

TRIBHUWAN UNIVERSITY INSTITUTE OF ENGINEERING **PULCHOWK CAMPUS**

A LAB REPORT

ON

Process concepts

EXPERIMENTS DATE: 2018/9/16 SUBMISSION DATE: 2018/9/05

SUBMITTED BY:

Name: Suyog Dnakal Group: D Roll No. 075 BCT 092

SUBMITTED TO:

Department of computer

TITLE

Process Concepts.

Objective.

To be familiarize with the various process concepts.

Theory

The fork.

The fork system call creates a new process. When a program calls fork() there will be two copies of the programs running simultaneously. Each copy can do what it desires independent of the other.

The fork() function returns the child's process id to the parent. It returns 0 to the child and returns a negative number in case of failure.

zombie Process.

A process which has finished the execution but still has entry in the process table to report to its parent process is known as a zombie process. A child process always first becomes a zombie before being removed from the process table. The parent process reads the exit status of the child process which reaps off the child process entry from the process table.

In the following code, the child finishes its execution using exit() system call while the parent sleeps for 50 seconts, hence doesn't call wait () and the child process's entry still exists in the process table.

```
11 Cprogram to demonstrate Zombie Process. Child becomes Zombie
" as parent is sleeping when child process exits.
# include <stalib.h>
# include < sys/types.h>
# include < unistd. u>
int main ()
    pid-t child-pid = fork(); 1/ Fork returns process 1d in parent process
    11 parent process
       if (child-pid >0)
            Sleep (50);
     11 child process
       else
           exi+(0);
       return o;
 3.
Orphan Process.
  A process whose parent process no more exists i.e. either
  finished or terminated without waiting for its child process
  to terminate is called an orphan process.
      In the following code, parent finishes execution and exits
  while the child process is still executing and is called an orphan
  process now.
   However, the orphan process is soon adopted by init process,
   once its parent process dies.
  11 cprogram to demonstrate Orphan Process.
 # include < stdio. h>.
 # include < sys/types.h>
 # include < Unista. h>.
  int main ()
                             2.
```

```
1/create a child process
     int pid = fork();
     if (pid>0)
        printf(" in parent proces");
 muste that pid is 0 in child process and negative if fork () fails.
    clse if (pid==0)
        sleep (30);
         printf (" in child process");
     return 0;
3.
Program 1:
  main ()
   { if ( ! fork())
          printf("hello!!! i'm from child h");
       use ?
         printf(" hi!!! i'm from parent");
    3
Program 2.
  intid;
    charc;
    if (!fork())
           printf(" %. 1+",c)1;
           fflush (stdout);
           for (d=0;d < DEL1;d+1);
       3.
                              3.
```

```
exit(0)
      3
 else f.
     for (i=0; i <= 10; i+4)
         fflush (std out);
         for (d=0; d <= DEL2; d++);
   exit(0)
  3
3.
Program 3
 wain()
 { int pid;
    int fork();
  if (pid = = 0)
       printf ("i'm the child, my process ID is Id ", get paid());
       print ("I'm the child and my parent's ID is 1.d \n", get ppid())
        steep (20);
       printf ("I'm the child and my parent's ID is 1.d \n", getppid());
printf ("I'm the child and my parent's ID is 1.d \n", getppid());
    3.
        else.
     8
         Hanchor.
          printf ("I'm the parent, my process ID is 1d", getpid());
          printf ("the parent's process ID is 1'd", getppid());
      3
  3
```

```
program 4:
 main () { iw i=0, j=0, pid;
     pid=fork();
if (pid==0)
            for (1=0; 1<500;1++)
            printf(" * 14 1+",1);
   elses.
if (pid>0)
s
s
s
s
s
for
                 Hanchor
                  for (j=0;j<500;j+1)
printf("12",j);
        3
3.
```

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);
```

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

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
17 34	18 35	19 36	20 37	21 38	22 39	23 40	24 41	25 42	26 43	27 44	28 45	29 46	30 47	31 48	32 49	33 50
51	52	53	57 54	55	56	57	58	42 59	43 60	61	45 62	46 63	64	48 65	66	50 67
68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84
85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101
102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118
119	120	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135
136	137	138	139	140	141	142	143	144	145	146	147	148	149	150	151	152
153	154	155	156	157	158	159	160	161	162	163	164	165	166	167	168	169
170	171	172	173	174	175	176	177	178	179	180	181	182	183	184	185	186
187 204	188 205	189 206	190 207	191 208	192 209	193 210	194 211	195 212	196 213	197 214	198 215	199 216	200 217	201 218	202 219	203 220
204	203	200	207	208	209	210	211	212	213	214	232	233	217	218	219	220
238	239	240	241	242	243	244	245	246	247	248	249	250	251	252	253	254
255	256	257	258	259	260	261	262	263	264	265	266	267	268	269	270	271
272	273	274	275	276	277	278	279	280	281	282	283	284	285	286	287	288
289	290	291	292	293	294	295	296	297	298	299	300	301	302	303	304	305
306	307	308	309	310	311	312	313	314	315	316	317	318	319	320	321	322
323	324	325	326	327	328	329	330	331	332	333	334	335	336	337	338	339
340	341	342	343	344	345	346	347	348	349	350	351	352	353	354	355	356
357	358	359	360	361	362	363	364	365	366	367	368	369	370	371	372	373
374 391	375 392	376 393	377 394	378 395	379 396	380 397	381 398	382 399	383 400	384 401	385 402	386 403	387 404	388 405	389 406	390 407
408	409	410	411	412	413	414	415	416	417	418	419	403	404	403	423	407
425	426	427	428	429	430	431	432	433	434	435	436	437	438	439	440	441
442	443	444	445	446	447	448	449	450	451	452	453	454	455	456	457	458
459	460	461	462	463	464	465	466	467	468	469	470	471	472	473	474	475
476	477	478	479	480	481	482	483	484	485	486	487	488	489	490	491	492
493	494	495	496	497	498	499										6 27 28 2
										55 56 57						1 72 73 7
																12 113 11
										134 135 7 168 169						146 147 1
																3 214 215
																47 248 24
																281 282 2
										303 304						
																8 349 350
																82 383 38
																416 417 4
										438 439						
									9 470 47	1 472 47						3 484 485
			1 492 49							21		bin/gdb'	'inte	rpreter=n	nıtty	=\${DbgTer
			.Engine-I ~/Deskto			1>"/tmp/	microso	rt-MIEng:	rne-out-	3dai03zd	.zrb"					
suyogas	uyog-V1r	Lua LBOX	~/ Deskto	p/us cab	→											

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.

Discussion:

In this lab session, we developed the concept of parent and child process. We assed the fork statement to observe the behavior of parent and child process under different circumstances. We also observed the process id's using getpid() and getppid() statement. Also, the behavior of the processes under various delay conditions were also observed. Along with these, we also used the wait() statement to make the parent process wait till the completion of child process.

Conclusion:

In concluding, we became familiar with various process concepts and manipulation metrics for different processes. After this lab session we are able to understand the concept of parent and child process as well as the importance of proper delays for these processes.