**S.VINAYSAI-OS-PROJECT**

Question 7

Code:-

#include<stdio.h>

#include<sys/types.h>

#include<unistd.h>

void fork()

{

int x = 1;

if (fork() == 0)

printf("Child has x = %d\n", ++x);

printf("Noninteractive process ")

else

printf("Parent has x = %d\n", --x);

printf("Interactive Process")

}

int main()

{

fork();

return 0;

}

Q-20:

CODE:

#include<stdio.h>

#include<conio.h>

#include<unistd.h>

struct request

{

bool question\_paper;

bool paper;

bool pen;

bool all\_req;

};

intmain()

{

struct request teacher[10];

teacher[0].pen=true; teacher[0].paper= false;

teacher[0].question\_paper = false;

teacher[1].pen=false; teacher[1].paper= true;

teacher[1].question\_paper = false;

teacher[2].pen=false;

teacher[2].paper= false;

teacher[2].question\_paper = true;

while(teacher[0].all\_req==false || teacher[1].all\_req==false ||

teacher[2].all\_req==false)

{

int req1,req2;

printf("Enter any two request");

printf("\n Menu \n 1.Pen \n 2.Paper \n 3.Question paper ");

scanf("%d%d",&req1,&req2);

if(req1==1 && req2==2 && teacher[2].all\_req==false)

{

teacher[2].all\_req=true;

printf("\n Third Student had completed his task");

}

if(req1==2 && req2==1 && teacher[1].all\_req==false)

{

teacher[1].all\_req=true;

printf("\n Second student had completed his task");

}

if(req1==3 && req2==2 && teacher[0].all\_req==false)

{

teacher[0].all\_req=true;

printf("\n First Student had completed his"

task");

}

}

printf("\n Successfully all students completed their task's");

return 0;

}