



#### Outline

- Process Creation
- Process Termination
- How to use process related System Calls
- Examples
- Exercise

#### **Process Creation**

- Parent process creates children processes, which, in turn, create other processes, forming a tree of processes
- Generally, a process identified and managed via a process identifier (pid)

## Process Creation (Cont.)

When a process creates a new process, two possibilities for execution exist:

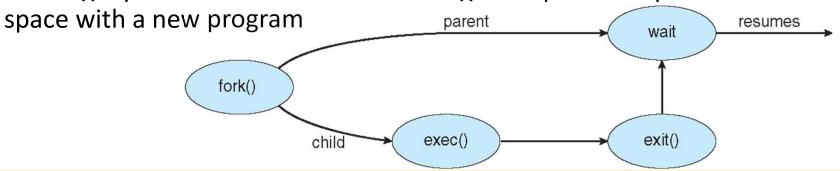
- The parent continues to execute concurrently with its children.
- The parent waits until some or all of its children have terminated.

There are also two address-space possibilities for the new process:

- The child process is a duplicate of the parent process (it has the same program and data as the parent).
- The child process has a new program loaded into it.

## Process Creation (Cont.)

- Address space
  - Child duplicate of parent
  - Child has a program loaded into it
- UNIX examples
  - fork () system call creates a new process
  - exec() system call used after a fork() to replace the process' memory



#### **Process Termination**

- Process executes the last statement and then asks the operating system to delete it using the exit() system call.
  - Returns status data from child to parent (via wait())
  - Process resources are deallocated by the operating system
- The Parent may terminate the execution of the children's processes using the abort() system call. Some reasons for doing so:
  - Child has exceeded allocated resources
  - Task assigned to a child is no longer required
  - The parent is exiting and the operating system does not allow a child to continue if its parent terminates

#### **Process Termination**

- Some operating systems do not allow a child to exist if its parent has terminated. If a process terminates, then all its children must also be terminated.
  - cascading termination. All children, grandchildren, etc. are terminated.
  - The termination is initiated by the operating system.
- The parent process may wait for the termination of a child process by using the wait() system call. The call returns status information and the PID of the terminated process

```
pid = wait(&status);
```

## Using fork() and wait()

- The **fork** () system call is used to create a new child process. 1.
- 2. The return value of fork () determines whether the process is the parent or the child:
  - If pid == 0, it's the child process. Α.
  - В. If **pid > 0**, it's the parent process.
  - C. If pid < 0, fork failed.
- 3. The child process prints its PID and its parent's PID, then terminates using exit (0).
- The parent process calls wait (NULL), which makes it wait until the child process 4. terminates.
- 5. Once the child exits, the parent prints a message and completes execution.

# Using exec()

- 1. fork() creates a child process.
- 2. The child process prints a message and then calls **execl()**, which replaces the child's process with the /bin/ls program.
- 3. The execl ("/bin/ls", "ls", "-1", NULL); command runs ls -l (list directory contents).
- 4. If exec succeeds, the rest of the child process code does not execute.
- 5. If exec fails, perror ("exec failed") prints an error.
- 6. The parent waits (wait (NULL)) for the child to finish and then prints a message.

## Using dup() for File Descriptor Duplication

- 1. The open () function opens (or creates) output.txt in write-only mode.
- 2. If the file cannot be opened, the program prints an error and exits.
- 3. dup2 (file, STDOUT FILENO); redirects stdout to the file.
- 4. The file descriptor is closed with close(file), but stdout remains redirected.
- 5. printf() writes to the file instead of the terminal.
- 6. When you check output.txt, you will find the printed text inside.

# Using exit()

- 1. fork() creates a child process.
- 2. If it's the child, it prints a message and calls exit(42), terminating with exit status 42.
- 3. The parent waits for the child to exit using wait(&status).
- 4. WEXITSTATUS(status) extracts the exit status (42) and prints it.

## Using pause()

```
signal(SIGINT, signal handler); sets up a handler for Ctrl+C
(SIGINT).
```

The program prints its PID and calls pause(), which makes it wait indefinitely.

When the user presses Ctrl+C, the signal handler () function runs.

The handler prints the received signal and exits the program.

# Summary of System Calls Used

System Call	Description
fork()	Creates a new child process.
exec()	Replaces the process with a new program.
dup2()	Redirects file descriptors (useful for output redirection).
exit()	Terminates a process with a specific status.
wait()	Makes a parent process wait for a child to terminate.
pause()	Suspends execution until a signal is received.

### Examples Programs

#### Source Code Folder Link

https://mujcampus-my.sharepoint.com/:f:/g/personal/upendra\_singh\_jaipur\_manipal\_edu/EjL1pWMmp-tNjcaKHMTjfdYBJ\_sIRyew-7CBaRQ08D5k6g?e=HLB5xg

# Exercises 1: Using exit() with Parent and Child Coordination

#### **Problem Statement:** Write a program that:

- 1. Creates two child processes.
- 2. Each child process generates a random integer and exits with that number as the exit status.
- 3. The parent process waits for both children and prints their exit statuses.
- 4. The parent process exits with the sum of both children's exit statuses.

#### **Hints**:

- 1. Use rand() % 100; to generate random numbers.
- 2. Extract exit statuses using WEXITSTATUS(status).
- Parent should return exit(sum\_of\_child\_statuses).

# Exercises 2: File Redirection and Process Communication

#### **Problem Statement:** Write a program that:

- Creates a child process.
- 2. The child process redirects its stdout to a file named "child\_output.txt".
- 3. The child process then runs is -l using execlp(), so the output is written to the file instead of the terminal.
- 4. The parent process waits for the child and then reads the contents of "child output.txt" and displays them.

#### **Hints:**

- 1. Use dup2() to redirect stdout in the child.
- 2. Use fopen() or read() in the parent to display the file contents.

