

# Lab Report 2

## 1. Create a Process: code in the figure 1 shows how to create a process

```
#include <stdio.h>

#include <unistd.h>

#include <sys/types.h>

int main()

{

    pid_t myPid;

    pid_t myParentPid;

    gid_t myGid;

    uid_t myUid;

    myPid = getpid();

    myParentPid = getppid();

    myGid = getgid();

    myUid = getuid();

    printf( "my process id is %d\n", myPid );

    printf( "my parent's process id is %d\n", myParentPid );

    printf( "my group id is %d\n", myGid );

    printf( "my user id is %d\n", myUid );

    return 0;

}
```

**Figure 1:** A source code to create a process

**Description:** The compiling output of the code in figure 1 is:

```
$gcc -o process createProcess.c
```

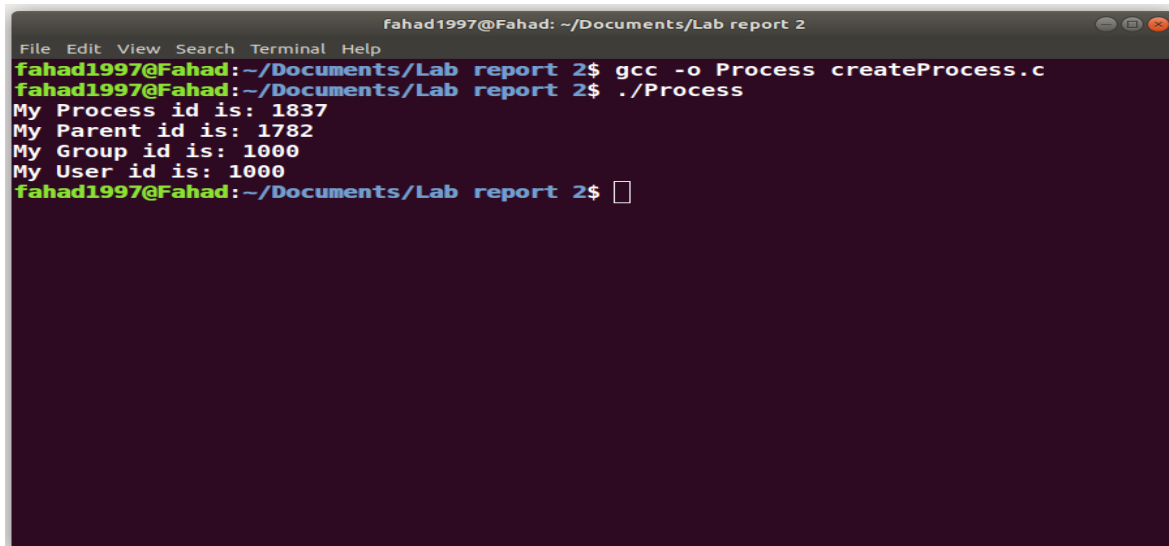
```
$ ./process
```

Getpid()-> returns the process id

Getppid()-> returns the process id of the parent of the calling process.

Getgid()-> returns the real group id of the calling process

Getuid()-> returns the real user id of the calling process

A terminal window titled 'fahad1997@Fahad: ~/Documents/Lab report 2'. The terminal shows the following commands and output:

```
fahad1997@Fahad:~/Documents/Lab report 2$ gcc -o Process createProcess.c
fahad1997@Fahad:~/Documents/Lab report 2$ ./Process
My Process id is: 1837
My Parent id is: 1782
My Group id is: 1000
My User id is: 1000
fahad1997@Fahad:~/Documents/Lab report 2$
```

**2. Create a Child Process:** code in the figure 2 shows how to create a child process

```
#include<stdio.h>

#include<unistd.h>

#include<sys/types.h>

int main()
{
    int ret;

    ret= fork();

    if(ret>0)
    {
        printf("I'm parent\n");
        printf("Parent ID: %d\n",getpid());
    }

    if(ret==0)
    {
        printf("I'm child\n");
        printf("Child ID= %d\n",getpid());
        printf("Parent ID= %d\n",getppid());
    }return 0;
}
```

**Figure 2:** A source code to create a child process

**Description:** The compiling output of the code in figure 2 is:

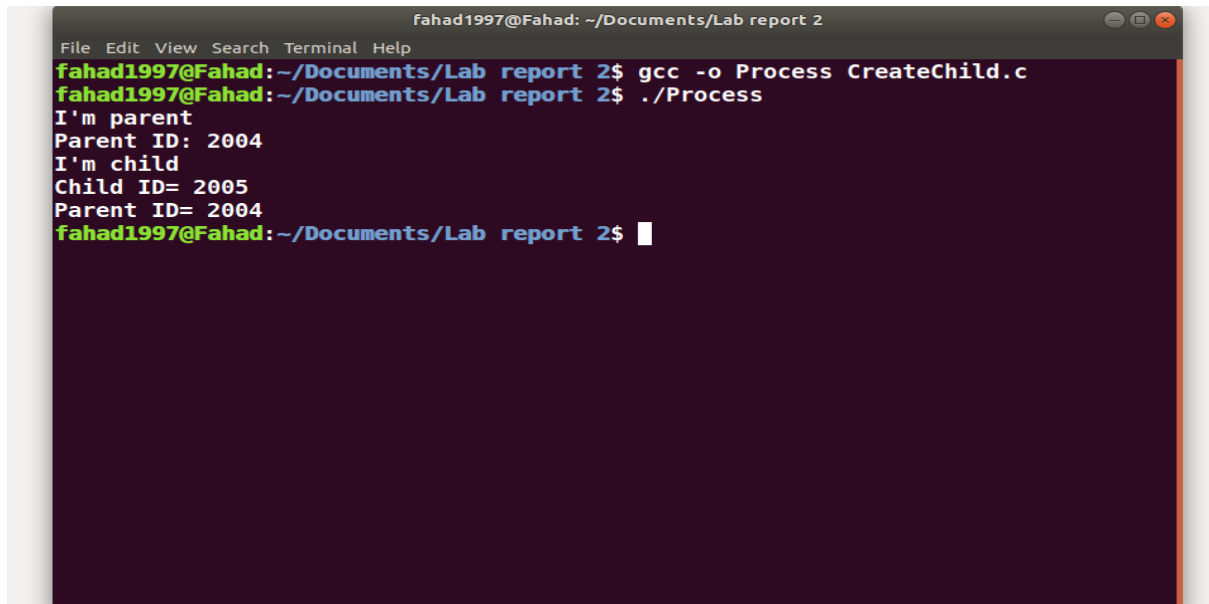
```
$gcc -o process createChild.c
```

```
$ ./process
```

Getpid()-> returns the process id

Getppid()-> returns the process id of the parent of the calling process.

Fork-> Create a child process



```
fahad1997@Fahad: ~/Documents/Lab report 2
File Edit View Search Terminal Help
fahad1997@Fahad:~/Documents/Lab report 2$ gcc -o Process CreateChild.c
fahad1997@Fahad:~/Documents/Lab report 2$ ./Process
I'm parent
Parent ID: 2004
I'm child
Child ID= 2005
Parent ID= 2004
fahad1997@Fahad:~/Documents/Lab report 2$
```

**3. Create multiple child process:** code in the figure 3 shows how to create multiple child process.

```
#include<stdio.h>

int main()
{
    for(int i=0;i<5;i++)
    {
        if(fork() == 0)
        {
            printf("[son] pid %d from [parent] pid %d\n",getpid(),getppid());
            exit(0);
        }
    }

    for(int i=0;i<5;i++)
    wait(NULL);
}
```

