

Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Program – 1

Object - Write a program to display a file page wise assuming a page has 10 lines and each line has 80 characters.

```
#include <stdio.h>
#define MAX_LINE_LEN 80
                              // Define a constant for maximum line length
#define MAX LINES PER PAGE 10 // Define a constant for maximum number of lines per
page
int main(int argc, char *argv∏)
  if (argc != 2)
  { // Check if the user has provided a filename argument
    fprintf(stderr, "Usage: %s <filename>\n", argv[0]);
    return 1;
  FILE *fp = fopen(argv[1], "r"); // Open the file for reading
  if (fp == NULL)
  { // Check if the file was opened successfully
    fprintf(stderr, "Error: could not open file %s\n", argv[1]);
    return 1;
  char line[MAX LINE LEN]; // Define a buffer for reading each line of the file
  int line_count = 0; // Keep track of the number of lines printed so far
  while (fgets(line, MAX_LINE_LEN, fp) != NULL)
                  // Read each line of the file
    printf("%s\n", line); // Print the line to the console
    line count++;
                        // Increment the line count
    if (line count >= MAX LINES PER PAGE)
    { // Check if we've printed enough lines for the current page
       printf("\nPress ENTER to continue...\n");
                    // Wait for the user to press ENTER
       getchar();
       line_count = 0; // Reset the line count for the next page
     }
  fclose(fp); // Close the file
  return 0; // Exit the program
}
```



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Output:

ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_1\$./Cprog1 sample.txt
Lorem ipsum dolor sit amet, consectetur adipiscing elit. Ut hendrerit nibh et l
acinia tincidunt.

Cras condimentum, tortor vel vestibulum tincidunt, quam ipsum dignissim massa, at porta dolor erat nec metus.

Donec eu sapien placerat, malesuada mauris a, vestibulum nisl.

Phasellus ex leo, semper eu mauris ut, varius laoreet est.

Aliquam viverra scelerisque odio, ac tristique risus. Nullam vitae tincidunt ar cu, non gravida lacus.

Vivamus vestibulum elit fermentum libero laoreet bibendum.

Aliquam nec felis quis velit pellentesque auctor. Praesent porttitor pretium ip

Press ENTER to continue...

sum sit amet venenatis.

Donec et elit non nisl ultricies sollicitudin. Donec ac ex ac arcu laoreet pulv inar porta ac.



Name – Abhishek Pandey
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Class – B.Tech III yr Semester – VI

Program - 2

Object - Write a Program which converts all the small case letters in a file into appropriate capital letters.

```
#include <stdio.h>
int main(int argc, char *argv[])
  // Check if the program is run with the correct number of arguments
  if (argc != 2)
    // Print an error message to standard error output (stderr)
     fprintf(stderr, "Usage: %s <filename>\n", argv[0]);
    // Return an error code (-1) to indicate that the program did not run successfully
    return -1;
  }
  // Open the file given as the argument in read/write mode
  FILE *fp = fopen(arqv[1], "r+");
  // Check if the file was successfully opened
  if (fp == NULL)
    // Print an error message, including a description of the error that occurred
    perror("Error opening file");
    // Return an error code (-1) to indicate that the program did not run successfully
    return -1;
  }
  int c:
  // Read each character in the file until the end of the file is reached (EOF)
  while ((c = fgetc(fp)) != EOF)
    // Check if the character is a lowercase letter
     if (c >= 'a' \&\& c <= 'z')
       // Move the file pointer back one position to overwrite the lowercase letter
       fseek(fp, -1, SEEK_CUR);
       // Write the uppercase version of the letter to the file
       fputc(c - 'a' + 'A', fp);
     }
  fclose(fp);
```



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

```
return 0;
```

- ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_2\$ cat sample.txt
 This is sample text
- ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_2\$./Cprog2Second sample.txt
- ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_2\$ cat sample.txt
 THIS IS SAMPLE TEXT
- ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_2\$



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Program – 3

Object - Write a program to print the details of the system (use uname sys call).

Code:

```
#include <stdio.h>
#include <stdlib.h>
#include <svs/utsname.h>
// included header file `stdlib.h` for exit failure and sucess macros value, `sys/utsname.h` to
get system information
int main()
{
  struct utsname sys_data;
  if (uname(&sys data)!= 0) // checks if there is any error in calling uname i.e. getting
system info as uname return a dtructured info of the system
    fprintf(stderr, "Error calling uname\n");
    return EXIT_FAILURE; // EXIT_FAILURE is a macro defined in stdlib.h
  printf("Operating System : %s\n", sys_data.sysname);
  printf("Nodename : %s\n", sys_data.nodename);
  printf("Release : %s\n", sys_data.release);
  printf("Version : %s\n", sys_data.version);
  printf("Machine : %s\n", sys_data.machine);
  return EXIT_SUCCESS; // EXIT_SUCESS is a macro defined in stdlib.h
}
```

```
• ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_3$ ./prog3
    Operating System : Linux
    Nodename : AP
    Release : 5.19.0-41-generic
    Version : #42~22.04.1-Ubuntu SMP PREEMPT_DYNAMIC Tue Apr 18 17:40:00 UTC 2
    Machine : x86_64
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS Programs/Practical 3$
```



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Program - 4

Object -Write a program which will print the list of environment variable and also print the value of the PATH system variable.

```
#include <stdio.h> //Include standard input/output library
#include <stdlib.h> //Include standard library
extern char **environ; // Declare an external variable environ of type char**
int main()
{ // Declare the main function
  char *path; // Declare a pointer variable named path of type char*
          // Declare an integer variable named i
  int i:
  printf("The environment list is as follows: \n"); // Print a message on the screen
  for (i = 0; environ[i]! = NULL; i++) // For loop to traverse all the environment
variables
    printf("Environ[%d]: %s\n", i, environ[i]); // Print the environment variables
  path = getenv("PATH"); // Retrieve value of the PATH environment variable and store it
  if ((path == NULL)) // Check if path is null or not
    printf("Environment variable not set\n"); // Print a message on the screen if path is
null
  else // If path is not null
      // Print the value of the PATH environment variable on the screen
    printf("The value of Path variable : %s", path);
  return 0; // Return 0 as the program executed successfully
```



Name – Abhishek Pandey

Class – B.Tech III yr

Subject – Operating System (CS- 361)

