# EE382V - Systems Programming Project 1: yet another shell (yash)

Due Date: Saturday September 16th at Noon

# Objective

In this project you will be introduced to both the command line interface and the Unix programming environment. You will write a command line interpreter (a **shell**) that takes commands from standard input and executes the commands by creating processes.

### **Features**

A standard shell like bash/tcsh/csh etc. has a rich set of features that it supports. You will implement a subset of these features.

<u>Preparing to Code</u>: First, you should exercise all of these features in a shell like bash. Once you understand how to use them you will get a sense of how you can implement them.

Here is the complete list of features you must implement:

- File redirection
  - with creation of files if they don't exist for output redirection
  - o fail command if input redirection (a file) does not exist
  - o < will replace stdin with the file that is the next token</p>
  - > will replace stdout with the file that is the next token
  - A command can have both the redirection symbols (No 2>&1)
- Piping
  - separates two commands
    - The left command will have stdout replaced with the input to a pipe
    - The right command will have stdin replaced with the output from the same pipe
  - Children within the same pipeline will be started and stopped simultaneously
  - Only one | must be present in each pipeline
- Signals (SIGINT, SIGTSTP, SIGCHLD)
  - Ctrl-c must quit current foreground process (if one exists) and not the shell and should not print the process (unlike bash)
  - Ctrl-z must send SIGTSTP to the current foreground process and should not print the process (unlike bash)

- The shell will not be stopped on SIGTSTP
- Job control
  - Background a job using &
  - You can only background a single command (no pipeline). In other words | and & are mutually exclusive. Also, you cannot use Ctrl-z to put a pipelined command chain into background
  - fg must send SIGCONT to the most recent background or stopped process,
    print the process name to stdout, and wait for completion
  - bg must send SIGCONT to the most recent stopped process, print the process name to stdout in the jobs format, and not wait for completion (as if &)
  - o jobs will print the job control table similar to bash:
    - with a [<jobnum>]
    - a + or indicating the current job. Which job would be run with an fg, is indicated with a + and, all others with a –
    - a "Stopped" or "Running" indicating the status of the process
    - and finally the original command
    - e.g.
      - [1] Running sleep 5 &
      - [2] Stopped sleep 5 &
      - [3] + Running long\_running\_command | grep > output.txt &
  - Terminated background jobs will be printed after the newline character sent on stdin with a Done in place of the Stopped or Running.
  - A command chain with a pipeline is considered a single job as seen in the example above
- Misc
  - Children must inherit the environment from the parent
  - Your shell must search the PATH environment variable for every executable
  - All child processes will be dead on exit
  - The prompt must be printed as a '# ' (hashtag-sign with a space after it) before accepting user input.

#### Restrictions on the input

These restrictions will help you simplify the parsing the command line:

- Everything that can be a token (<, >, |, etc.) will have a space before and after it. Also, any redirections will follow the command after all its args
- & will always be the last token in a line (only one & makes sense)
- Each line contains one command or two commands in one pipeline
- Lines will not exceed 200 characters
- All characters will be ASCII
- Ctrl-d will exit the shell

#### Restrictions on programming environment

- All code will be in C (ANSI, C99, GNU99, etc.)
- Code may only include headers from the operating system and the GNU C stdlib. Use of the system library call is not allowed.
- Must create a Makefile, so grader only executes "make" in your unarchived project directory and expects the executable to be named "yash"
- All code will run on GNU/Linux (it will be tested on x86-64)

## Submission

You will submit a single file named **yash.tgz** that contains all of files in a folder by the same name (**yash**). Make sure there is a **Makefile** that will build your shell with a single command (make). The executable that your makefile should create must also be called **yash**. If you have any doubts about submission please post a question on Piazza. It is important that everybody follows these instructions so we can automate the grading process.