

# **CS211: Programing For Operating Systems**

Robert Davidson

# Contents

<b>1</b>	<b>Intro to C</b>	<b>3</b>
1.1	Hello World . . . . .	3
1.2	Variables . . . . .	3
1.3	An Example . . . . .	3
1.4	Operators . . . . .	4
1.5	If Else . . . . .	4
1.6	Loops . . . . .	4
1.6.1	For loop . . . . .	4
1.6.2	While loop . . . . .	4
1.6.3	Do While loop . . . . .	5
1.7	Output . . . . .	5
1.8	Input . . . . .	5
<b>2</b>	<b>Functions</b>	<b>6</b>
2.1	Prototype and Definition . . . . .	6
2.2	Call-by-value and Pointers . . . . .	7
2.3	Characters . . . . .	8
2.3.1	Reading and writing characters . . . . .	8
2.4	Strings . . . . .	9
2.4.1	String functions . . . . .	9
2.4.2	String Output . . . . .	9
<b>3</b>	<b>Arrays</b>	<b>10</b>
<b>4</b>	<b>Files</b>	<b>11</b>
<b>5</b>	<b>The Process</b>	<b>12</b>
5.1	Process Creation . . . . .	13

# 1 Intro to C

C is a compiled language, not an interpretive language. Meaning we need a program called a compiler to convert the code into machine code. The compiler is called **gcc**. It is a very small language and relies heavily on libraries. The compiler must be told in advance how these functions should be used. So before the compilation process, the **preprocessor** is run to include the function prototypes. The compiler then compiles the code into an object file.

## 1.1 Hello World

Listing 1: Hello World in C

```
1  #include <stdio.h>
2  int main(){
3      printf("Hello World\n");
4      return 0;
5  }
6
```

- **Line 1** : `#include <stdio.h>` is a preprocessor directive that tells the compiler to include the standard input/output library. This library contains the `printf` function.
- In C almost every line is either a preprocessor directive, variable declaration, or a function call.
- C uses curly braces to delimit blocks of code and semicolons to terminate statements.
- **Line 4** : In our case, we assume `main` is called by the Operating System, so `return 0` is used to indicate that the program has run successfully.

## 1.2 Variables

In C all variables must be declared before they are used. The declaration should have a type; telling the compiler what sort of data the variable will hold. The types of variables are:

- **int** : Integer (1, 2, 3, 4, 5, ...)
- **float** : Floating-point number (7 decimal digits)
- **double** : Double-precision floating-point number (15 decimal digits)
- **char** : Character (a, b, c, ...)
- **void** : No type (used for functions that do not return a value)

We can also declare arrays as follows:

Listing 2: Declaring Arrays

```
1  int arr[5]; // Array of 5 integers
2  char name[10]; // Array of 10 characters
```

To access the first element of `arr` we can do `arr[0]`

## 1.3 An Example

Listing 3: Example of Variables

```
1  int d=-101;
2  float f=1.23456;
3  char c='a';
4  printf("Values of d, f, c are: %d, %f, %c\n", d, f, c);
```

**Explanation:** In this case, `%d` is a placeholder for an integer, `%f` is a placeholder for a float, and `%c` is a placeholder for a character.

## 1.4 Operators

Operator	Description	Example
+	Addition	a + b
-	Subtraction	a - b
*	Multiplication	a * b
/	Division	a / b
%	Modulus	a % b

Table 1: Arithmetic Operators

Operator	Description	Example
=	Assignment	a = b
+=	Add and assign	a += b
-=	Subtract and assign	a -= b
*=	Multiply and assign	a *= b
/=	Divide and assign	a /= b
%=	Modulus and assign	a %= b
++	Increment	a++
-	Decrement	a--

Table 2: Assignment and Arithmetic Assignment Operators

Operator	Description	Example
==	Equal	a == b
!=	Not Equal	a != b
>	Greater	a > b
<	Less	a < b
>=	Greater or Equal	a >= b
<=	Less or Equal	a <= b

Table 3: Relational Operators

Operator	Description	Example
&&	Logical AND	a && b
	Logical OR	a    b
!	Logical NOT	!a

Table 4: Logical Operators

## 1.5 If Else

Listing 4: If-Else

```
1 int a = 10;
2 if(a > 10){
3     printf("a is greater than 10\n");
4 }else if(a == 10){
5     printf("a is equal to 10\n");
6 }else{
7     printf("a is less than 10\n");
8 }
```

Logical operators, && and || can be used to make more complex conditions.

