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Q1 My long-running server process creates many child processes and never calls
wait() or waitpid(). What have I created?
Q2 What is a signal? How do they work?
Q3 How do I send signals programmatically to a process?
Q4 How do I send a user-defined signal? Terminate signal?
Q5 Why should I use the signal symbols not the constants?
Q6 What is the alarm signal?
int main() {
    int x = 0;
  while(x++ < 60) {
    char *mesq = ".";
    write(1, ____, , ____);
    sleep(1);
   }
  return x;
WIFSIGNALED, WTERMSIG, WEXITSTATUS, WIFEXITED, SIGALRM, perror, fork, waitpid
pid t childid;
void child() {
   _____ Make the alarm go in 1 second
         Sleep for 2 seconds
   puts("I'm the child exiting normally");
    _____ exit normally
}
void parent() {
    int status;
     ____(childid, &status, 0);
    if(_____ (status)) {
       printf("Child exited due to signal %d\n", ____(status));
       if((_____) (status) == ____)
       puts("ALARM CLOCK");
    }else
    if( _____(status)) {
       printf("Child exited with %d\n", (status));
    }
int main() {
   printf("Hello world!\n");
    childid =
    if(childid >0) parent();
    else if(childid == 0) child();
    else _____ ("fork failed"); // print error
   return 0;
If I started my program with "./program file.txt" how would I read the the
first argument (file.txt)?
What is special about value of argv[0]?
What is the value of arqv[arqc]?
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What is a shell? How would a shell print "Seg fault" or "Alarm clock?"
What is wrong with the following program that tries to implement a shell?
     char buffer[1024];
     puts("Enter Your command oh master and I will exec it. Lol catz")
     while(1) {
        fgets(buffer, sizeof(buffer), stdin);
        char* args[]= {".",NULL};
        execvp(buffer, args);
    }
How would you implement background commands? ("gcc ... &")
How would you implement reading a script from a file?
How would you implement redirecting output of a command to a file?
e.g. cat file.c > output.txt
What is "POSIX"?
Give some examples of the security features of an operating system
What is a fork bomb()?
What is a heap allocator? Is it part of a process or part of the operating
system? What must it do efficiently?
What are the advantages of this allocator? disadvantages?
void* malloc(unsigned int numbytes) {
  // sbrk increases the process's data segment by n bytes
  void* ptr = sbrk(numbytes);
  if(ptr == (void*) -1) return NULL; // no memory for you!
  return ptr;
void free(void*mem) { /* do nothing */}
```