

HOME ASSIGNMENT – 2

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KERNEL SIDE

STEP 1

FILE : procinfo.h

```
#ifndef _PROCINFO_H_
#define _PROCINFO_H_
typedef unsigned long long uint64;

struct proc_info {
    int pid;
    char name[16];
    char state[16];
    uint64 sz;
};

#endif
```

STEP 2

FILE : proc.c

```
#include "procinfo.h"
...
int get_proc_info(int pid, struct proc_info *info)
{
    struct proc *p;
    int found = 0;

    // Acquire the global process table lock to safely iterate.
    acquire(&ptable.lock);

    for (p = ptable.proc; p < &ptable.proc[NPROC]; p++) {
```

```

    if (p->pid == pid) {
        found = 1;

        // Copy the information.
        info->pid = p->pid;
        info->sz = p->sz;
        safestrcpy(info->name, p->name, sizeof(info->name));

        // Convert the enum state to a string.
        char *st;
        switch (p->state) {
            case UNUSED: st = "UNUSED"; break;
            case EMBRYO: st = "EMBRYO"; break;
            case SLEEPING: st = "SLEEPING"; break;
            case RUNNABLE: st = "RUNNABLE"; break;
            case RUNNING: st = "RUNNING"; break;
            case ZOMBIE: st = "ZOMBIE"; break;
            default: st = "???"; break;
        }
        safestrcpy(info->state, st, sizeof(info->state));

        break; // Exit the loop once the process is found.
    }
}

// Release the lock after we are done with the process table.
release(&ptable.lock);

return found ? 0 : -1; // Return 0 on success, -1 on failure.
}

```

STEP 3

FILE : syscall.h

```
#define SYS_get_proc_info 26
```

FILE : sysproc.c

```

#include "procinfo.h"
...
int
sys_get_proc_info(void)
{
    int pid;
    struct proc_info *info;

    // Fetch the first argument (int pid) from the user stack.
    if (argint(0, &pid) < 0)
        return -1;

    // Fetch the second argument (struct proc_info*) from the user
    stack.
    // argptr also verifies that the pointer is valid.
    if (argptr(1, (char**)&info, sizeof(*info)) < 0)
        return -1;

    // Now we call the actual implementation with the validated
    arguments.
    return get_proc_info(pid, info);
}

```

FILE : syscall.c

```

extern int sys_get_proc_info(void);
...
[SYS_get_proc_info] sys_get_proc_info,

```

USER PROGRAM

FILE : pinfo.c

```

#include "types.h"
#include "stat.h"

```

```

#include "user.h"
#include "procinfo.h"

int main(int arg, char *argv[]){

    struct proc_info info;
    int pid;
    if(arg < 2){
        printf(2,"Usage: pinfo <pi>\n");
        exit();
    }

    pid = atoi(argv[1]);

    if(get_proc_info(pid, &info) < 0){
        printf(2,"Error: Process with PID %d not found.\n",pid);
        exit();
    }else{
        printf(1, "PID: %d\n",info.pid);
        printf(1, "Name: %s\n",info.name);
        printf(1, "State: %s\n",info.state);
        printf(1, "Memory Size: %d\n",info.sz);
    }

    exit();
}

```

FILE : testproc.c

```

#include "user.h"
#include "types.h"
int main(void)
{
    int i;
    int num_children = 5;
    for (i = 0; i < num_children; i++)
    {
        int pid = fork();
    }
}

```

```

    if (pid < 0)
    {
        printf(2,"Fork failed\n");
        exit();
    }
    if (pid == 0)
    {
        printf(1,"Child process %d started with PID %d\n", i + 1,
getpid());
        while (1);
        // never exits
    }
}
// Parent waits for all children to finish
//
/* for (i = 0; i < num_children; i++)
{
    //
    int wpid = wait();
    //
    printf(1,"Parent: child PID %d finished\n", wpid);
    //
} */
exit();
}

```

OUTPUT :