Listing 5: Complex If-Else

```
1 if(a > 10 && a < 20){
2     printf("a is between 10 and 20\n");
3 }
```

## 1.6 Loops

### 1.6.1 For loop

for(initial val; continuation condition; increment/decrement){...}

Listing 6: Print numbers from 0 to 9

```
1 for(int i = 0; i < 10; i++){
2     printf("i is %d\n", i);
3 }
```

### 1.6.2 While loop

while(expression){...}

Listing 7: Print numbers from 0 to 9

```

1 int i = 0;
2 while(i < 10){
3     printf("i is %d\n", i);
4     i++;
5 }

```

### 1.6.3 Do While loop

do{...}while(expression);

Listing 8: Print numbers from 0 to 9

```

1 int i = 0;
2 do{
3     printf("i is %d\n", i);
4     i++;
5 }while(i < 10);

```

## 1.7 Output

`printf()` is used to print formatted output to the screen. It is a variadic function, meaning it can take any number of arguments. The first argument is a format string, followed by the values to be printed.

The format string may contain a number of escape characters, represented by a backslash. Some of the most common escape characters are:

Sequence	Description
<code>\a</code>	Produces a beep or flash
<code>\b</code>	Moves cursor to last column of previous line
<code>\f</code>	Moves cursor to start of next page
<code>\n</code>	New line
<code>\r</code>	Carriage return
<code>\t</code>	Tab
<code>\v</code>	Vertical tab
<code>\\</code>	Prints a backslash
<code>\'</code>	Prints a single quote

A conversion character is a letter that follows a `%` and tells `printf()` to display the value stored in the corresponding variable. Some of the most common conversion characters are:

Specifier	Description
<code>%c</code>	Single character (char)
<code>%d</code> or <code>%i</code>	Decimal integer (int)
<code>%e</code> or <code>%E</code>	Floating-point (scientific notation)
<code>%f</code>	Floating-point value (float)
<code>%g</code> or <code>%G</code>	Same as <code>%e/%E</code> or <code>%f</code> , whichever is shorter
<code>%s</code>	String (char array)
<code>%u</code>	Unsigned int
<code>%x</code>	Hexadecimal integer
<code>%p</code>	Pointer (memory address)
<code>%%</code>	Prints the <code>%</code> character

## 1.8 Input

`scanf()` reads input from standard input, format it, as directed by a conversion character and store the address of a specified variable.

Listing 9: Reading an integer

```

1 int number;

```

```

2  char letter;
3  printf("Enter a number and a char: ");
4  scanf("%d %c", &number, &letter);
5
6  printf("You entered: %d and %c\n", number, letter);

```

- The scan `scanf()` returns an integer equal to the number of successful conversions made.
- There is related function `fscanf()` that reads from a file. `scanf()` is really just a wrapper for `fscanf()` that treats the keyboard as a file.
- There are other useful functions for reading the standard input stream: `getchar()` and `gets()`.

Listing 10: Check for no input

```

1  int number;
2  printf("Enter a number between 1 and 30: ");
3  scanf("%d", &number);
4
5  while ((number<1) || (number>30))
6  {
7      printf("Invalid number. Please enter a number between 1 and 30: ");
8      scanf("%d", &number);
9  }

```

## 2 Functions

Many important functions return more than one value, or modify one of its own arguments. In these cases we need to know how to use pointers.

Every C program has at least one function called `main()`. This is the entry point of the program.

### 2.1 Prototype and Definition

Each function consists of two parts:

- **Prototype:** The Function gives the functions return value data type, or void if there is none, and parameter list data types; or void if there are none. The parameter list can, optionally, include variable names, but these are treated like comments, and ignored
- **Definition:** The function definition contains the code that is executed when the function is called. It begins with the function name, followed by the parameter list, and the body of the function.

