1: forke 2. fork()
P. N St3
P2/ St 3: hi hi \bigvee A: Fork Fork

PIL Sp. P3 L Sp6 P2 L Sp7 Pa L S hello hello 5. hello fello fello fello fello L L fork 6: Fork fork fork fork fork 4/ 72 8/ A/P 1 K 3 7 40 3/ 5 6/ 1/2 2/ 1/13 2/ 1/4 lage bye lage bye 7. lage bye lage bye

hi: 4 hello: 8 bye: 16

In some order. Ty mning the code to see it.

1: Porko tou (b3 fork(C) C=forkO P 3/ 1PC × \(\psi\) × \times hi Mi. hi hi 5: Joh 6: John Joh Joh 7. tok tok tok bye bye

```
int main(){
    9 pid_t p;

_ int a=3;
   5 int b=11;
    6 char s[20];
      p=fork();
      if(p<0){
            printf("fork failed\n");
      else_{v}if(p==0){
          strcpy(s,"child");
            a=a*b;
            b=b/a;
  12
      }
      else{
          wait();
          strcpy(s, "parent");
            a=a+b;
                                        X
            b=b-a;
  17
      printf("%s is printing a= %d\n",s,a);
    printf("%s is printing b= %d\n",s,b);
      return 0;
}
```

Only one forh

Cline 5), So

more important
is tracking the
values

hi J Anh J Ash / Se,

line	P,	Pi
1-5	0-3 b=11 S=""	N/A
6-11	0=3 b:11 5: " "	0 = 33 b = 0 S = child
12-16	a = 14 b = -3 S = parent	0733 5:0 s:child

```
static int a=5;
static int b=3;
int main(){
    pid_t x, y;
    2x = fork();
    3 \text{ if}(x<0){
             printf("fork failed\n");
      }
    f else if(x>0){
          \Rightarrow b=b-5;
           % wait();
           9 y=fork();
          16if(y<0){
                 u printf("fork failed\n");
             }
         1 else if(y>0){
                 13 wait();
                 ^{17} a=a-2;
                 b=b+2;
             }
          6 else{
                1^{3} a=a*2;
                 1 b=b/3;
             }
      }
  □ else{

    a=a/2;

          2 b=b*3;
   zv printf("a= %d\n",a);
   23printf("b= %d\n",b);
   ?return 0;
}
```

	PI	Pz	P3
1-2	0=5 b=3	2/4	2/A
2-5	0=5 b=3	0=5 b=3	N/A
6.9	a=10 b=-2	5-3	NA
16-19	0:10 b=-2	a:5 523	0710 67-2
12-15		a ² 5 b ² 3	a 210 b 2 - 2
16-18	6 = 8	025	a = 20 b = 0
19-21	a 2 8 6 0	a=2 b=9	9 = 20 b = 0

Output: