

Identify the values of pid at lines A, B, C, and D.

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

int main()
{
    pid_t pid, forkReturn;

    /* fork a child process */
    forkReturn = fork();

    if (forkReturn < 0) { /* error occurred */
        fprintf(stderr, "Fork Failed");
        return 1;
    }
    else if (forkReturn == 0) { /* child process */
        pid = getpid();
        printf("child: return value of fork = %d", forkReturn); /* A */
        printf("\nchild: pid = %d", pid); /* B */
    }
    else { /* parent process */
        pid = getpid();
        printf("parent: return value of fork is actually the new child's pid = %d", forkReturn); /* C */
        printf("\nparent: pid = %d", pid); /* D */
        wait(NULL);
    }
    printf("\n");
    return 0;
}
```

Calling fork() system call creates a new process. This system call duplicates the current process, creating a new entry in the process table with many of the same attributes as the current process.

When fork() is called, the program divides into two separate processes.

- 1) The parent process is identified by a nonzero return from fork
- 2) The child process is identified by a zero return.

Remember, zero is not the pid of the child process. The very first process i.e., the root process has the pid number 1. No process has a pid < 1.

- 1) Zero is just the return code for the new (child) process, not its process id (pid).
- 2) The nonzero return value of the `fork()` is returned to the parent. This number happens to be the actual pid of the child.

The `getpid()` call gets the pid of the calling process. When called by the child process, `getpid()` returns the nonzero pid of the child process.

When called by the parent process, `getpid()` returns the nonzero pid of the parent process.

Note that the parents' pid number is $<$ the child's pid, because the parent process was created before the child process