Listing 11: Calculate Mean

```

1  #include <stdio.h>
2  #include <stdlib.h>
3
4  float mean(float, float); // Prototype
5
6  int main(void)
7  {
8      float a, b, average;
9      printf("Enter (floating-point) numbers a and b: ");
10     scanf("%f", &a);
11     scanf("%f", &b);
12     average = mean(a, b);
13     printf("mean(a, b) = %f\n", average);
14     return 0;
15 }
16
17 float mean(float x, float y)
18 {
19     return (x + y) / 2.0;
20 }

```

Listing 12: Factorial of positive int

```

1  #include <stdio.h>
2  #include <stdlib.h>

```

```

3
4 int factorial(int n); // Prototype
5
6 int main(void)
7 {
8     int x;
9     printf("Enter a positive integer: ");
10    scanf("%d", &x); // Warning: should do input check
11    printf("factorial(%d)=%d\n", x, factorial(x));
12    return 0;
13 }
14
15 int factorial(int n) /* Definition */
16 {
17     int i, fac = 1;
18     for (i = 1; i <= n; i++)
19         fac *= i;
20     return fac;
21 }

```

Listing 13: Greatest Common Divisor

```

1 /* 02gcd.c: compute the gcd of two ints */
2 #include <stdio.h>
3 #include <stdlib.h>
4
5 int gcd(int n1, int n2)
6 {
7     int x = n1, y = n2, r;
8     while (y != 0) {
9         r = x % y;
10        x = y;
11        y = r;
12    }
13    return x;
14 }
15
16 int main(void)
17 {
18     int a, b;
19     printf("Enter a: ");
20     scanf("%d", &a);
21     printf("Enter b: ");
22     scanf("%d", &b);
23     printf("gcd(a,b)=%d\n", gcd(a, b));
24     return EXIT_SUCCESS;
25 }

```

## 2.2 Call-by-value and Pointers

In C it is important to distinguish between a variable and the value stored in it.

### Pointers

A variable has a location in memory. The value of the variable is stored in that location. For example:

```

1 int i = 10;

```

tells the system to allocate a location in memory to store the value 10. The variable `i` is a pointer to that location in memory. One of the distinguishing features of C is that we can manipulate the memory address of the variable almost as easily as we can manipulate the value stored in it.

### Pointers:

- if `i` is a variable, then `&i` is a pointer to the location in memory where the value of `i` is stored.
- The declaration `int *p;` creates a variable `p` that can store the memory address of an integer. The `*` indicates that `p` is a pointer to an integer.
- If a memory address is stored in the variable `p`, then `*p` is the value stored at that address.

### Example:

Listing 14: Swap two integers

```

1 void swap(int *p, int *q)
2 {
3     int temp;
4     temp = *p; // Dereference a

```

```

5     *p = *q;    // Dereference b
6     *q = temp;  // Dereference temp
7 }

```

- `*p` means "the value at the address stored in `p`"
- `*p = *q` means "store the value at the address stored in `q` in the location pointed to by `p`"
- `*q = temp` means "store the value of `temp` in the location pointed to by `q`"

In essence, we are swapping the values of the two variables `a` and `b` by swapping the values stored in the memory locations pointed to by `p` and `q`.

## 2.3 Characters

In C, a character is just an unsigned integer. Each character is represented by an integer between 0 and 127.

Listing 15: Generate ASCII Characters

```

1  int main(void)
2  {
3      int i, start, step = 16;
4
5      for (start = 32; start < 127; start += step)
6      {
7          printf("\n%12s", "Code:");
8          for (i = start; i < start + step; i++)
9              printf("%4i", i);
10
11         printf("\n%12s", "Character:");
12         for (i = start; i < start + step; i++)
13             printf("%4c", i);
14
15         printf("\n");
16     }
17
18     printf("\n");
19     return 0;
20 }

```

### 2.3.1 Reading and writing characters

Printing characters:

- `printf("&c", c)`
- `putchar(c)`

Reading characters:

- `scanf("&c", c)`
- `c = getchar()`

Listing 16: Conver lowercase to uppercase

```

1  #include <stdio.h>    // Standard input/output library
2
3  char uppity(char);    // Function prototype
4
5  int main(void)
6  {
7      char letter;
8
9      // Loop: read each character from standard input until newline
10     while((letter = getchar()) != '\n')
11         // Print original letter and its uppercase transform
12         printf("uppitty( %c ) = %c\n", letter, uppity(letter));
13
14     return 0;
15 }
16

