1.

open terminal enter<nano>

2.

#include <sys/wait.h>

#include <sys/types.h>

#include <stdio.h>

#include <unistd.h>

int main(){

pid\_t pid;

pid = fork();

if(pid<0){

fprintf(stderr,"Fork Failed");

return 1;

}

else if(pid==0){

execlp("/bin/ls","ls",NULL);

}

else{

wait(NULL);

printf("Chlid Complete");

}

return 0;

}

3.use <ctrl +s> check name <OSI.c> rename .c

4.

check if the .c is in there <ls -l>

5.

<gcc OSI.c> will compiler <O.out> double-click can use

<gcc OSI.c -o OSI> will compiler <OSI>

6.

<cat OSI.c>

<more OSI.c>

7.

use <./os1> read.

GNU nano 2.9.3 os1.c

#include <sys/wait.h>

#include <sys/types.h>

#include <stdio.h>

#include <unistd.h>

//3-12

#define BUFFER\_SIZE 10

typedef struct{

int a;

} item next-produced;

item buffer[BUFFER\_SIZE];

int in =0;

int out =0;

int main(){

pid\_t pid;

pid = fork();

if(pid<0){

fprintf(stderr,"Fork Failed");

return 1;

}

else if(pid==0){

//execlp("/bin/ls","ls",NULL);

//3-13

while(1){

while (((in+1)%BUFFER\_SIZE)==out);

buffer[in]=nextProduced;

in = (in+1)% BUFFER\_SIZE;

}

}

else{

//3-14

while(1){

while(in==out);

nextConsumed = buffer[out];

out =(out+1)%BUFFER\_SIZE;

}

wait(NULL);

printf("Chlid Complete");

}

return 0;

}