signal_handler() function is responsible for the interrupt signal handling where a log file is updated each time a child process is terminated.

```
void signal_handler(int sig)
{
    // Declare the file pointer.
    FILE *log_file;
    // Open file.
    log_file = fopen("log_file.txt", "a");
    if (log_file == NULL)
    {
        return;
    }
    // A line is appended in the log file after child process termination.
    fputs("Child process was terminated. \n", log_file);
    // Close file.
    fclose(log_file);
}
```

5 Associated Functions:

Those functions are used to meet some needs inside the major functions.

5.1 print_prompt():

5.2 remove_end_line():

```
void remove_end_line(char line[])
{
    /* Remove \n from the line. */
    int index_end_line = strlen(line);
    line[index_end_line - 1] = '\0';

    //printf("Removed line is %s", line);
}
void read_line(char line[])
{
```

```
char *remove leading spaces(char *str)
  static char new str[MAX CHAR];
 int count = 0, j, k;
  // Iterate String until last
  // leading space character
  while (str[count] == ' ')
   count++;
  // Putting string into another
  // string variable after
  // removing leading white spaces
  for (j = count, k = 0;
  str[j] != '\0'; j++, k++)
   new str[k] = str[j];
 new str[k] = ' \0';
  return new str;
5.4
          read_parse_line():
int read parse line(char *args[], char line[])
 /* Read the line. */
 read line(line);
 /* Parse the line. */
 parse line(args, line);
  return 1;
}
```

remove leading spaces():

5.3

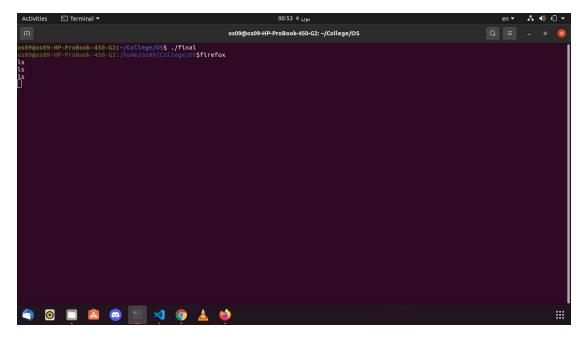
6 Main Function:

- In the main function, the program is executed in an infinite loop, it is halted only if the user pressed CTRL + D or entered "exit".
- If condition is used to handle "cd" command, as if the user entered cd, chdir() function is called instead of execute().
- The line entered is stored in an array of characters "string" which has a maximum number of characters defined in the beginning of the program.
- The arguments which are inside the entered line are stored in an array of strings which has a maximum number of arguments defined in the beginning of the program.
- For the arguments, we should use a pointer to a string to be able to implement a string of arrays.

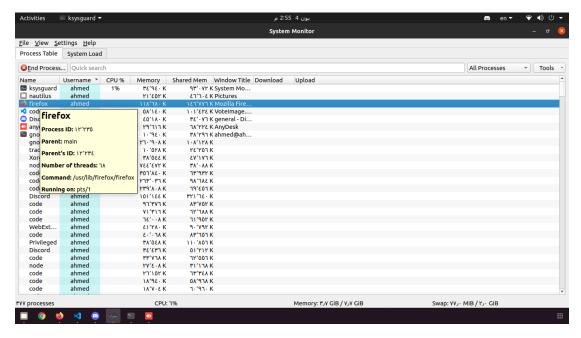
```
int main()
{
    char *args[MAX_WORD];
    char line[MAX_CHAR];
    signal(SIGCHLD, signal_handler);

// Keep taking user commands until he writes exit or press ctrl + D.
    while (read_parse_line(args, line))
    {
        if (!strcmp(args[0], "cd"))
        {
             chdir(args[1]);
        }
        else
        {
             execute(args[0], args);
        }
    }
}
```

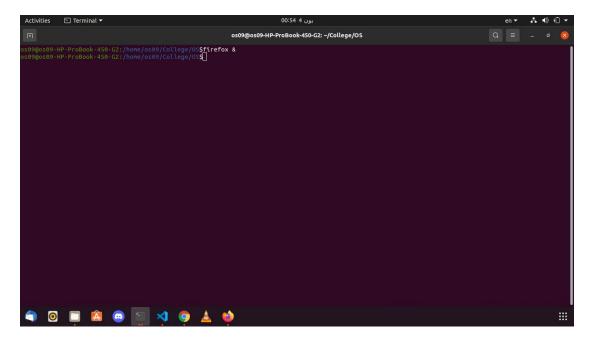
7 Screenshots of Sample Runs:



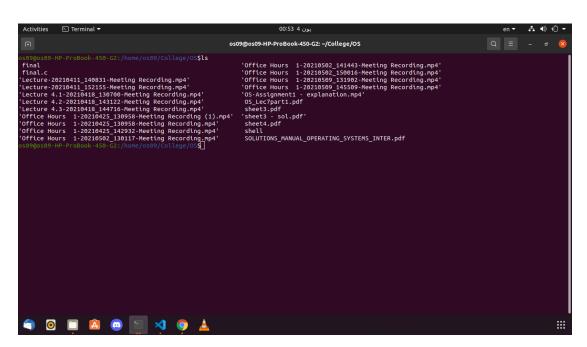
Firefox running in foreground so parent process must wait for child process to terminate to execute other commands.



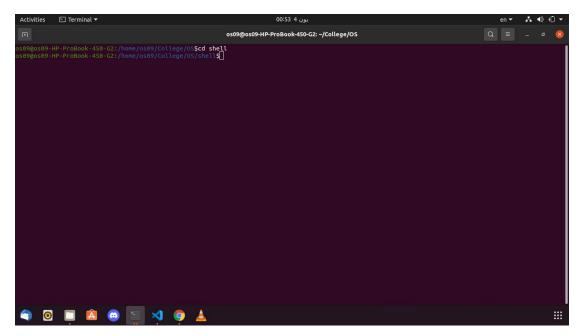
The parent of this process is 'main' which is our shell.



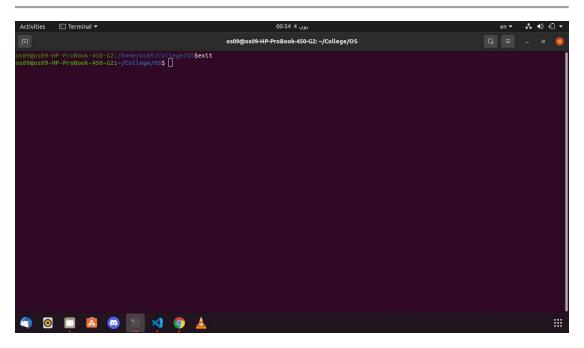
Running Firefox in background.



Executing 'Is' command.



Executing 'cd' command.



Executing exit command.

8 Defines and Includes:

```
/*************************
                     INCLUDES
**********************
#include <stdio.h>
#include <stdlib.h>
#include <sys/types.h>
#include <sys/wait.h>
#include <string.h>
#include <unistd.h>
#include <signal.h>
DEFINES
*******************************
#define MAX CHAR 100
#define MAX WORD 10
#define SIZE 128
#define ANSI COLOR RED "\x1b[31m"
#define ANSI COLOR GREEN "\x1b[32m"
#define ANSI COLOR BLUE "\x1b[34m"
#define ANSI COLOR RESET "\x1b[0m"
```