**Description:** The compiling output of the code in figure 3 is:

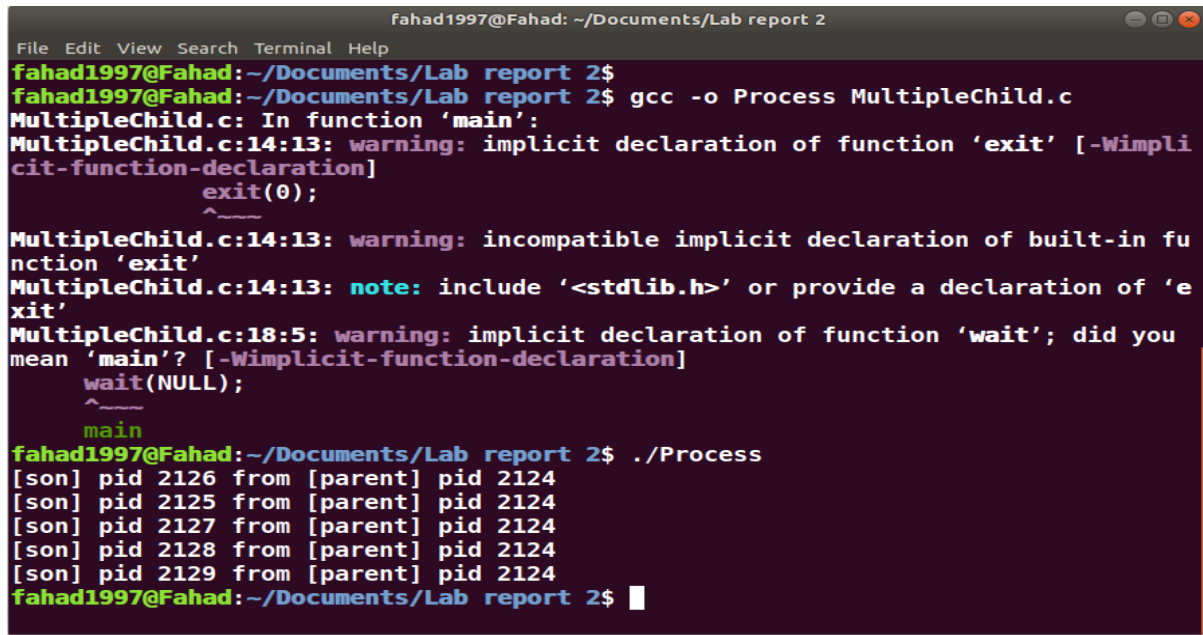
```
$gcc -o process MultipleChild.c
```

```
$ ./process
```

Getpid()-> returns the process id

Getppid()-> returns the process id of the parent of the calling process.

Fork-> Create a child process

A terminal window titled 'fahad1997@Fahad: ~/Documents/Lab report 2' showing the compilation and execution of a C program. The user runs 'gcc -o Process MultipleChild.c', which produces several warnings about implicit declarations of 'exit' and 'wait'. Then, the user runs './Process', which outputs five lines showing child processes being created from parent pid 2124.

```
fahad1997@Fahad: ~/Documents/Lab report 2
File Edit View Search Terminal Help
fahad1997@Fahad:~/Documents/Lab report 2$
fahad1997@Fahad:~/Documents/Lab report 2$ gcc -o Process MultipleChild.c
MultipleChild.c: In function 'main':
MultipleChild.c:14:13: warning: implicit declaration of function 'exit' [-Wimplicit-function-declaration]
    exit(0);
    ^~~~~
MultipleChild.c:14:13: warning: incompatible implicit declaration of built-in function 'exit'
MultipleChild.c:14:13: note: include '<stdlib.h>' or provide a declaration of 'exit'
MultipleChild.c:18:5: warning: implicit declaration of function 'wait'; did you mean 'main'? [-Wimplicit-function-declaration]
    wait(NULL);
    ^~~~~
    main
fahad1997@Fahad:~/Documents/Lab report 2$ ./Process
[son] pid 2126 from [parent] pid 2124
[son] pid 2125 from [parent] pid 2124
[son] pid 2127 from [parent] pid 2124
[son] pid 2128 from [parent] pid 2124
[son] pid 2129 from [parent] pid 2124
fahad1997@Fahad:~/Documents/Lab report 2$
```

