

Assignment 5

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Excercise 1

Develop an interval timer program using setitimer.

```
#include <stdio.h>
#include <sys/time.h>
#include <signal.h>
#include <unistd.h>
#include <string.h>
#include <time.h>

void MyAlarm(int);

int main(){
    struct sigaction sa;
    struct itimerval timer;
    struct itimerval otimer;

    time_t t;
    time(&t);

    printf("Starting time %s\n",ctime(&t));

    memset(&sa,0,sizeof(sa));
    sa.sa_handler = &MyAlarm;
    sigaction(SIGVTALRM,&sa,NULL);

    timer.it_value.tv_sec = 3;
    timer.it_value.tv_usec = 0; //3 seconds

    setitimer(ITIMER_REAL,&timer,NULL);

    while(1){}
}

void MyAlarm(int signum){
    time_t t;
    time(&t);
    static int count = 0;
    printf("timer expired %d times (current time %s) \n",++count,ctime(&t));
}
```

```
sammylicea@LAPTOP-H91C5K4C:~/06_Shell$ gcc -o timeval timeval.c -lc
sammylicea@LAPTOP-H91C5K4C:~/06_Shell$ ./timeval
Starting time Sun Dec  4 11:41:15 2022

timer expired 1 times (current time Sun Dec  4 11:41:18 2022
```

It was a little bit difficult for me this exercise because I could just obtain the result of the timer once 3 seconds after the program started, but it works.

Excercise 2

Let's make a progress bar

```
#include <stdio.h>
#include <sys/time.h>
#include <unistd.h>
#include <signal.h>

void signal_handler(int);

int main(){
    signal(SIGALRM, signal_handler);
    alarm(0.5);
    printf("Loading program...\n");

    int c = 5;
    for(int i = 0; i < 20; i++){
        printf("# %d%c\n", c, 37);
        c+=5;
        sleep(1);
    }

    printf("Progress bar ended succesfully\n");

    return 0;
}

void signal_handler(int signum){
    static int cont = 0;
    printf("Inside handler\n");
}
```

```
sammylicea@LAPTOP-H91C5K4C:~/06_Shell$ gcc progress.c -o progress
sammylicea@LAPTOP-H91C5K4C:~/06_Shell$ ./progress
Loading program...
# 5%
# 10%
# 15%
# 20%
# 25%
# 30%
# 35%
# 40%
# 45%
# 50%
# 55%
# 60%
# 65%
# 70%
# 75%
# 80%
# 85%
# 90%
# 95%
# 100%
Progress bar ended succesfully
```

In this case, the progress bar is printed downwards.

Exercise 3

Develop a function `mygetchar` that adds a timeout function to the function `getchar` that reads one-character input from the keyboard.

```
#include <stdio.h>
#include <sys/time.h>
#include <unistd.h>
#include <signal.h>
#include <time.h>
#include <stdlib.h>

void MyAlarm(int);

int main(){
    time_t t;
    time(&t);
```

```

    printf("Starting time %s\n", ctime(&t));

    alarm(30); //timeout after 30 s
    signal(SIGALRM, MyAlarm);
    int c = getchar();
    printf("MyGetchar returned %x\n", c);
    return 0;
}

void MyAlarm(int signum){
    time_t t;
    time(&t);
    printf("Timeout achieved %s:%d\n", ctime(&t), signum);
    exit(1);
}

```

```

sammylicea@LAPTOP-H91C5K4C:~/06_Shell$ gcc mygetchar.c -o mygetchar
sammylicea@LAPTOP-H91C5K4C:~/06_Shell$ ./mygetchar
Starting time Sun Dec  4 12:19:51 2022

Timeout achieved Sun Dec  4 12:20:21 2022
:14
sammylicea@LAPTOP-H91C5K4C:~/06_Shell$ ./mygetchar
Starting time Sun Dec  4 12:27:54 2022

1
MyGetchar returned 6c
sammylicea@LAPTOP-H91C5K4C:~/06_Shell$ ./mygetchar
Starting time Sun Dec  4 12:28:02 2022

a
MyGetchar returned 61
sammylicea@LAPTOP-H91C5K4C:~/06_Shell$ gedit mygetchar.c

```

In my program, I added an exit function when the alarm is reached. Otherwise, it prints the character.

Excercise 4

Develop a program that allows child processes to implement different commands as a parallel manner

1. Work A input/output (copy)

2. work B implements accordance with the following:

a. No dependency

b. Dependency

```
#include <stdio.h>
#include <unistd.h>
#include <sys/time.h>
#include <time.h>
#include <sys/wait.h>
#include <stdlib.h>

int fork_exec(const char *);

int main(int argc, char *argv[]){
    if(argc == 1){
        printf("Usage: %s...\n",argv[0]);
        return(-1);
    }
    int i;

    for(i = 0; i < argc;i++){
        fork_exec(argv[i]);
        return 0;
    }
}

int fork_exec(const char *com){
    int status;
    pid_t pid;

    pid = fork();

    if(pid == 0){
        //child process
        system(com);
        //when child process is completed
        exit(EXIT_SUCCESS);
    }else if(pid < 0){
        printf("Fork failed: %s\n",com);
        status = -1;
    }else if(waitpid(pid,&status,0) != pid){
        status = -1;
        return status;
    }
}
```

```
sammylicea@LAPTOP-H91C5K4C:~/06_Shell$ gcc parallel.c -o parallel
sammylicea@LAPTOP-H91C5K4C:~/06_Shell$ ./parallel
Usage: ./parallel...
```

In this code, the loop iterates through the command arguments and calls the function **`fork_exec()`** that uses `fork` to create a new process and then it uses the **`system()`** function to execute the command. The program ends when it calls the **`fork()`** on all the arguments given in the command line.

However, I haven't understood quite good how to make parallel programs.

References

Parallel processing using `fork()`

Good day everyone. I have a project that asks us to execute multiple shell commands in parallel using `fork()`. e.g. shell ls psthe program should creates two childs and execute them in parallel. the question is how can I create multiple proecesses and execute them in parallel.

<https://programmersheaven.com/discussion/348344/parallel-processing-using-fork>