OS Hands-on Session WFFK-2

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Program 1:

a) fork()

Fork system call is used for creating a new process (child process), which runs concurrently with the process that makes the fork() call (parent process).

```
1 #include <stdio.h>
2 #include <sys/types.h>
3 #include <unistd.h>
4 int main() {
5    fork();
6    printf("this is OS lab week2\n");
7    return 0;
8 }
```

b) getpid() and getppid()

getpid(): When any process is created, it has a unique id which is called its process id. This function returns the process id of the calling function.

getppid(): This function returns the process id of the parent function.

```
1 #include <stdio.h>
2 #include <sys/types.h>
3 #include <unistd.h>
4 int main() {
5     pid_t process_id;
6     pid_t parent_process_id;
7     process_id = getpid();
8     parent_process_id = getppid();
9     printf("The process id: %d\n",process_id);
10     printf("The process id of parent function: %d\n",parent_process_id);
11     return 0;
12 }
```

Program 2:

wait()

A call to wait() blocks the calling process until one of its child processes exits or a signal is received. After child process terminates, parent *continues* its execution after wait system call instruction.

```
1 #include <stdio.h>
 2 #include <sys/wait.h>
 3 #include <unistd.h>
 4 int main() {
       if (fork() == 0) {
           printf("this is a child process\n");
       else {
           printf("this is the parent process\n");
10
           wait(NULL);
11
           printf("child process has terminated\n");
12
13
       printf("end of program\n");
       return 0;
14
15 }
```

```
Program 3:
```

a) execvp()

Using this command, the created child process does not have to run the same program as the parent process does.

execvp.c:

```
1 #include <stdio.h>
2 #include <sys/types.h>
3 #include <unistd.h>
4 int main() {
5    printf("this is execvp.c called by execvp() ");
6    printf("\n");
7    return 0;
8 }
```

execvp_main.c:

```
1 #include <stdio.h>
2 #include <sys/types.h>
3 #include <unistd.h>
4 #include <stdlib.h>
5 int main() {
6     char *args[]={"./execvp",NULL};
7     execvp(args[0],args);
8     printf("end of program.\n");
9     return 0;
10 }
```

b) execv()

This is very similar to execvp() function in terms of syntax as well.

execv.c:

```
1 #include <stdio.h>
2 #include <sys/types.h>
3 #include <unistd.h>
4 int main() {
5     printf("This is execv.c called by execv()");
6     printf("\n");
7     return 0;
8 }
```

execv main.c:

```
1 #include <stdio.h>
2 #include <stdlib.h>
3 #include <sys/types.h>
4 #include <unistd.h>
5 int main() {
6     char *args[]={"./execv",NULL};
7     execv(args[0],args);
8     printf("end of program.\n");
9     return 0;
10 }
```

Program 4:

```
cd, ps, du, w, kill
```