

I3303 / INFO324
Operating System II

Problem I

18 points

In each of the following programs, it is assumed that the parent process has Pid = 100, and that there are no other active processes in the system than those created by the program. Give all possible display results obtained by running each of the following programs.

Program 1

```
void main(){
    fork();
    if(fork())
        printf("%d\n",fork());
}
```

(5)

Program 2

```
void main(){
    int x;
    x = (fork() + fork()) * fork();
    printf("%d\n",x);
}
```

(8)

Program 3

```
void main(){
    int p[2], x = 0, y;
    if(fork()){
        pipe(p);
        x = getpid();
        write(p[1],&x,sizeof(int));
    }
    else{
        read(p[0],&y,sizeof(int));
        printf("%d %d",x,y);
    }
}
```

(5)

Problem II

16 points

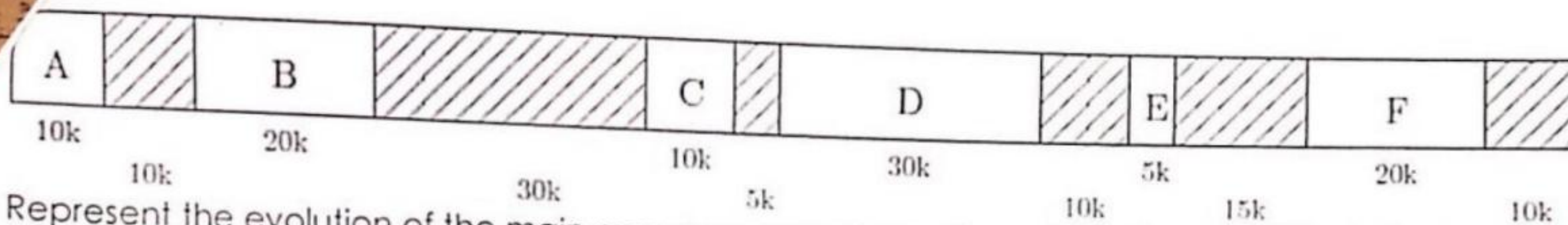
- (6) 1. Using the SIGALRM signal, write a program that draws a number between 1 and 100 after one second and displays it.
- (10) 2. Write a C program under UNIX where the parent process creates 100 child processes as follows: The father creates the first process and waits for the child to display its PID, before creating the second child. Then he waits for the second to display his PID before creating the third child, and so on.

Problem III

16 points

1. We consider a memory managed by contiguous allocation. The allocation of processes is made according to the first fit algorithm. That is, the first encountered area whose size is greater than or equal to the size of the process to be loaded is the one that is allocated

to the process. At the instant t , the state of the main memory is described in the figure below (where A, B, C, D, E, F are processes already loaded in memory, and the other parts are free zones):



Represent the evolution of the main memory according to the arrival of each of the following successive events.

- Event 1. Arrival of program G (20k).
- Event 2. Start of program B.
- Event 3. Arrival of program H (15k).
- Event 4. Departure of the program E.
- Event 5. Arrival of program I (40k).

- The memory of a computer contains 4-page frames and, at the beginning, all the frames are empty. How many page faults produces the following page references 3, 4, 4, 1, 5, 2, 3, 1, 4 using, respectively, FIFO, OPTIMAL, and LRU replacement algorithms? Justify your answers by showing the contents of the frames after each reference.

Problem IV

20 points

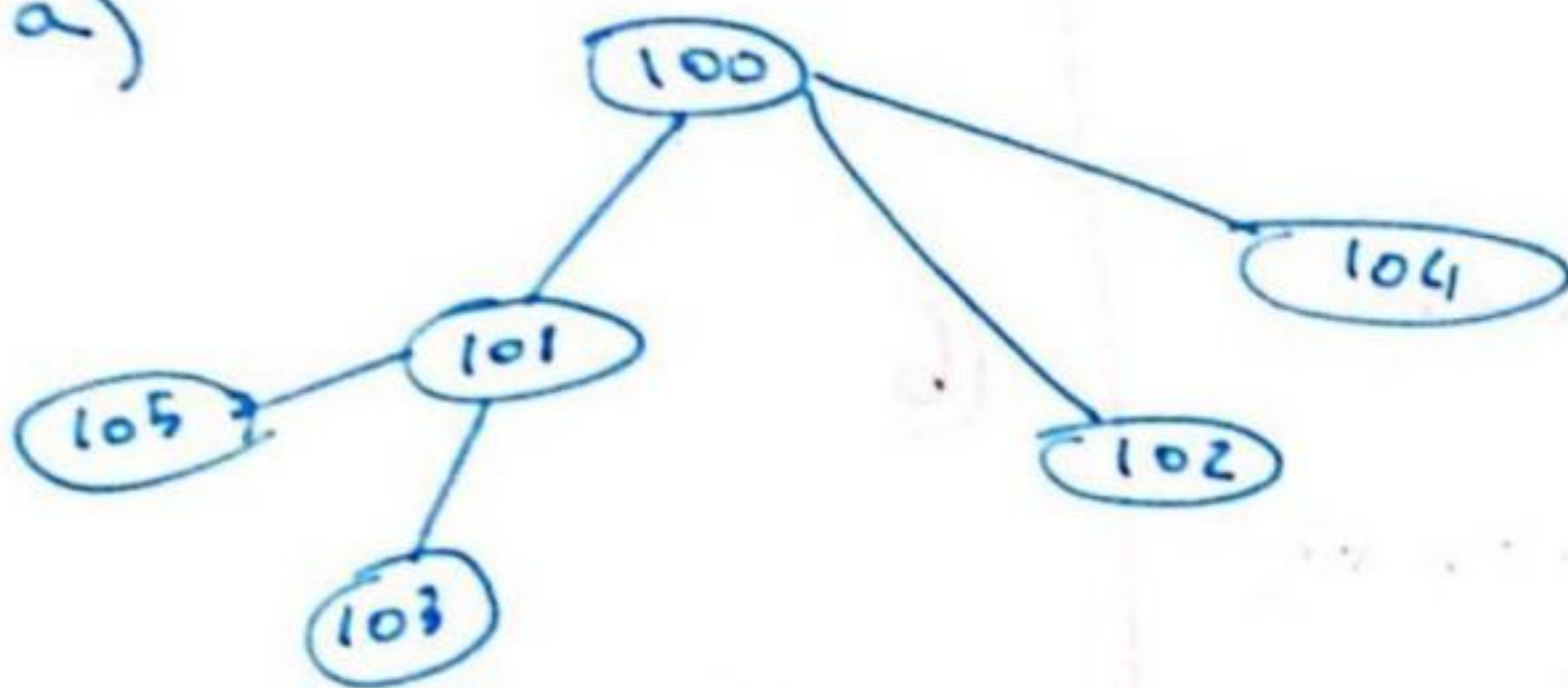
- Describe (in pseudocode) the steps to be followed by the function `void Move (char * file_name, int f1, int f2)` which moves a file from a source directory (f1 is the index of its descriptor entry) to a destination directory (f2 is the index of its descriptor entry).
- Describe (in pseudocode) the steps to be followed by the function `int Similar (int f, char * file_name_1, file_name_2)` which compares the contents of two files belonging to the opened directory with entry descriptor f. If both files have the same content, the function returns 1, and 0 if not.

P.S: Feel free to use the structures and functions seen in the course.

Bon travail

dem 1

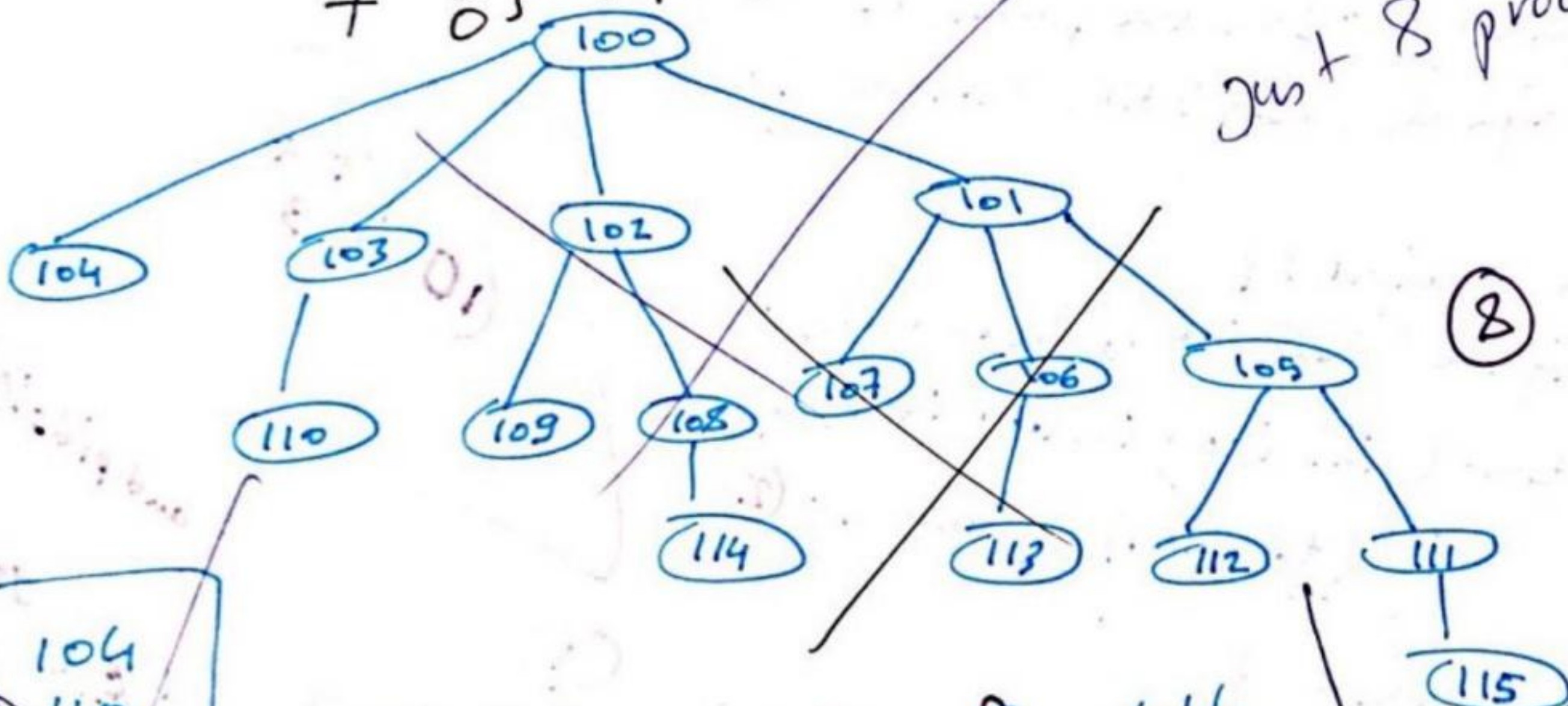
a)



(5)

output: 104 } pid of last 2 childs created (printed on
 105 } father context)
 + 0 } → printed on child context

b)



just 8 processes

(8)