Semester – VI

```
ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_4$ ./prog4
   The environment list is as follows:
   Environ[0] : SHELL=/bin/bash
                           SESSION MANAGER=local/AP:@/tmp/.ICE-unix/1639,unix/AP:/tmp/.ICE-unix/1639
   Environ[1]
                           QT ACCESSIBILITY=1
   Environ[2]
   Environ[3]
                           COLORTERM=truecolor
   Environ[4]
                           XDG CONFIG DIRS=/etc/xdg/xdg-ubuntu:/etc/xdg
   Environ[5]
                           SSH_AGENT_LAUNCHER=gnome-keyring
                           XDG_MENU_PREFIX=gnome
   Environ[6]
                           TERM PROGRAM VERSION=1.77.3
GNOME_DESKTOP_SESSION_ID=this-is-deprecated
   Environ[7]
   Environ[8]
                           LANGUAGE=en_IN:en
GNOME_SHELL_SESSION_MODE=ubuntu
SSH_AUTH_SOCK=/run/user/1000/keyring/ssh
   Environ[9]
   Environ[10] :
   Environ[11]
                            XMODIFIERS=@im=ibus
   Environ[12]
                            DESKTOP SESSION=ubuntu
   Environ[13]
                            BAMF_DESKTOP_FILE_HINT=/var/lib/snapd/desktop/applications/code_code.desktop
GTK_MODULES=gail:atk-bridge
   Environ[14]
   Environ[15]
   Environ[16]
                             PWD=/mnt/A2A25781A257593D/Practical6th/OS Programs/Practical 4
   Environ[17]
                            GSETTINGS_SCHEMA_DIR=/home/ap-73/snap/code/126/.local/share/glib-2.0/schemas
                            XDG SESSION DESKTOP=ubuntu
   Environ[18]
   Environ[19]
                            LOGNAME=ap-73
   Environ[20]
                             GTK_EXE_PREFIX=/snap/code/126/usr
                            XDG_SESSION_TYPE=wayland
SYSTEMD_EXEC_PID=1670
   Environ[21]
   Environ[22]
   Environ[23]
                            XAUTHORITY=/run/user/1000/.mutter-Xwaylandauth.W2CT31
                            VSCODE_GIT_ASKPASS_NODE=/snap/code/126/usr/share/code/code
IM_CONFIG_CHECK_ENV=1
GJS_DEBUG_TOPICS=JS_ERROR; JS_LOG
   Environ[24]
  Environ[25]
   Environ[26]
   Environ[27]
                            HOME=/home/ap-73
                            USERNAME=ap-73
   Environ[28]
   Environ[29]
                            IM CONFIG PHASE=1
   Environ[30] : LANG=en_US.UTF-8
  1:*.lrz=01;31:*.lz=01;31:*.lzo=01;31:*.xz=01;31:*.zst=01;31:*.tzst=01;31:*.bz2=01;31:*.bz=01;31:*.deb=01;31:*.rpm=01;31:*.jar=01;31:*.war=01;31:*.ear=01;31:*.sar=01;31:*.rar=01;31:*.
   io=01;31:*.7z=01;31:*.rz=01;31:*.cab=01;31:*.wim=01;31:*.swm=01;31:*.dwm=01;31:*.esd=01;31:*.mjpeg=01;35:*.gif=01;35:*.bmp=01;35:*.pbm=01;35:*.pgm=01;35:*.ppm=01;35:*.tga=01;35:*.xlf=01;35:*.png=01;35:*.svg=01;35:*.mng=01;35:*.pcx=01;35:*.mov=01;35:*.mpg=01;35:*.mpg=01;35:*.mov=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;35:*.mpg=01;
   5:*.webm=01;35:*.webp=01;35:*.ogm=01;35:*.mp4=01;35:*.m4v=01;35:*.mp4v=01;35:*.wob=01;35:
   f=01;35:*.rm=01;35:*.rmvb=01;35:*.flc=01;35:*.avi=01;35:*.fli=01;35:*.flv=01;35:*.gl=01;35
yuv=01;35:*.cgm=01;35:*.emf=01;35:*.ogv=01;35:*.au=00;36:*.au=00;36:*.flac=00
   36:*.mka=00;36:*.mp3=00;36:*.mpc=00;36:*.ogg=00;36:*.ra=00;36:*.wav=00;36:*.oga=00;36:*.opu
  Environ[32] : XDG_CURRENT_DESKTOP=Unity
Environ[33] : WAYLAND_DISPLAY=wayland-0
                        : GIT_ASKPASS=/snap/code/126/usr/share/code/resources/app/extensions/git/dist/a
   Environ[34]
   Environ[35] : INVOCATION ID=2b78ad4c25424ee3b523c43f600b7a5d
   Environ[36]
                            MANAGERPID=1486
                        : CHROME DESKTOP=code-url-handler.desktop
   Environ[37]
                        : GJS_DEBUG_OUTPUT=stderr
: VSCODE_GIT_ASKPASS_EXTRA_ARGS=--ms-enable-electron-run-as-node
   Environ[38]
   Environ[39]
                            GNOME_SETUP_DISPLAY=:1
   Environ[40]
                            LESSCLOSE=/usr/bin/lesspipe %s %s
   Environ[41]
   Environ[42]
                            XDG_SESSION_CLASS=user
   Environ[43]
                            TERM=xterm-256color
   Environ[44]
                            GTK_PATH=/snap/code/126/usr/lib/x86_64-linux-gnu/gtk-3.0
   Environ[45]
                            LESSOPEN=| /usr/bin/lesspipe %s
   Environ[46] :
                            USER=ap-73
   Environ[47]
                            VSCODE_GIT_IPC_HANDLE=/run/user/1000/vscode-git-a43cdca4cd.sock
   Environ[48] : DISPLAY=:0
   Environ[49]
                            SHLVL=1
   Environ[50] : LOCPATH=/snap/code/126/usr/lib/locale
   Environ[51]
                            QT IM MODULE=ibus
                            XDG RUNTIME DIR=/run/user/1000
   Environ[52]
                            VSCODE_GIT_ASKPASS_MAIN=/snap/code/126/usr/share/code/resources/app/extension
JOURNAL_STREAM=8:33992
   Environ[53]
   Environ[54]
   Environ[55] : XDG_DATA_DIRS=/home/ap-73/snap/code/126/.local/share:/home/ap-73/snap/code/12
```



Name – Abhishek Pandey Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Program – 5

Object -Write a program to print current (soft) limit and maximum (Hard) limits of all resources.

```
#include <stdio.h>
                     // Standard Input/Output library
#include <stdlib.h>
                     // Standard library
#include <errno.h> // Error handling library
#include <sys/resource.h> // System resource limits library
#define NUM_RESOURCES RLIM_NLIMITS // Define a constant to represent the number
of system resources available
int main() {
  struct rlimit rl; // Declare a structure to hold the resource limits
  char* resource_names[NUM_RESOURCES] = { // Declare an array of strings to hold
the names of the system resources
     "RLIMIT_CPU",
     "RLIMIT_FSIZE",
     "RLIMIT_DATA",
     "RLIMIT_STACK",
     "RLIMIT_CORE",
     "RLIMIT_RSS",
     "RLIMIT NPROC".
     "RLIMIT_NOFILE",
     "RLIMIT_MEMLOCK",
     "RLIMIT AS",
     "RLIMIT LOCKS"
  };
  // Print the header row for the output table
  printf("\n%-15s\t%-15s\n", "Resource Name", "Soft Limit", "Hard Limit");
  // Loop through each system resource and retrieve its limits
  for (i = 0; i < NUM\_RESOURCES; i++) {
    if (\text{getrlimit}(i, \&rl) != 0) \{ // \text{Get the limits for the current system resource} \}
       perror("qetrlimit"); // Print an error message if the limits cannot be retrieved
       exit(EXIT_FAILURE); // Exit the program with an error code
    }
```



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

// Print the resource name and its corresponding soft and hard limits
 printf("%-15s\t%-15lld\t%-15lld\n", resource_names[i], (long long) rl.rlim_cur, (long
long) rl.rlim_max);
 }
 return 0; // Return 0 to indicate success
}

Output:

• ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_5\$./prog5

```
Hard Limit
                Soft Limit
Resource Name
RLIMIT CPU
                                 -1
                -1
                -1
                                 -1
RLIMIT FSIZE
RLIMIT DATA
                -1
                                 -1
RLIMIT STACK
                8388608
                                -1
RLIMIT CORE
                0
                                -1
RLIMIT RSS
                -1
                                -1
RLIMIT NPROC
                46643
                                46643
RLIMIT_NOFILE
                                1048576
                1048576
RLIMIT MEMLOCK 1538584576
                                1538584576
RLIMIT AS
                -1
                                -1
RLIMIT LOCKS
                -1
                                -1
(null)
                46643
                                46643
(null)
                819200
                                819200
(null)
(null)
(null)
                -1
                                 -1
```

ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_5\$



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Program – 6

Object -Write a program with an exit handler that outputs CPU usage.

Code:

```
#include <stdio.h>
#include <time.h>
#include <unistd.h>

int main(void) {
    time_t start, end; // declare two variables of type "time_t" to hold the start and end times start = time(NULL); // get the current time and store it in the "start" variable printf("Start time: %ld\n", start); // print the start time sleep(5); // sleep for 5 seconds end = time(NULL); // get the current time again and store it in the "end" variable printf("End time: %ld\n", end); // print the end time printf("Time slept: %ld seconds\n", end - start); // calculate and print the time slept return 0; // return success code
}
```

Output:

ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_6\$./prog6_gpt

Start time: 1682936731 End time: 1682936736 Time slept: 5 seconds

ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_6\$



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Program - 7

Object -Write a program that prints it's & it's parent's process ID.

Code:

```
#include < stdio.h > // Including the standard input/output library header file
#include < unistd.h > // Including the POSIX library header file

int main (void) // Beginning of the main function
{
    // Printing the process ID of the current process
    printf("I am process %ld\n", (long)getpid());
    // Printing the parent process ID of the current process
    printf("My parent is %ld\n", (long)getppid());
    return 0; // Returning 0 to indicate successful termination of the program
}
```

```
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_7$ ./prog7
        I am process 15046
        My parent is 15014
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS Programs/Practical 7$
```



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Program - 8

Object -Write a program that prints out various user & group ID's.

Code:

```
#include <stdio.h>
#include <unistd.h>

int main(void)
{
    // Print the real user ID of the current process
    printf("My real user ID is %5ld\n", (long)getuid());

    // Print the effective user ID of the current process
    printf("My effective user ID is %5ld\n", (long)geteuid());

    // Print the real group ID of the current process
    printf("My real group ID is %5ld\n", (long)getgid());

    // Print the effective group ID of the current process
    printf("My effective group ID is %5ld\n", (long)getegid());

    return 0;
}
```

```
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_8$ ./prog8
        My real user ID is 1000
        My effective user ID is 1000
        My real group ID is 1000
        My effective group ID is 1000
        ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_8$
```



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Program – 9

Object --Write a program which uses fork to create a child process& then parent & child print their respective process ID's

Code:

```
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>

int main() {
    pid_t pid; // declare a variable to store the process ID returned by fork()

    pid = fork(); // create a child process and store the process ID in the pid variable

    if (pid < 0) { // check if fork() failed
        fprintf(stderr, "Fork failed\n");
        exit(1);
    }

    if (pid == 0) { // code for child process
        printf("\nI am the child process, my pid is %d\n", getpid());
        exit(0); //terminate the child process
    }

    else { // code for parent process
        printf("I am the parent process, my pid is %d", getpid());
    }

    return 0;
}</pre>
```

```
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_9$ ./prog9_gpt
        I am the parent process, my pid is 15542
        I am the child process, my pid is 15543
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_9$
```



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Program - 10

Object -Write a program that creates a chain of n processes, where n is a command line argument.

```
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
int main(int argc, char *argv[]) {
 int n, i;
 pid_t pid;
 // check if the number of command line arguments is correct
 if (argc != 2) {
  printf("Usage: %s n\n", argv[0]);
  exit(1);
 }
 // convert the command line argument to an integer
 n = atoi(argv[1]);
 // create the chain of n processes
 for (i = 0; i < n; i++) {
     pid = fork();
     if (pid < 0) {
     printf("Error: fork failed\n");
     exit(1);
     }
     if (pid == 0) {
     printf("Child process %d created, with parent process %d\n", getpid(), getppid());
     while (getppid() != 1);
     printf("Child process %d has completed, with parent process %d\n", getpid(),
getppid());
     exit(0);
     }
 }
// // parent process
// printf("Parent process exiting\n");
 exit(0);
}
```



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Output:

ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_10\$./prog10_gpt 6
 Child process 15919 created, with parent process 1486
 Child process 15918 created, with parent process 1486
 Child process 15915 created, with parent process 1486
 Child process 15916 created, with parent process 1486
 Child process 15914 created, with parent process 1486
 Child process 15917 created, with parent process 1486
 o ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS Programs/Practical 10\$



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Program – 11

Object -Write a program that creates a fan of n processes where n is passed as a command line argument.

```
#include <stdio.h>
                       //include standard input/output library
#include <stdlib.h>
                       //include standard library for functions such as atoi()
                       //include library for functions such as fork()
#include <unistd.h>
int main(int argc, char *argv[]) { //start of main function, takes command line arguments
as inputs
  //declare and initialize process ID variable for child process
  pid t childpid = 0;
  //declare variables for loop iteration and number of processes
  int i. n:
  //check if there is only one command line argument
  if (argc != 2) {
    fprintf(stderr, "Usage: %s processes\n", arqv[0]); //print error message to stderr
                    //exit program with error status
  }
   //convert command line argument to integer and assign to variable n
  n = atoi(argv[1]);
  for (i = 1; i \le n; i++) { //iterate through loop until i is equal to n
  //if fork() returns a value less than or equal to 0, break out of loop
     if((childpid = fork()) \le 0)
       break;
    //print process information to stderr
     fprintf(stderr, "i:%d process ID:%ld parent ID:%ld child ID:%ld\n",
       i, (long)getpid(), (long)getppid(), (long)childpid);
  return 0; //exit program with success status
```