```



```

17 // Convert a lowercase letter to uppercase; otherwise return original
18 char uppity(char ch)
19 {
20     if ((ch >= 'a') && (ch <= 'z')) // Check if ch is lowercase
21         return (ch - 'a' + 'A');    // Convert ch to uppercase
22     return ch;                      // Return ch if not lowercase
23 }

```

## 2.4 Strings

C does not have a string data type. Instead it uses arrays of type `char` to represent strings. For example if we make a declaration: `char greeting[20]="Hello. How are you?";` the system stores each character as an element of the array `greeting`.

### 2.4.1 String functions

Useful functions defined in `string.h`:

#### `strncpy()`

`char *strncpy(char *dest, char *src, int n)`

Copies at most `n` characters from `src` to `dest`. The advantage of this is that we don't copy more characters to `dest` than it can hold (prevents buffer overflow). `strncpy()` does not append a null character to the end of the string, so we need to do that manually.

#### `strcat()`

`char *strcat(char *dest, char *src)`

Concatenates the string `src` to the end of the string `dest`. The destination string must be large enough to hold the concatenated result. `strcat()` appends a null character to the end of the string.

#### `strcmp()`

`int strcmp(char *str1, char *str2)`

Compares two strings and returns an integer:

- 0 if the strings are equal
- A negative integer if `str1` comes first alphabetically
- A positive integer if `str2` comes first alphabetically

#### `strstr()`

`char *strstr(char *haystack, char *needle)`

Searches for the first occurrence of the string `needle` in the string `haystack`. If found, it returns a pointer to the first occurrence of `needle` in `haystack`. If not found, it returns `NULL`.

#### `strlen()`

`int strlen(char *str)`

Returns the length of the string `str` (not including the null character).

### 2.4.2 String Output

We know how to use `printf()` to print strings:

- `printf("%s%s\n", "Good Morning ", name);`
- `printf("%s%8s\n", "Good Morning ", name);`

The second example, the field width specifier is given. This causes the string to be padded so it takes up a total of 8 spaces. If the string is shorter than 8 characters, it is padded with spaces on the left. If the string is longer than 8 characters, it is printed as is.

#### String Input

Input is a more complicated issue, there are three basic methods:

- `scanf("%s", name);` reads the next "word" from the input stream and stores it in the array `name`. A "word" is defined as a sequence of characters separated without a space, tab, or newline. The string is terminated with a null character.

- `getchar(name)`; to get more control of the input in a loop
- `gets(string)`; reads a line input and stores it all except the newline character. The string is terminated with a null character. `gets()` is not safe to use because it does not check the length of the input string. If the input string is longer than the array, it will cause a buffer overflow and overwrite other data in memory.
- `fgets(string, n, stdin)`; reads in a line of text from the keyboard (standard input stream) and stores at most `n` characters in the array `string`. The string is terminated with a null character. If the input string is longer than `n`, it will be truncated and the rest will be discarded. `fgets()` is safer to use than `gets()` because it checks the length of the input string.

### 3 Arrays

To declare a  $3 \times 4$  matrix of floats, we write `float a[3][4];`. So:

$$\begin{bmatrix} a[0][0] & a[0][1] & a[0][2] & a[0][3] \\ a[1][0] & a[1][1] & a[1][2] & a[1][3] \\ a[2][0] & a[2][1] & a[2][2] & a[2][3] \end{bmatrix}$$

In general, an  $n \times m$  array is declared as `float a[n][m];`. The first index is the row number and the second index is the column number. The first element of the array is `a[0][0]` and the last element is `a[n-1][m-1]`.

If `a` has the line `int a[4];` then the system creates three arrays, each of length four. More precisely, it:

- declares 3 pointers to type `int`: `a[0]`, `a[1]`, and `a[2]`
- space for storing an integer is allocated to each of addresses `a[0]`, `a[0]+1`, `a[0]+2`, `a[0]+3`, `a[1]`, `a[1]+1`, ..., `a[2]+3`

This mean is if `a[i][j]` is declared as a two-dimensional  $3 \times 4$  array, then the following are equivalent:

- `a[1][2]`
- `*(a[1]+2)`
- `*((a+1)+2)`
- `*(&a[0][0]+4+2)`

#### Explanation of Array Element Access in C

`a[1][2]`

This is the standard way to access a two-dimensional array element. It directly fetches the element in the second row (index 1) and the third column (index 2).