104
 110
 109
 112
 113
 114
 115
 107

8 outputs

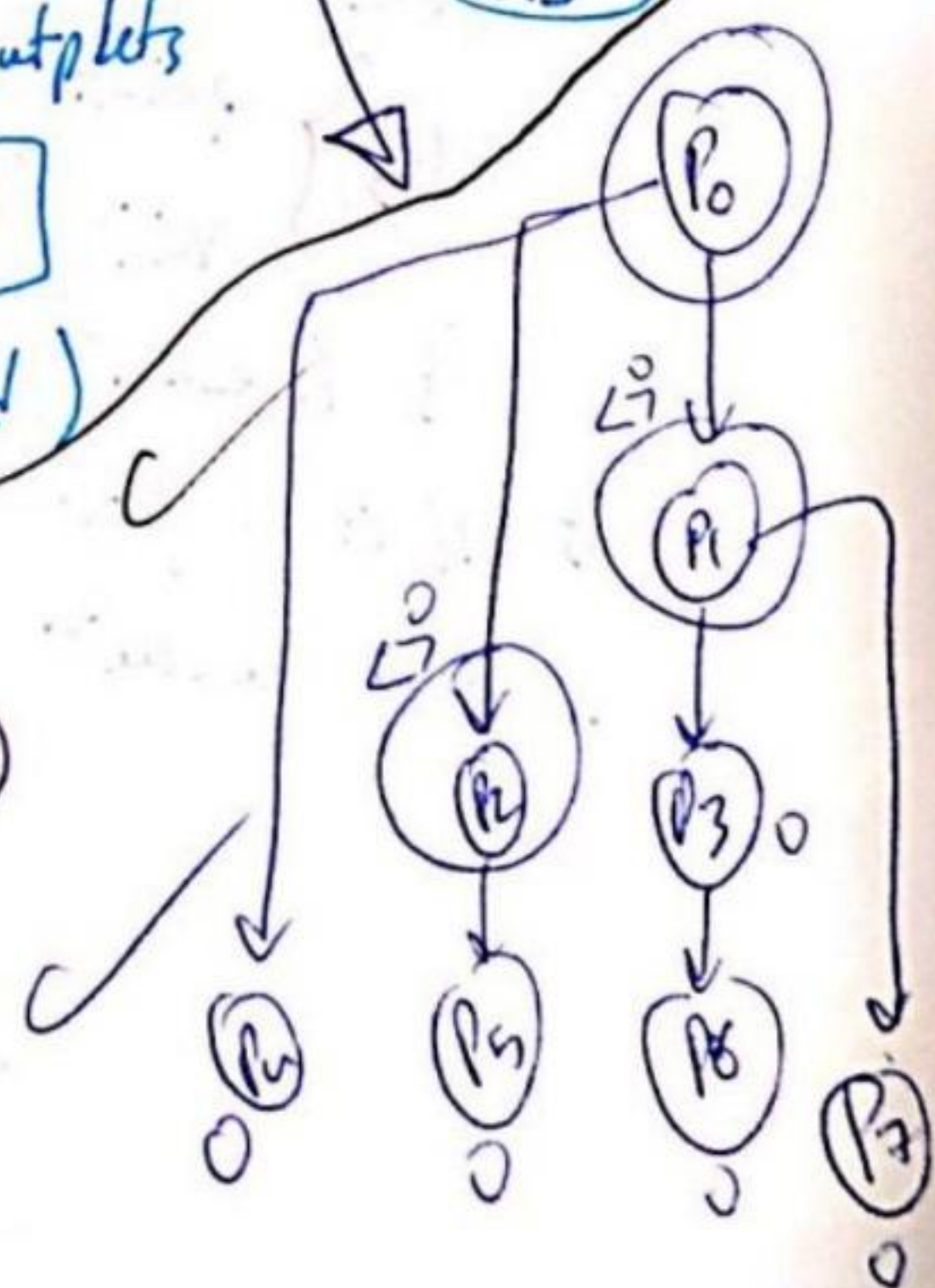
other 8 outputs

prints 0

(child)

c) the output is 0 0

(5)



(1)

Problem II :

a)

```
void handle(int sig) {} ②  
void main() {  
    srand(time(0));  
    ① signal(SIGALRM, handle);  
    ① alarm(1);  
    ① pause();  
    ① int num = (rand() % 100) + 1;  
    ① printf("%d\n", num);  
}
```



b)

```
void handler(int sig) {  
    printf("I'm the parent and I got a message from my child!\n");  
    ③ signal(SIGUSR1, handler);  
}
```

```
void main() {  
    ① signal(SIGUSR1, handler);  
    ① for(int i=0; i<100; i++) {  
        if(fork() pause(); ②
```



```
        else {
```

```
            ③ { printf("I'm the child with rank %d\n", i);  
                kill(SIGUSR1, getpid()); ① break;
```

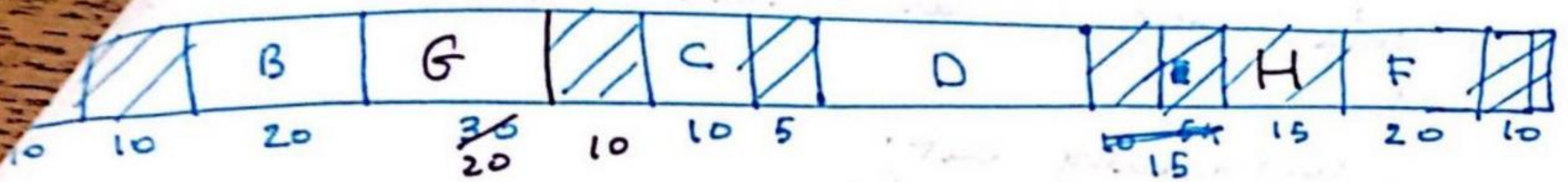
```
            } // end if
```

```
        } // End for
```

```
    } // End main
```

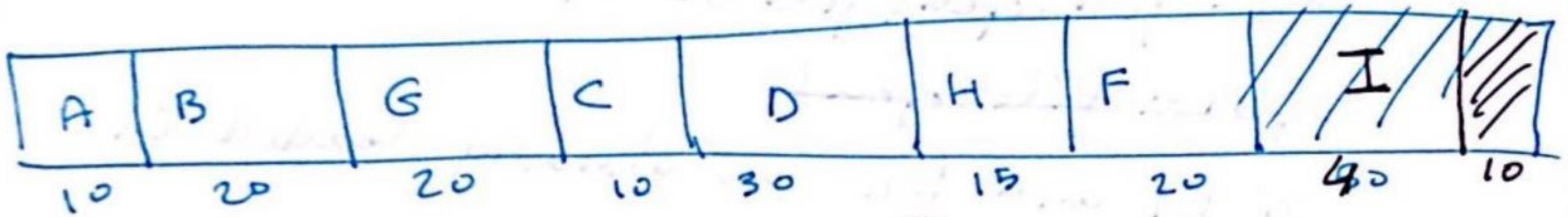
and pid = %d\n
(getpid())

(16 pts) (5+11)



no place for pg I (10k) \Rightarrow fragmentation (5)

\Rightarrow



2) $w = \{3, 4, 4, 1, 5, 2, 3, 1, 4\}$

FIFO

ref	Fault	A	B	C	D
3	y	3			
4	y	3	4		
4	N	3	4		
1	y	3	4	1	
5	y	3	4	1	5
2	y	2	4	1	5
3	y	2	3	1	5
1	N	2	3	1	5
4	y	2	3	4	5

7 page faults

LRU

ref	Fault	A	B	C	D
3	y	3			
4	y	4	3		
4	N	4	3		
1	y	1	4	3	
5	y	5	1	4	3
2	y	2	5	1	4
3	y	3	2	5	1
1	N	1	3	2	5
4	y	4	1	3	2

7 page faults

optimal

optimal

(3)

3	4	4	1	5	2	3	1	4
3	3	3	3	3	3	3	3	4
	4	4	4	4	2	2	2	2
			1	1	1	1	1	1
			5	5	5	5	5	5

6 page faults

(2)

Pr. IV (20 pts)

1) void move.(char *file_name, int f1, int f2)

{
folder_entry ent;
inode binode[16]
int fd, inode-file;

(10)

fd = file-open(file_name)

~~fd = file-open~~

// f1 and f2 are already loaded into
fdesc in memory

// Just we should save the link of
inode of the file for directory f1
to f2 in memory, then write to disk

// search in data of ~~fd~~^{desc}[f1] for the
entry containing file name and inode-file
and delete this entry

// inode-file = fd.inode-ub

// add new entry in the ~~fd~~^{desc}[f2]
write(f2, file-name);
write(f2, inode-ub);

}

similar (int f, char *file1, char *file2)

f is the descriptor of directory loaded into memory
// fdes[f].topo contains the data block of f

int fd1 = open-file (file1);

int fd2 = open-file (file2);

char *c1, *c2;

~~if fd1.log <> fd2~~

if fdesc[fd1].log <> fdesc[fd2].log

return 0;

else

{ while (~~read(fd1, c1)~~ != !Eof(fd1))

{ read(fd1, c1);

read(fd2, c2);

~~if c1 != c2~~

if (!strcmp(c1, c2))

return 0;

}

return 1;

}

}

(3)

(10)