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Output:

ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_11\$./prog11 4

i:1 process ID:16178 parent ID:16136 child ID:16179

i:2 process ID:16178 parent ID:16136 child ID:16180

i:3 process ID:16178 parent ID:16136 child ID:16181

i:4 process ID:16178 parent ID:16136 child ID:16182

o ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_11\$



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr

Semester – VI

Program – 12

Object -Write a program to show that same opened file can be shared by both parent and child processes.

```
#include <stdio.h>
#include <string.h>
#include <stdlib.h>
#include <unistd.h>
#include <fcntl.h>
int main() {
              // file descriptor for the opened file
  int fd:
                // process ID variable
  pid_t pid;
  // open file in write mode, create it if it doesn't exist, with permissions 0644
  fd = open("file.txt", O_WRONLY | O_CREAT | O_TRUNC, 0644);
  if (fd < 0) { // check if file was successfully opened
     perror("Error opening file"); // display error message if open() failed
     exit(1); // exit the program with status code 1
  }
  // fork a child process
  pid = fork(); // create a copy of the current process
  if (pid < 0) { // check if fork() failed
     perror("Error forking process"); // display error message if fork() failed
     exit(1); // exit the program with status code 1
  else if (pid == 0) { // child process
     // write to the opened file using the file descriptor fd
     char *str = "This is the child process.\n";
     write(fd, str, strlen(str)); // write string to file
     printf("Child process wrote to file.\n");
  }
  else { // parent process
     // write to the opened file using the file descriptor fd
     char *str = "This is the parent process.\n";
     write(fd, str, strlen(str)); // write string to file
     printf("Parent process wrote to file.\n");
  }
```



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

```
// close file descriptor
  close(fd); // close the file

return 0; // exit the program with status code 0 (success)
}
```

- ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_12\$./prog12_g
 Parent process wrote to file.
 Child process wrote to file.
- o ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_12\$



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Program - 13

Object -Write a program that creates a child process to run ls - l.

```
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <sys/wait.h>
int main(void)
  pid_t childpid;
  // Call fork() to create a new child process
  childpid = fork();
  // Check if fork() failed and print an error message if it did
  if (childpid == -1)
     perror("Failed to fork");
     return 1;
  }
  // If fork() returns 0, the current process is the child process
  if (childpid == 0)
     // Execute the "ls -l" command in the child process using execl()
     execl("/bin/ls", "ls", "-l", NULL); // man 2 exec
     // If execl() returns, there was an error, so print an error message and return failure
     perror("Child failed to exec ls");
     return 1;
  }
  // If fork() returns a positive value, the current process is the parent process
  // Wait for the child process to complete using wait() and check for errors
  if (childpid != wait(NULL))
     perror("Parent failed to wait due to signal or error");
     return 1;
  return 0;
```



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

- ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_13\$./prog_13
 total 20
 - -rwxrwxrwx 1 root root 16088 May 1 16:36 prog_13
 - -rwxrwxrwx 1 root root 1177 May 1 16:36 prog_13.c
- ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_13\$



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Semester – VI

Class – B.Tech III yr

Program - 14

Object -Write a program to create a zombie child and find its status using system (ps) command.

Code:

```
#include<stdio.h>
#include < stdlib.h >
#include < unistd.h >
#include<signal.h>
int main(){
  int fd;
  // Creating a child process using fork()
  if((fd=fork())<0){
     printf("error in creating child");
     exit(1);
  // Child process code: send a signal to itself to terminate
  if(fd==0)
     kill(getpid(),SIGKILL);
  // Parent process code: wait for 2 seconds
  else
     sleep(2);
  // Print process information using the "ps" command
  system("ps -f");
  return 0;
}
```

```
ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS Programs/Practical 14$ ./prog 14
             PID
                    PPID C STIME TTY
                                              TIME CMD
                                          00:00:00 /usr/bin/bash --init-file /snap/code/126/usr/
 ap-73
           17092 11155 0 16:44 pts/36
 ap-73
           17110 17092 0 16:44 pts/36
                                          00:00:00 ./prog 14
                                          00:00:00 [prog 14] <defunct>
 ap-73
           17111
                   17110 0 16:44 pts/36
 ap-73
           17123 17110 0 16:44 pts/36
                                          00:00:00 sh -c ps -f
 ap-73
           17124
                   17123 0 16:44 pts/36
                                          00:00:00 ps -f
ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS Programs/Practical 14$
```



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Program – 15

Object -Write a program to copy a file.

```
// Function to copy a file fromfd to tofd
#include <errno.h>
#include <unistd.h>
#define BLKSIZE 1024
int copyfile(int fromfd, int tofd) {
  char *bp;
  char buf[BLKSIZE];
  int bytesread;
  int\ byteswritten = 0;
  int total bytes = 0;
  for (;;) { // Infinite loop until end of file or error occurs
    // Read up to BLKSIZE bytes from fromfd
     while (((bytesread = read(fromfd, buf, BLKSIZE)) == -1) &&
         (errno == EINTR)); // Handle interruption by signal
     if (bytesread <= 0) // Real error or end-of-file on fromfd
       break;
     bp = buf;
     while (bytesread > 0) {
       // Write up to bytesread bytes to tofd
       while (((byteswritten = write(tofd, bp, bytesread)) == -1) &&
            (errno == EINTR)); // Handle interruption by signal
       if (byteswritten < 0) // Real error on tofd
          break:
       totalbytes += byteswritten;
       bytesread -= byteswritten;
       bp += byteswritten;
     }
     if (byteswritten == -1) // Real error on tofd
       break;
```



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

```
}
  return totalbytes;
// Main program to copy a file
#include <fcntl.h>
#include <stdio.h>
#include <unistd.h>
#include <sys/stat.h>
#define READ_FLAGS O_RDONLY
#define WRITE_FLAGS (O_WRONLY | O_CREAT | O_EXCL)
#define WRITE_PERMS (S_IRUSR | S_IWUSR)
int main(int argc, char *argv[]) {
  int bytes;
  int fromfd, tofd;
  // Check for correct number of arguments
  if (argc != 3) {
    fprintf(stderr, "Usage: %s from_file to_file\n", argv[0]);
    return 1;
  }
  // Open input file for reading
  if ((fromfd = open(arqv[1], READ FLAGS)) == -1) {
    perror("Failed to open input file");
    return 1;
  }
  // Create output file for writing
  if ((tofd = open(argv[2], WRITE_FLAGS, WRITE_PERMS)) == -1) {
    perror("Failed to create output file");
    return 1;
  }
  // Copy the contents of the input file to the output file
  bytes = copyfile(fromfd, tofd);
  // Print the number of bytes copied and the source and destination file names
  printf("%d bytes copied from %s to %s\n", bytes, argv[1], argv[2]);
```



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

```
// Close the input and output files
return 0;
```

- ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_15\$ cat file1.txt
 This is the text to be copied.
- ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_15\$./prog15 file1.txt file2.tx
 31 bytes copied from file1.txt to file2.txt
- pap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_15\$ cat file2.txt
 This is the text to be copied.
- ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_15\$



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Program – 16

Object -Write a program for which output is automatically directed to a named file rather than on to the console.

Code:

```
#include<stdio.h>
#include<stdlib.h>
#include<sys/types.h>
#include<fcntl.h>
#include<sys/stat.h>
#include <unistd.h>
int main()
  int fd:
  // Open the file "test1" for writing or create it if it doesn't exist
  if((fd = open("test1", O_WRONLY|O_CREAT)) < 0){
     printf("Error in opening file..\n");
     exit(1);
  // Close standard output (file descriptor 1) to redirect the output
  close(1);
  // Duplicate file descriptor fd to 1 (stdout)
  dup(fd);
  // The next line will be written to the file "test1" instead of the console
  printf("New Fun");
  // Close the file descriptor fd and standard output
  close(fd);
  return (0);
}
```



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Program – 17

Object -Write a program that redirects standards output to the file my.file (or Write a program that do the following operation cat XYZ > myfile). using dup2 rather than dup.

```
#include <fcntl.h>
#include <stdio.h>
#include <sys/stat.h>
#include <unistd.h>
#define CREATE_FLAGS (O_WRONLY | O_CREAT | O_APPEND) // Define flags for file
creation
#define CREATE_MODE (S_IRUSR | S_IWUSR | S_IRGRP | S_IROTH) // Define access
permissions for the file
int main(void){
  int fd; // file descriptor
  // Open or create file "my.file" with the flags and mode specified
  fd = open("my.file", CREATE_FLAGS, CREATE_MODE);
  if (fd == -1){
    perror("Failed to open my.file"); // Print error message if failed to open the file
    return 1; // Exit program with error code
  // Duplicate the file descriptor to the standard output file descriptor
  if (dup2(fd, STDOUT FILENO) == -1){ //dup2
    perror("Failed to redirect standard output"); // Print error message if failed to redirect
standard output
    return 1; // Exit program with error code
  // Close the file descriptor that was duplicated
  if (close(fd) == -1){
    perror("Failed to close the file"); // Print error message if failed to close the file
    return 1; // Exit program with error code
  }
  // Write "OK" to the standard output file descriptor
  if (write(STDOUT_FILENO, "OK", 2) == -1){
    perror("Failed in writing to file"); // Print error message if failed to write to file
    return 1; // Exit program with error code
  }
```

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Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

```
return 0; // Exit program with success code
}
```

Output:

```
ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_17$ g++ -o prog_17 prog_17.c
```

• ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_17\$./prog_17

o ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_17\$

OS_Programs > Practical_17 > \(\begin{array}{c} \text{my.file} \\ \begin{array}{c} \text{OK} \end{array}



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Program – 18

Object -Write a program to create an empty directory using system calls

Code:

```
#include < stdio.h >
#include < stdlib.h >
#include < sys/stat.h >

// Main function takes two arguments, argc (argument count) and argv (argument vector)
main(int argc, char *argv[])
{
    // Check if the argument count is not equal to 2
    if(argc!=2)
    {
        printf("Usages: ./a.out directory"); // Print error message for incorrect usage
        exit(1); // Exit the program with error code
    }

    // Create a directory with the specified name and access permissions
    if(mkdir(argv[1],744)!=0)
        printf("Error in Making Directory"); // Print error message if the directory creation
fails
}
```

```
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_18$ g++ -o prog_18 prog_18.c
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_18$ ./prog_18 emptyDir
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_18$ sudo ls -ld emptyDir/ [sudo] password for ap-73:
        drwxrwxrwx 1 root root 0 May 1 17:31 emptyDir/
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_18$
```



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Program – 19

Object - Write a program to remove a directory using system call.

Code:

```
#include<stdio.h>
#include < stdlib.h >
#include < sys/types.h >
#include < fcntl.h >
#include<sys/stat.h>
// Main function takes two arguments, argc (argument count) and argv (argument vector)
int main(int argc, char *argv[])
  // Check if the argument count is not equal to 2
  if(arqc!=2)
     fprintf(stderr,"Too Less Arguments"); // Print error message for incorrect usage
     exit(1); // Exit the program with error code
  // Remove the directory with the specified name
  if(remove(arqv[1])!=0)
    fprintf(stderr,"Error in Removing Directory"); // Print error message if the directory
removal fails
  exit(1); // Exit the program with error code
}
```



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Program – 20

Object - Write a program to output current working directory.

Code:

```
#include <limits.h>
#include <stdio.h>
#include <unistd.h>
// Define PATH_MAX to be 255 if it is not already defined
#ifndef PATH MAX
#define PATH MAX 255
#endif
int main(void)
  char mycwd[PATH_MAX];
  // Get the current working directory and store it in mycwd array
  if(qetcwd(mycwd, PATH\_MAX) == NULL)
    perror("Failed to get current working directory"); // Print error message if getcwd
fails
    return 1; // Exit the program with error code
  // Print the current working directory
  printf("Current working directory: %s\n", mycwd);
  return 0; // Exit the program
}
```

```
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_20$ g++ -o prog_20 prog_20.c
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_20$ ./prog_20
    Current working directory: /mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_20
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS Programs/Practical_20$
```



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Program - 21

Object - Write a program to list files in a directory.

Code:

```
#include <dirent.h>
#include <errno.h>
#include <stdio.h>
int main(int argc, char *argv[]) {
  struct dirent *direntp; // Pointer to directory entry
  DIR *dirp; // Pointer to directory stream
  if (argc != 2) {
    fprintf(stderr, "Usage: %s directory_name\n", argv[0]);
    return 1;
  }
  // Attempt to open the specified directory
  if ((dirp = opendir(arqv[1])) == NULL) {
    perror ("Failed to open directory"); // Print error message if failed
     return 1;
  // Read and print each directory entry
  while ((direntp = readdir(dirp)) != NULL) {
    printf("%s\n", direntp->d_name);
  // Close the directory stream and check for errors
  while ((closedir(dirp) == -1) \&\& (errno == EINTR));
  return 0;
}
```

```
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_21$ g++ -o prog_21 prog_21.c
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_21$ ./prog_21 dir
    ...
test1
test2
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_21$
```



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Program - 22

Object - Write a program that returns true if a given file is a directory & false otherwise.