#### 4. Create a Thread: code in the figure 4 shows how to create a thread

```
#include <stdio.h>

#include <stdlib.h>

#include <unistd.h>

#include <pthread.h>

void *myThreadFun(void *vargp)
{
    sleep(1);

    printf("I'm a Thread \n");

    return NULL;
}

int main()
{
    pthread_t thread_id;

    printf("Before Thread\n");

    pthread_create(&thread_id, NULL, myThreadFun, NULL);

    pthread_join(thread_id, NULL);

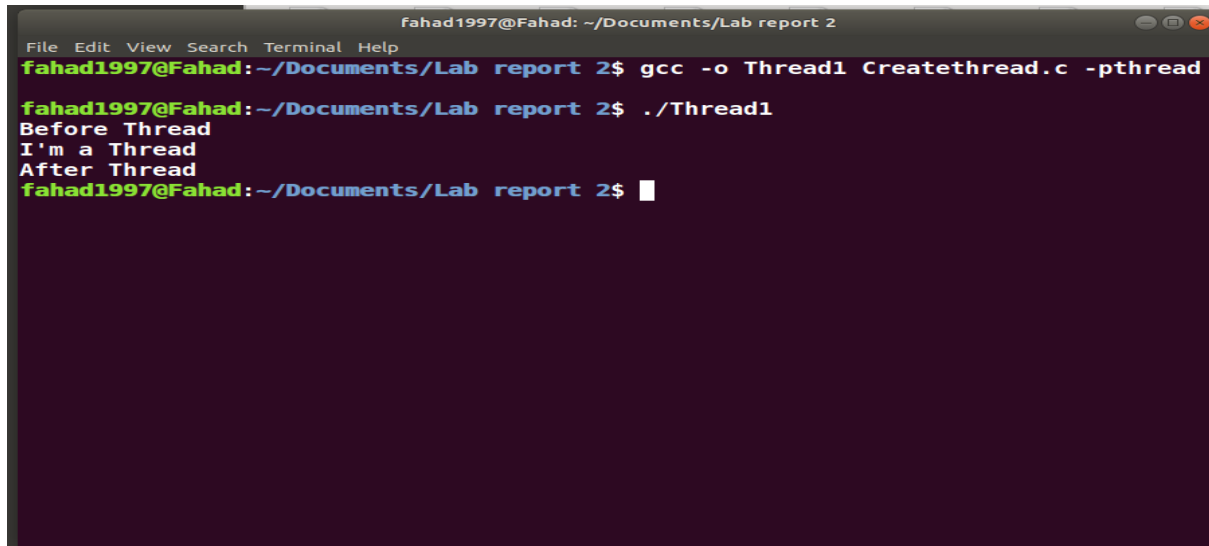
    printf("After Thread\n");

    exit(0);
}
```

**Description:** The compiling output of the code in figure 4 is:

```
$gcc -o Thread1 Createthread.c -pthread
```

```
$ ./Thread1
```



```
fahad1997@Fahad: ~/Documents/Lab report 2
File Edit View Search Terminal Help
fahad1997@Fahad:~/Documents/Lab report 2$ gcc -o Thread1 Createthread.c -pthread
fahad1997@Fahad:~/Documents/Lab report 2$ ./Thread1
Before Thread
I'm a Thread
After Thread
fahad1997@Fahad:~/Documents/Lab report 2$
```

**5. Create Multiple Threads:** code in the figure 5 shows how to create multiple threads.

```
#include <stdio.h>

#include <stdlib.h>

#include <unistd.h>

#include <pthread.h>

int g = 0;

void *myThreadFun(void *vargp)

{

    int *myid = (int *)vargp;

    static int s = 0;

    ++s; ++g;

    printf("Thread ID: %d, Static: %d, Global: %d\n", *myid, ++s, ++g);

}

int main()

{

    int i;

    pthread_t tid;

    for (i = 0; i < 3; i++)

        pthread_create(&tid, NULL, myThreadFun, (void *)&tid);

    pthread_exit(NULL);

    return 0;

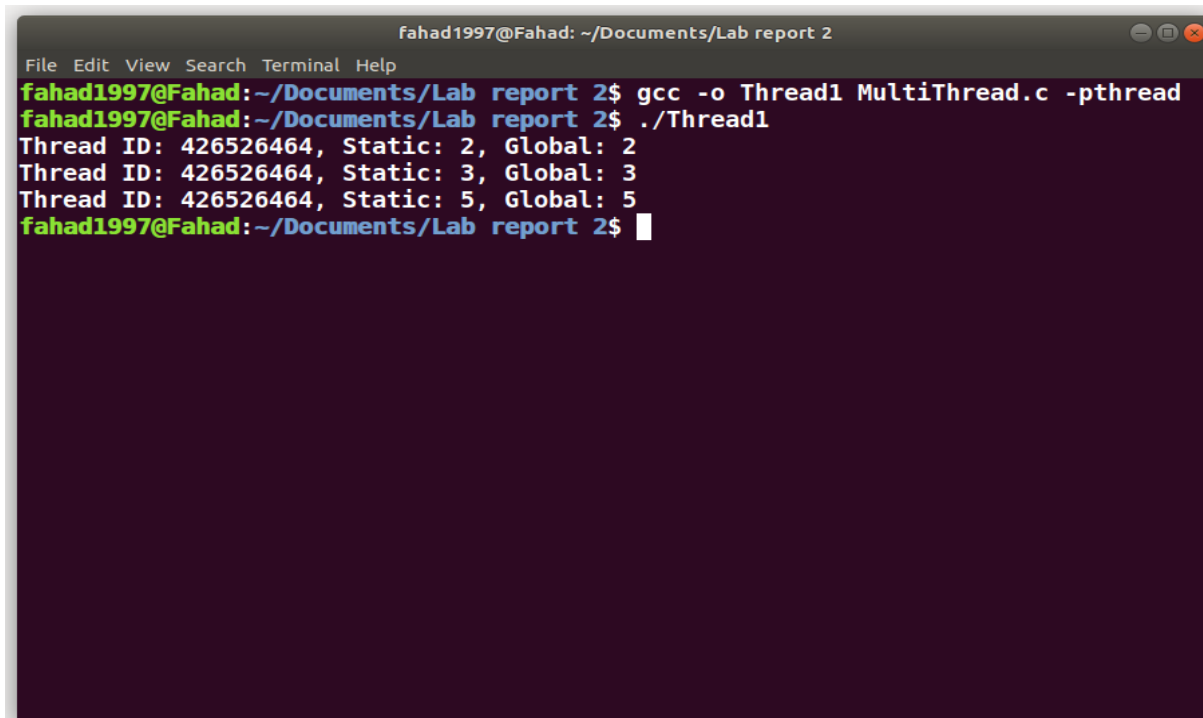
}
```

**Figure 5:** A source code to create multiple threads

**Description:** The compiling output of the code in figure 5 is:

```
$gcc -o Thread1 MultiThread.c -pthread
```

```
$ ./Thread1
```



```
fahad1997@Fahad: ~/Documents/Lab report 2
File Edit View Search Terminal Help
fahad1997@Fahad:~/Documents/Lab report 2$ gcc -o Thread1 MultiThread.c -pthread
fahad1997@Fahad:~/Documents/Lab report 2$ ./Thread1
Thread ID: 426526464, Static: 2, Global: 2
Thread ID: 426526464, Static: 3, Global: 3
Thread ID: 426526464, Static: 5, Global: 5
fahad1997@Fahad:~/Documents/Lab report 2$
```