`*(a[1]+2)`

- `a[1]` yields the second row, which decays to a pointer to its first element (i.e., equivalent to `&a[1][0]`).
- Adding 2 moves the pointer two elements forward in that row.
- The dereference operator `*` then accesses the element at that position, which is `a[1][2]`.

`*((a+1)+2)`

- `a+1` moves the pointer from the first row to the second row.
- `*(a+1)` dereferences that pointer to yield the address of the first element of the second row (again, equivalent to `a[1]`).
- Adding 2 moves to the third element in that row, and the outer `*` fetches its value—again, `a[1][2]`.

`*(&a[0][0]+4+2)`

- `&a[0][0]` gets the address of the very first element of the array.
- Since the array is stored in contiguous memory, pointer arithmetic treats it as a flat sequence. Adding 4+2 (i.e., 6) moves the pointer to the 7th element in that sequence.
- If the layout of the array is such that the element `a[1][2]` is the 7th element (this is true, for example, if the row length is at least 3), then dereferencing this pointer retrieves `a[1][2]`.

## 4 Files

Taking an input from a file is not much different than taking input from a keyboard. All we do is:

- Declare an identifier of type `FILE` to hold the file pointer.
- Open the file (`fopen()`)
- Read the file
- Close the file (`fclose()`)

**Declaring a file identifier:**

```
FILE *datafile;
```

The datafile is now a pointer we can associate with a file. The `FILE` type is defined in the `stdio.h` library.

**Opening a file:**

```
fileptr = fopen(char *filename, char *mode);
```

The `fopen()` is a function that is used for file opening. It takes two arguments: the name of a file and the mode it will operate in. A file pointer is returned. The mode can be:

- `r` : read (open an existing file for reading)
- `w` : write (overwrite the file or create a new one)
- `a` : append (add to the end of the file)

**Closing a File**

```
fclose(fileptr);
```

Once a file is “closed” we can no longer read from it or write to it, unless we open it again. If we don’t do this, the file will still be closed when the program terminates. But until then, no other program on the same node (computer) can work with the file, and it might not be fully written to storage

**Reading from a file**

```
fgets(char *str, int n, FILE *fileptr);
```

reads in a line of text from the `fileptr` stream and stores at most `n` characters in array `str`. The new line character is stored. If the string can’t be read, because we have reached the end of the file, then `NULL` is returned.

```
fgetc(FILE *fileptr);
```

reads the next character in the file and stores it in the `char` variable `c`. If the end of the file has been reached, `EOF` is returned.

```
fscanf(FILE *fileptr, char *format, ...);
```

reads formatted input from the file. The format string is similar to the one used in `printf()`

**Navigating a file**

Each time a character is read from the input stream, a counter associated with the stream is incremented.

```
rewind(FILE *fileptr);
```

sets the indicator to the start of the file

```
ftell(FILE *fileptr);
```

is used to check the current value of the file position indicator in the form of a long int.

```
fseek(FILE *fileptr, long offset, int place);
```

the value of `offset` is the amount the indicator will be changed by, while `place` is one of:

- `SEEK_SET(0)` : the start of the file
- `SEEK_CUR(1)` : the current position in the file
- `SEEK_END(2)` : the end of the file

## Writing to a file

To write to a file, we declare a file pointer:

```
FILE *outfile;
```

and open a new file in write mode:

```
outfile = fopen("myList.txt", "w");
```

to write to the file, we use one of:

- `fprintf(outfile, char *format, ...);` : works like `printf()` except its first argument is a file pointer
- `fputs(char *str, FILE *fileptr);` : writes the string `str` to the file pointed to by `fileptr`, without its trailing `'\0'` character. The string is not formatted.
- `fputc(int c, FILE *fileptr);` : writes the character `c` to the file pointed to by `fileptr`. The character is not formatted.

