

Topics: process control / writing a shell

Approach: Figure out how to write a shell

Today's System Calls: `execvp()`, `fork()`, `wait()`

Outline

I. A Process is a Program in Action

II. Using `ps` to study processes and their attributes pid, uid, size, time, nice, status, ...

III. What does a shell do?

allows a user to run programs, control i/o, script the action

```
$ grep fred /etc/passwd           # sending args to a cmd
$ TERM=vt100 ; export TERM ; vi   # setting global vars for cmd
$ grep fred /etc/passwd > fredlist # send stdout to a file
$ ls /bin | wc -w                  # set up pipeline
$ if grep $TERM /etc/termcap       # control flow
> then
>   vi
> fi
```

IV. The Main Loop of a shell

```
while ( get_a_command )
  parse_into_args
  do_the_command
  wait for exit
```

Question 1: How does a program run a program?

answer: a process `exec()`'s the program

demo: `psh1.c` - shows use of `execvp()`

problem: `exec()` replaces the process with the new program

Question 2: How can we create a new process to `exec` the program

answer: use `fork()` to clone the current process

question: how does the child tell itself from the parent?

answer: the return value from `fork()` is 0 in the child

demo: `forkdemo.c` - shows how `fork` works

Question 3: What does the original process do during the `exec()`?

answer: it waits() if it wants to

demo: `psh2.c` - shows use of `fork()` and `wait()`

Question 4: What happens when `^C` is typed while the program is running ?

answer: `SIGINT` from tty goes to all processes attached to the tty

question: what does this mean to the shell ?

future: program, not the user, should split command into args

V. Reflection: `execvp()` and `exit()` are like call and return

A C function can call a function and pass arguments to it
the called function returns a value to its caller.

A C *program* can `exec()` a C program and passes arguments to it
the `exec()`'ed program `exit()`'s a value to its parent

C functions can also pass values through global variables

C *programs* can pass values through the 'environment'