Code:

```
#include <stdio.h>
#include <time.h>
#include <sys/stat.h>
int main(int argc, char *argv[]) {
  struct stat statbuf; // Struct to hold file/directory information
  // Attempt to get status information for the specified file/directory
  if (stat(argv[1], \&statbuf) == -1) {
     perror ("Failed to get status of file/directory"); // Print error message if failed
     return 1;
  }
  else {
     // If successful, determine if the specified path is a directory or a file using S_ISDIR
macro
     if (S_ISDIR(statbuf.st_mode)) {
       printf("%s : is a directory\n",argv[1]);
     else {
       printf("\%s: is a file\n",argv[1]);
  }
  return 0;
```

```
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_22$ g++ -o prog_22 prog_22.c
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_22$ ./prog_22 dir dir : is a directory
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_22$ ./prog_22 test test : is a file
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_22$
```



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Program - 23

Object - Write a program that can display the type of a given file like regular, directory etc.

```
#include<stdio.h>
#include < stdlib.h >
#include < sys/types.h >
#include < fcntl.h >
#include < sys/stat.h >
main(int argc, char *argv[]) {
  struct stat statbuff; // Struct to hold file/directory information
  int check; // Return value of stat() function
  if(argc != 2) {
     printf("Can accept only two arguments"); // Print error message if incorrect number of
arguments is passed
     exit(1);
  // Get status information for the specified file/directory using stat() function
  check = stat(argv[1], &statbuff);
  // Check if stat() was successful
  if(check == 0) {
     // Determine the type of the specified file/directory using S_IS* macros
     if(S_ISREG(statbuff.st_mode)) {
       printf("Regular File");
     else if(S_ISDIR(statbuff.st_mode)) {
       printf("Directory");
     else if(S_ISCHR(statbuff.st_mode)) {
       printf("Character Device");
     }
     else {
       printf("Other File");
  }
```



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Output:

• ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_23\$ g++ -o prog_23 prog_23.c

• ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_23\$./prog_23 dir

• Directoryap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_23\$./prog_23 test

Regular Fileap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS Programs/Practical 23\$



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Program – 24

Object - Write a program to display the permission of a given file.

```
#include<stdio.h>
#include < stdlib.h >
#include < sys/types.h >
#include < fcntl.h >
#include<sys/stat.h>
int main(int argc, char *argv[]) {
  struct stat statbuff; // Struct to hold file/directory information
  int check; // Return value of stat() function
  if(argc != 2) {
    printf("Can Accept only two arguments"); // Print error message if incorrect number of
arguments is passed
     exit(1);
  }
  // Get status information for the specified file/directory using stat() function
  check = stat(argv[1], &statbuff);
  // Check if stat() was successful
  if(check == 0) {
    // Check permission for Owner
     if((statbuff.st_mode & S_IRUSR) == S_IRUSR) {
       printf("Owner has Read Permission\n");
     if((statbuff.st_mode & S_IWUSR) == S_IWUSR) {
       printf("Owner has Write Permission\n");
     if((statbuff.st_mode & S_IXUSR) == S_IXUSR) {
       printf("Owner has Execute Permission\n");
    // Check permission for Group
     if((statbuff.st\_mode \& S\_IRGRP) == S\_IRGRP) \{
       printf("Group has Read Permission\n");
```



```
Name – Abhishek Pandey
Subject – Operating System (CS- 361)
```

Class – B.Tech III yr Semester – VI

```
if((statbuff.st_mode & S_IWGRP) == S_IWGRP) {
    printf("Group has Write Permission\n");
}
if((statbuff.st_mode & S_IXGRP) == S_IXGRP) {
    printf("Group has Execute Permission\n");
}

// Check permission for Others
if((statbuff.st_mode & S_IROTH) == S_IROTH) {
    printf("Others has Read Permission\n");
}
if((statbuff.st_mode & S_IWOTH) == S_IWOTH) {
    printf("Others has Write Permission\n");
}
if((statbuff.st_mode & S_IXOTH) == S_IXOTH) {
    printf("Others has Executed Permission\n");
}
}
```

```
ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS Programs/Practical 24$ g++ -o prog 24 prog 24.c
ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS Programs/Practical 24$ ./prog 24 test
 Owner has Read Permission
 Owner has Write Permission
 Owner has Execute Permission
 Group has Read Permission
 Group has Write Permission
 Group has Execute Permission
 Others has Read Permission
 Others has Write Permission
 Others has Executed Permission
ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS Programs/Practical 24$ ./prog 24 dir
 Owner has Read Permission
 Owner has Write Permission
 Owner has Execute Permission
 Group has Read Permission
 Group has Write Permission
 Group has Execute Permission
 Others has Read Permission
 Others has Write Permission
 Others has Executed Permission
o ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_24$
```



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Program – 25

Object - Write a program to execute the equivalent of ls –l | sort –n +4.

```
#include <errno.h>
#include <stdio.h>
#include <unistd.h>
#include <sys/types.h>
int main(void){
  pid_t childpid; //Variable to hold child process ID
  int fd[2]; //Array to hold read and write file descriptors
  //Create pipe and fork child process
  if((pipe(fd) == -1) || ((childpid = fork()) == -1))
    perror("Failed to setup pipeline"); //Print error message if pipe or fork fails
     return 1;
  //Child process for ls command
  if (childpid == 0)
    //Redirect the standard output of child to the write end of the pipe
     if(dup2(fd[1], STDOUT\_FILENO) == -1)
       perror("Failed to redirect stdout of ls");
    //Close read and write file descriptors not required by child
     else if ((close(fd[0]) == -1) || (close(fd[1]) == -1))
       perror("Failed to close extra pipe descriptors on ls");
     else
       //Execute Is command with options "-l" to list files in long format
       execl("/bin/ls", "ls", "-l", NULL);
       perror("Failed to exec ls"); //Print error message if execution of ls fails
     }
     return 1;
  //Parent process for sort command
  if(dup2(fd[0], STDIN\_FILENO) == -1)
```



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

```
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_25$ g++ -o prog_25 prog_25.c
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_25$ ./prog_25 total 20

            rwxrwxrwx 1 root root 1873 May 1 18:50 prog_25.c
            rwxrwxrwx 1 root root 16224 May 1 18:53 prog_25

    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_25$
```



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Program - 26

Object - Write a program to handle SIGUSR1 and SIGUSR2 signal.

```
#include < stdio.h >
#include < stdlib.h >
#include < sys/types.h >
#include < fcntl.h >
#include<sys/stat.h>
#include<signal.h>
#include < unistd.h >
void fun(int); // declaration of signal handler function
int main()
  char a[200];
  // register signal handler for SIGUSR1
  if((signal(SIGUSR1,fun))==SIG_ERR)
    printf("Handler not registered\n");
     exit(1);
  // register signal handler for SIGUSR2
  if((signal(SIGUSR2,fun))==SIG_ERR)
    printf("Handler not registered\n");
     exit(1);
  // enter an infinite loop and wait for signals
  while(1)
    pause(); // pause the program until a signal is received
}
// implementation of signal handler function
void fun(int i)
```



```
Name – Abhishek Pandey
Subject – Operating System (CS- 361)
```

Class – B.Tech III yr Semester – VI

```
if(i==SIGUSR1)
{
    printf("SIGUSR1 INTRRUPT");
    fflush(NULL); // flush output buffer to print message immediately
}
    else if(i==SIGUSR2)
    {
        printf("SIGUSR2 INTRRUPT");
        fflush(NULL);
    }
    //raise(SIGKILL); // send SIGKILL signal to terminate program
}
```



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Program – 27

Object - Write a program which suspends itself till it receives a SIGALARM signal.

Code:

```
#include<stdio.h>
#include<stdlib.h>
#include<signal.h>
#include<unistd.h>
void sig_alrm(int); // declaration of signal handler function
int main(int argc, char *argv[])
  // register signal handler for SIGALRM
  if((signal(SIGALRM, sig alrm))==SIG ERR)
     printf("Not Registered");
  // set a timer for 5 seconds using alarm()
  alarm(5);
  // pause the program until a signal is received
  pause();
  return 0;
}
// implementation of signal handler function
void sig_alrm(int sig)
  // check if the signal received is SIGALRM
  if(sig==SIGALRM)
    printf("Wake Up\n");
}
```

```
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_27$ g++ -o prog_27 prog_27.c
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_27$ ./prog_27 Wake Up
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_27$
```



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Program - 28

Object - Write a program which prints the second's part of current time whenever the SIGALRM signal is received by the program.

```
#include<stdio.h>
#include < stdlib.h >
#include < sys/types.h >
#include < fcntl.h >
#include<sys/stat.h>
#include<signal.h>
#include<time.h>
#include < unistd.h >
void sig hand(int); // declaration of signal handler function
int main(){
  int i=1;
  pid_t pid;
  // register the signal handler
  if(signal(SIGALRM,sig_hand)==SIG_ERR)
    printf("Not Registered");
  while(i < =5){ // loop to send signals after 2 seconds delay
    i++;
    pid=getpid();
    sleep(2); // wait for 2 seconds
     kill(pid,SIGALRM); // send the signal
  return 0;
void sig_hand(int sig)
  struct tm *t; // structure to hold the broken-down time
  time_t tt; // variable to hold the time in seconds
  if(sig==SIGALRM) // check if the received signal is SIGALRM{
     tt=time(NULL); // get the current time in seconds since epoch
     t=localtime(&tt); // convert the time to broken-down time
    printf("%d\n",t->tm_sec); // print the seconds field of the time
  }
}
```

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Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Output:

oap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_28\$



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Program – 29

Object - Write a Program to print the entries of passwd file for a given user name or user ID.

```
#include<pwd.h>
#include<stdio.h>
#include < stdlib.h >
#include < sys/types.h >
#include<fcntl.h>
#include<sys/stat.h>
#include<signal.h>
#include<time.h>
#include<error.h>
#include < ctype.h >
int main(){
       char u_name[10]; // variable to hold the username entered by user
       char ch; // variable to hold the user's choice of input
       uid_t u_id; // variable to hold the user ID entered by user
       struct passwd *p; // pointer to the passwd structure
       printf("Enter Your Choice\n");
       printf("Whether you want to enter UNAME or UID?(N or I)"); // prompt user for choice
of input
       scanf("%c",&ch); // read the user's choice
       if((ch == 'N'))|| (ch == 'n')) // if user chooses to enter username
             printf("Enter UNAME");
              scanf("%s",u_name); // read the username entered by user
             p=getpwnam(u_name); // get the passwd structure for the given username
             printf("\n\%s\n \%s\n \%s\n \%s\n \%s\n \%s\n , p->pw\_name, p->pw\_passwd, p-pw\_passwd, p-pw_passwd, 
 >pw_uid,p->pw_qid,p->pw_gecos, p->pw_dir, p->pw_shell); // print the information
retrieved from passwd structure
       else if((ch == 'I' || 'i')) // if user chooses to enter user ID
              printf("Enter UID");
              scanf("%d",&u_id); // read the user ID entered by user
```



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

```
p= getpwuid (u_id); // get the passwd structure for the given user ID
    printf("\n%s\n %s\n %d\n %d\n %s\n %s\n", p->pw_name, p->pw_passwd, p-
>pw_uid,p->pw_gid,p->pw_gecos, p->pw_dir, p->pw_shell); // print the information
retrieved from passwd structure
    }
    else
        printf("Wrong Choice"); // if user enters a wrong choice
}
```

```
• ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS Programs/Practical 29$ g++ -o prog 29 prog 29.c
ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS Programs/Practical 29$ ./prog 29
 Enter Your Choice
 Whether you want to enter UNAME or UID?(N or I)N
 Enter UNAMEap-73
 ap-73
  Χ
  1000
  1000
  Abhishek,,,
  /home/ap-73
  /bin/bash
ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS Programs/Practical 29$ ./prog 29
 Enter Your Choice
 Whether you want to enter UNAME or UID?(N or I)I
 Enter UID1000
 ap-73
  Χ
  1000
  1000
  Abhishek,,,
  /home/ap-73
  /bin/bash
oap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical 29$
```



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Program - 30

Object - Write a program to print the details of the system.

```
#include < grp.h > // header file that provides access to group-related functions
#include<stdio.h>
#include < stdlib.h >
#include <sys/types.h>
int main() // the main function
  char q_name[10];
  gid_t gid;
  char ch;
  struct group *g; // a pointer to a group structure
  printf("Enter Your Choice: \nEnter Group Name(N) \nEnter Group ID (I)\n");
  printf("Enter Choice");
  scanf("%c",&ch); // prompts the user to enter their choice
  switch(ch) // evaluates the user's choice
    case 'N':
    case 'n':
       printf("Enter GNAME:");
       scanf("%s",q_name); // reads the group name entered by the user
       g=getgrnam(g_name); // retrieves the group information using the group name
       printf("\n %s %s %d\n", g->gr_name, g->gr_passwd, g->gr_gid); // prints the
group information
       break;
    case 'I':
    case 'i':
       printf("Enter GID:");
       scanf("%d",&gid); // reads the group ID entered by the user
       g=getgrgid(gid); // retrieves the group information using the group ID
       printf("\n %s %s %d\n", g->gr_name, g->gr_passwd, g->gr_gid); // prints the
group information
       break;
```



Enter GID:1000

ap-73 x 1000

Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

```
default:
        printf("Wrong Choice");
Output:
• ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS Programs/Practical 30$ g++ -o prog 30 prog 30.c
• ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS Programs/Practical 30$ ./prog 30
  Enter Your Choice:
  Enter Group Name(N)
  Enter Group ID (I)
  Enter ChoiceN
  Enter GNAME:ap-73
   ap-73 x 1000
• ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS Programs/Practical 30$ ./prog 30
  Enter Your Choice:
  Enter Group Name(N)
  Enter Group ID (I)
  Enter ChoiceI
```

oap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS Programs/Practical 30\$



Name – Abhishek Pandey Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Program – 31, 32

Object – Write two programs :

- 1. Reads what is written to a named pipe & writes it to standard output.
- 2. Write an informative message to a named pipe.

Code 1:

```
// server
#include <errno.h>
#include <fcntl.h>
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <sys/stat.h>
#define BLKSIZE 1024
#define FIFOARG 1
#define FIFO_PERMS (S_IRWXU | S_IWGRP | S_IWOTH)
// function prototype
int copyfile(int fromfd, int tofd);
int main(int argc, char *argv[]) {
  int requestfd;
  if (argc != 2) { /* name of server fifo is passed on the command line */
    fprintf(stderr, "Usage: %s fifoname > logfile\n", argv[0]);
    return 1;
  }
  /* create a named pipe to handle incoming requests */
  if ((mkfifo(argv[FIFOARG], FIFO_PERMS) == -1) && (errno != EEXIST)) {
    perror("Server failed to create a FIFO");
    return 1;
  }
  /* open a read/write communication endpoint to the pipe */
  if ((requestfd = open(argv[FIFOARG], O_RDWR)) == -1) {
    perror("Server failed to open its FIFO");
    return 1;
  }
```



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

```
// copy the data received from the named pipe to STDOUT
  copyfile(requestfd, STDOUT_FILENO);
  return 1;
}
// function to copy data from one file descriptor to another
int copyfile(int fromfd, int tofd) {
  char *bp;
  char buf[BLKSIZE];
  int bytesread;
  int\ byteswritten = 0;
  int totalbytes = 0;
  for (;;) { // infinite loop
     while (((bytesread = read(fromfd, buf, BLKSIZE)) == -1) && (errno == EINTR))
       ; // handle interruption by signal
     if (bytesread <= 0) // real error or end-of-file on fromfd
       break;
     bp = buf;
     while (bytesread > 0) {
       while (((byteswritten = write(tofd, bp, bytesread)) == -1) && (errno == EINTR))
          ; // handle interruption by signal
       if (byteswritten < 0) // real error on tofd
          break;
       totalbytes += byteswritten;
       bytesread -= byteswritten;
       bp += byteswritten;
     }
     if (byteswritten == -1) // real error on tofd
       break;
  return totalbytes;
```



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Code 2:

```
// Client
#include <errno.h>
#include <fcntl.h>
#include inits.h>
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <time.h>
#include <unistd.h>
#include <sys/stat.h>
#include <limits.h>
#define FIFOARG 1 // Argument index for the name of the server FIFO.
int main(int argc, char *argv[])
  time_t curtime;
  int len;
  char requestbuf[_PC_PIPE_BUF];
  int requestfd;
  if (arac != 2)
  { // Check if the argument count is correct.
    fprintf(stderr, "Usage: %s fifoname\n", argv[0]);
    return 1;
  }
  // Open the FIFO for writing.
  if ((requestfd = open(argv[FIFOARG], O_WRONLY)) == -1)
    perror("Client failed to open log fifo for writing");
    return 1;
  }
  // Get the current time and format the message to be sent to the server.
  curtime = time(NULL);
  snprintf(requestbuf, _PC_PIPE_BUF, "%d: %s", (int)getpid(), ctime(&curtime));
  len = strlen(requestbuf);
  // Write the message to the server and check for errors.
  if (write(requestfd, requestbuf, len) != len)
```



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

```
perror("Client failed to write");
  return 1;
}
// Close the FIFO.
  close(requestfd);
  return 0;
}
```

```
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_31&32$ g++ -o server prog_31.c
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_31&32$ g++ -o client prog_32.c
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_31&32$ ./server mypipe 28112817
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_31&32$ ./client Usage: ./client fifoname
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_31&32$ ./client mypipe
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_31&32$ ./client mypipe
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_31&32$ ./client mypipe
    ap-73@AP:/mnt/A2A25781A257593D/Practical6th/OS_Programs/Practical_31&32$ ./client mypipe
```



Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

Index

Sr. no.	Program	Date	Remarks
1.	Write a program to display a file page wise assuming a page has 10 lines and each line has 80 characters		
2.	Write a Program which converts all the small case letters in a file into appropriate capital letters.		
3.	Write a program to print the details of the system (use uname sys call)		
4.	Write a program which will print the list of environment variable and also print the value of the PATH system variable		
5.	Write a program to print current (soft) limit and maximum (Hard) limits of all resources		
6.	Write a program with an exit handler that outputs CPU usage.		
7.	Write a program that prints it's & it's parent's process ID.		
8.	Write a program that prints out various user & group ID's.		
9	Write a program which uses fork to create a child process& then parent & child print their respective process ID's.		
10.	Write a program that creates a chain of n processes, where n is a command line argument.		
11.	Write a program that creates a fan of n processes where n is passed as a command line argument.		
12.	Write a program to show that same opened file can be shared by both parent and child processes		
13.	Write a program that creates a child process to run $ls - l$		

SUL COAIPUR

College of Technology and Engineering, MPUAT, Udaipur

Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

14.	Write a program to create a zombie child and find its status using system (ps) command	
15.	Write a program to copy a file.	
16.	Write a program for which output is automatically directed to a named file rather than on to the console.	
17.	Write a program that redirects standards output to the file my.file (or Write a program that do the following operation cat XYZ > myfile). using dup2 rather than dup.	
18.	Write a program to create an empty directory using system calls.	
19.	Write a program to remove a directory using system call.	
20.	Write a program to output current working directory.	
21.	Write a program to list files in a directory.	
22.	Write a program that returns true if a given file is a directory & false otherwise.	
23.	Write a program that can display the type of a given file like regular, directory etc.	
24.	Write a program to display the permission of a given file.	
25.	Write a program to execute the equivalent of ls –l sort –n +4.	
26.	Write a program to handle SIGUSR1 and SIGUSR2 signal.	
27.	Write a program which suspends itself till it receives a SIGALARM signal.	
28.	Write a program which prints the second's part of current time whenever the SIGALRM signal is received by the program.	

COAIPUR INTERNATIONAL PURPLE I

College of Technology and Engineering, MPUAT, Udaipur

Name – Abhishek Pandey
Subject – Operating System (CS- 361)

Class – B.Tech III yr Semester – VI

29.	Write a Program to print the entries of passwd file for a given user name or user ID.	
30.	Write a program to print the details of the system.	
31.	Write a program which Reads what is written to a named pipe & writes it to standard output	
32.	Write an informative message to a named pipe.	