**Issues concerning the use of files in C, we should be aware of:**

- There are 6 modes a file can have: `r`, `w`, `a`, `r+`, `w+`, `a+`
- To open a binary file, also add a `b` to the mode. For example, `rb` opens a file for reading in binary mode.
- `freopen()` attaches a new file to an existing file pointer. It is used to redirect the standard input or output to a file. For example, `freopen("myList.txt", "w", stdout);` redirects the standard output to the file `myList.txt`. This means that any output that would normally go to the screen will now go to the file.
- `tmpfile()` open a temporary file in binary read/write and is automatically deleted when closed or when the program terminates
- `fflush(fileptr);` flushes the output buffer of the file pointer. This means that any data that has been buffered but not yet written to the file will be written to the file.
- `remove("myList.txt");` deletes the file `myList.txt` from the disk.
- `rename("myList.txt", "myList2.txt");` renames the file `myList.txt` to `myList2.txt`. If the new name already exists, it will be overwritten.
- `int feof(FILE *fileptr);` returns a non-zero value if the end of the file has been reached. It is used to check if we have reached the end of the file while reading it.

## 5 The Process

**"A process is a running program."**

The operating system gives the impression many programs are running at the same time, but in reality, only one program is running at a time. This is made possible by abstracting the the concept of a running program as a process.

**Every process consists of**

- The process text - the program code
- The program counter - the address of the next instruction to be executed
- The process stack - temporary data, local variables, function parameters, return addresses
- The data section - global variables

A process is not just a program - if two users run the same program at the same time, they create different processes. Each process has its own memory space, so they do not interfere with each other. A program is a passive entity, while a process is an active / dynamic entity.

**A set of operations OS must apply to a process**

- **Create** a new process (open a new program)
- **Terminate / Destory** a process (close a program)
- **Wait** or pause a process until some event occurs (e.g. waiting for user input)
- **Suspend and Resume** similar to wait but more explicit
- **Status** report info about a process (e.g. how much memory it is using, how long it has been running, etc.)

## The state of a process

The state of a process is defined by the current activity of that process.

- **New** - the process is being created
- **Running** - instructions being executed
- **Block / Waiting** - waiting for some event to occur (e.g. I/O operation)
- **Ready** - waiting to be assigned to a processor
- **Terminated** - the process has finished executing

## 5.1 Process Creation

A parent creates a child process, which create other child processes, forming a tree of processes. After a parent creates a child process it may:

- Execute concurrently with the child process
- Wait until the child process terminates to continue

The parent may share all, some or none of the resources with the child process (resources include memory space, open files, etc.).

### Process Identification Number (PID)

All processes have a unique identifier called a PID. If we create a child process in C, using a `fork()` a new process is created:

- The new process runs concurrently with the parent, unless we instruct it to `wait()`.
- The subprocess (child) is given a copy of the parents memory space
- At the time of creation, the two processes are identical, except the `fork()` returns the child process' PID to the parent and 0 to the child.

In order to use this function, we must include the `unistd.h` library, which includes:

- `fork()` - creates a new process
- `getpid()` - returns the PID of the calling process
- `getppid()` - returns the PID of the parent process

Listing 17: Forking a process

```
1  #include <unistd.h>
2  #include <stdio.h>
3
4  int main(void)
5  {
6      pid_t pid1, mypid;
7      pid1 = fork();
8      mypid = getpid();
9      printf("I am %d\t", mypid);
10     printf("Fork returned %d\n", pid1);
11     return 0;
12 }
13
14 Output:
15 I am 7791. Fork returned 0
16 I am 7790. Fork returned 7791
```

### `fork()`

The prototype for `fork()` is:

```
pid_t fork(void);
```

- It takes no arguments
- It really returns an `int`
- It returns -1 if the fork failed
- Otherwise, it returns the PID of the newly created child process to the parent process

- It returns 0 to the child process
- The child process is distinct from the parent (it gets its own copy of the parent's memory space)
- Both parent and child process run concurrently
- Starting from the `fork()` call, the parent and child process execute the same instruction set.

```
pid_t getpid(void);
```

Returns the value of the processes own PID

```
pid_t getppid(void);
```

Returns the value of the parent process' PID Since the parent and subproc (child) have copies of the same memory space and instruction set, `getpid()` and `getppid()` are useful for working out which is which.

## Process Programing