

This exercise requires you to write your own small kernel module. You require to implement a kernel system call as a module. The task of the system call would be to read the entries of the process `task_struct` corresponding to any given process (supplied as input via command line argument) and prints the values of the following field: pid, user id, process group id (pgid) and command Path.

Firstly , we have to write module kernel system call using header file like this :

the `task_struct` corresponding to a given process:

```
#include <linux/module.h>
#include <linux/kernel.h>
#include <linux/sched.h>
#include <linux/uaccess.h>
```

And write code to print pid , uid , pgid and command line of any process in it.

Secondly make MAkefile to module install in your kernel :

```
obj-m += task.o

all:
    make -C /lib/modules/$(shell uname -r)/build M=$(PWD) modules

clean:
    make -C /lib/modules/$(shell uname -r)/build M=$(PWD) clean
```

Task.o is file name of file or code of module kernel

After that many different file is made

Write two pieces of command to install and set parameter to the code

**Insmod task.ko myint =987 or pid =PID**

**dmesg | tail**

Than remove command to remove or un install the kernel module

**rmmod task.ko**

**dmesg | tail**

In this code, we define a system call called `sys_read_process_info` that takes a `pid`, a buffer `buf`, and a buffer length `len` as arguments. The system call uses the `pid_task` and `find_vpid` functions to find the `task_struct` for the given `pid`, and then it prints the values of the `pid`, `uid`, `pgid`, and `comm` fields from the `task_struct` to a local buffer. Finally, it copies the data from the local buffer to the user-provided `buf` using the `copy_to_user` function.

To build this kernel module, you can use the `make` command with a `Makefile` similar to the one shown in the previous answer. Then, you can load the module into the kernel using the `insmod` command, and call the system call from user space using the `syscall` function. For example: