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Sub: OS(Operating Systems)

Branch: CBA

Batch:41

Experiment-6:

To Demonstrate thread management using POSIX Thread API.

✓ Source Code :

```
#include "stdlib.h"
#include "stdlib.h"
#include "unistd.h"
int Rupees[4] = {100, 200, 500, 2000};
int Notes[4][4] = {{1580, 239, 276, 88}, {3320, 292, 232, 37}, {1200.39, 276, 46}, {660, 209, 633, 55}};
int total = 0;
void calculate(int arg)
{
    printf("Thread %d PID: %d\n", arg, getpid());
    for (int i = 0; i < 4; i++)
    {
        total += Rupees[i] * Notes[arg][i];
    }
}
int main()
{
    pid_t pid;
    for (int i = 0; i < 4; i++)
    {
        pid_t pid;
        for (int i = 0; i < 4; i++)
    {
            pid = clone((void *)calculate, malloc(4096) + 4096, 0x00000100 | 0x00000400, i);
        if (pid == -1)</pre>
```

```
{
    perror("CLONE");
    exit(1);
}

sleep(10);
printf("%d\n", total);
return 0;
}
```

✓ Note:

This is a syntax of Clone system call:-

```
int clone(int (*fn)(void * Nullable), void *stack,int flags,...)
```

Here I utilized that particular clone system call for creating a Tread

Clone is a lightweight process for creating a thread.

```
CLONE_VM = 0x00000100 (hexadecimal)
CLONE_FS = 0x00000400 (hexadecimal)
```

The CLONE_VM flag creates a new process that shares the same memory space as the calling process.

The *CLONE_FS* flag creates a new process that shares the same filesystem information as the calling process.

```
#include "stdlib.h" is used to implement malloc()function
#include "unistd.h" is used to implement the sleep() function
```

✓ Output:

```
tushar@tushar in ~ via · v19.6.1 took 8ms

\[ \lambda \text{ ps -L -o pid,ppid,tid,cmd -p 8397} \]

PID PPID TID CMD

8397 8396 8397 [six] <defunct>

\[ \text{tushar@tushar} \text{ in ~ via · v19.6.1 took 11ms} \]

\[ \lambda \text{ ps -L -o pid,ppid,tid,cmd -p 8397} \]

PID PPID TID CMD

8397 8396 8397 [six] <defunct>
```