



B2 - Shell Programming

B-PSU-210

Bootstrap

minishell2



2.0



Bootstrap

binary name: `my_pipe`

language: `C`

compilation: via Makefile, including `re`, `clean` and `fclean` rules



- The totality of your source files, except all useless files (binary, temp files, obj files,...), must be included in your delivery.
- All the bonus files (including a potential specific Makefile) should be in a directory named *bonus*.
- Error messages have to be written on the error output, and the program should then exit with the 84 error code (0 if there is no error).

Authorized Functions: `opendir`, `readdir`, `closedir`, `malloc`, `free`, `exit`, `chdir`, `fork`, `stat`, `lstat`, `fstat`, `open`, `close`, `read`, `write`, `execve`, `access`, `wait`, `waitpid`, `wait3`, `wait4`, `signal`, `kill`, `pipe`, `dup`, `dup2`



Global variables are forbidden.

Now you will learn how to make a redirection from a FD to another.

Write a program that takes three character strings *s1*, *s2* and *s3* as parameters, each containing a binary name with its path and list of arguments.

Your program should execute the command *s1/s2/s3* .

For example:

```
Terminal
~/B-PSU-210> ./my_exec2 "/bin/ls -l /dev" "/bin/grep tty" "/bin/more"
```

should give the same result as:

```
Terminal
~/B-PSU-210> /bin/ls -l /dev | /bin/grep tty | /bin/more
```