**6. Access message queue:** code in the figure 6,7,8,9 shows access message queue for inter process communication.

```
#define MAX_LINE 80

#define MY_MQ_ID 111

typedef struct
{
    long type; // Msg Type (> 0)

    float fval; // User Message

    unsigned int uival; // User Message

    char strval[MAX_LINE+1]; // User Message
} MY_TYPE_T;
```

```

#include <stdio.h>

#include <sys/msg.h>

#include "common.h"

int main()
{
    int msgid;

    msgid = msgget( MY_MQ_ID, 0666 | IPC_CREAT );

    if (msgid >= 0) {

        printf( "Created a Message Queue %d\n", msgid );

    }

    return 0;
}

```

**Figure7** : A source code to create message

```

#include <sys/msg.h>

#include <stdio.h>

#include "common.h"

int main()
{
    MY_TYPE_T myObject;

    int qid, ret;

    qid = msgget( MY_MQ_ID, 0 )

    if (qid >= 0) {

        myObject.type = 1L;

        myObject.fval = 128.256;

        myObject.uival = 512;

        strncpy( myObject.strval, "This is a test.\n", MAX_LINE );

        ret = msgsnd( qid, (struct msgbuf *)&myObject, sizeof(MY_TYPE_T), 0 );

        if (ret != -1) {

            printf( "Message successfully sent to queue %d\n", qid );

        } } return 0;}

```

**Figure 8** : A source code to send message

```

#include <sys/msg.h>

#include <stdio.h>

#include "common.h"

int main()
{
    MY_TYPE_T myObject;

    int qid, ret;

    qid = msgget( MY_MQ_ID, 0 );

    if (qid >= 0) {

        ret = msgrcv( qid, (struct msgbuf *)&myObject,
            sizeof(MY_TYPE_T), 1, 0 );

        if (ret != -1) { printf( "Message Type: %ld\n", myObject.type );

            printf( "Float Value: %f\n", myObject.fval );

```

**Figure 9 : A source code to receive message**

**Description:**

- The compiling output of the code in figure 7 is:

```
$gcc -o Process CreateMessage.c
```

```
$ ./Process
```

This will create a message

- The compiling output of the code in figure 8 is:

```
$gcc -o Process sendMssg .c
```

```
$ ./Process
```

This will send the message that was created in the code in figure 7

- The compiling output of the code in figure 9 is:

```
$gcc -o Process receiveMssg .c
```

```
$ ./Process
```

Receive the message that was sent in the code in figure 8, receiver can read the message



```
fahad1997@Fahad: ~/Documents/Lab report 2
File Edit View Search Terminal Tabs Help
fahad1997@Fahad: ~/Documents/Lab report 2$ gcc -o Process CreateMessage.c
fahad1997@Fahad:~/Documents/Lab report 2$ ./Process
Created a Message Queue 0
fahad1997@Fahad:~/Documents/Lab report 2$
```

```
fahad1997@Fahad: ~/Documents/Lab report 2
File Edit View Search Terminal Tabs Help
fahad1997@Fahad: ~/Documents/Lab report 2$ gcc -o Process sendMssg.c
fahad1997@Fahad:~/Documents/Lab report 2$ ./Process
Message successfully sent to queue 0
fahad1997@Fahad:~/Documents/Lab report 2$
```

```
fahad1997@Fahad: ~/Documents/Lab report 2
File Edit View Search Terminal Tabs Help
fahad1997@Fahad: ~/Documents/Lab report 2$ gcc -o Process receiveMssg.c
fahad1997@Fahad: ~/Documents/Lab report 2$ ./Process
Message Type: 1
Float Value: 128.255997
Uint Value: 512
String Value: This is a test.

*** stack smashing detected ***: <unknown> terminated
Aborted (core dumped)
fahad1997@Fahad: ~/Documents/Lab report 2$
```