Results:

1.

Program code

```
#include<stdio.h>
#include<sys/types.h>
#include<unistd.h>

int main() {
    if(!fork())
    {
        printf("hello! I'm from child and my process id is %d.\nMy parent process id
is %d\n",getpid(),getppid());
    }
    else{
        printf("hi! I'm from parent and my process id is %d",getpid());
    }
    return 0;
}
```

```
hello! I'm from child and my process id is 2228.
My parent process id is 2223
hi! I'm from parent and my process id is 2223[1] + Done
/tmp/Microsoft-MIEngine-In-3huwgglz.log" 1>"/tmp/Microsoft
```

```
Parent id: 2942
child id: 2950
Process details:
Parent id: 2942
child id: 2952
Process details:
Parent id: 664
child id: 2953
Process details:
Parent id: 664
child id: 2955
Process details:
Parent id: 2934
Process details:
child id: 2942
Parent id: 664
child id: 2951
Process details:
Parent id: 664
child id: 2954
Process details:
Parent id: 664
child id: 2956
[1] + Done
                                     "/usr/bin/gdb" --interpreter=mi
tmp/Microsoft-MIEngine-Out-3g0omu20.juk"
suyog@suyog-VirtualBox:~/Desktop/OS lab$ ∏
```

There are eight process in total out of which seven are child. Their process id along with their parent id is shown as above.

Program code:

```
#include<stdio.h>
#include<sys/types.h>
#define DEL1 10000
#define DEL2 50000
int main() {
    int i,d;
    if(!fork())
        for(c='a';c<='z';c++)
            printf("%c\t",c);
            fflush(stdout);
            for(d=0;d<DEL1;d++);</pre>
        exit(0);
        for(i=0;i<=10;i++)
            printf("%i\n",i);
            fflush(stdout);
            for(d=0;d<=DEL2;d++);</pre>
        exit(0);
```

```
0
1
2
3
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10
a b c d e f g h i j k l m n o p qr
s t u v w x y z [1] + Done "/usr/bin/gdb" --interpreter=mi -
-tty=${DbgTerm} 0<"/tmp/Microsoft-MIEngine-In-ssf0weon.diu" 1>"/tmp/Microsoft-MIEngine-Out-fgue024j.iyw"
suyog@suyog-VirtualBox:-/Desktop/05 lab$
```

In this program, the parent executes its program and the DEL2 holds the screen and again child executes and holds screen from DEL1.

When we increase the delays DEL1 and DEL2 then we saw that the output of two process overlapped. This is due to non-uniform delays and both process are running at the same time.

```
#include <stdio.h>
#include <sys/types.h>
#include <unistd.h>

int main()
{
    int pid;
    int fork();
    if (pid == 0)
    {
        printf("i'm the child, my process ID is %d\n", getpid());
        printf("I'm the child and my parent's ID is %d\n", getpid());
        sleep(5);
        printf("(after sleep)i'm the child, my process ID is %d\n", getpid());
        printf("(after sleep)Im the child and my parent's ID is %d\n", getppid());
    }
    else
    {
        //anchor
        sleep(10);
        printf("I'm the parent, my process ID is %d", getpid());
        printf("I'm the parent's process ID is %d", getpid());
        printf("the parent's process ID is %d", getpid());
    }
}
```

Here, the execution of fork() was successful so the value of pid will be 0 and hence only the statements under if with condition pid=0 is executed.

Adding the sleep statement delayed the output by some time. The child process is an orphan process and a new parent is given to it by the system.

In this program, first the parent executed and then the execution of the child took place.

After edit

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When the wait(0) statement is added, then the parent waits for its child to complete its execution and the executes itself. Only the parent can wait for the child and not the other way around.