CSSE332 Exam 1 Part 1

December 15, 2023

CSSE332 Exam 1 Part 1

Please write your name here:

Please write your section number here:

This exam has two problems, located in problem1.c and problem2.c. In addition, there is one optional bonus problem located in problem3.c. You will have a total of 50 minutes to complete all parts.

Accessing the exam

- 1. ssh into the class server.
- 2. You will find a new file, exam1.zip. Unzip it with:

```
unzip -P enter_exam1_password_here exam1.zip
```

Your instructor will tell you what the exam password is.

3. cd exam1 to access the exam code.

Allowed Resources

This exam is **closed book**. You are allowed to use one 8.5" by 11" single sided page of notes that you develop yourself. You may not use a web browser or any means of communication (e.g., cell phones, MS Teams, Discord, etc.)

Problem 1 (70 points)

Modify program1.c to generate NUM_CHILDREN (defined by default to 10) child processes, each of which should execute ./pretty.bin with the following arguments:

- 1. The first argument is the parent's process ID.
- 2. The second argument is the sentence "Be brave and never give up!".

The parent must detect if the child has crashed or if it has exited successfully, and if so, print its PID and exit status. Expect ./pretty.bin to crash if its PID is a multiple of three.

Additional requirements

- All of the children must be able to start simultaneously, i.e., the parent should not block waiting for a child, until all children have started.
- After creating all of the children, the parent should wait for them in the order in which they were created. In other words, the parent must wait for child 0, then child 1, then child 2, and so on.
- The order in which the parent waits for its children and prints whether they crashed or their exit status **does matter**.
- The order in which the children print their message **does not matter**.
- All children will have the same parent process id.
- Your code should not generate any zombies or orphan children.

Sample output

As usual, build your code using make and then run it. Here's my output:

```
$ ./problem1.bin
  ./pretty.bin 2627413 My parent (2627408) told me: Be brave and never give up!
./pretty.bin
./pre
 ./pretty.bin
                                                       2627409 My parent (2627408) told me: Be brave and never give up!
 ./pretty.bin 2627418 My parent (2627408) told me: Be brave and never give up!
 Child 0 with PID 2627409 crashed!
 Child 1 with PID 2627410 finished with exit code 1!
 Child 2 with PID 2627411 finished with exit code 2!
 Child 3 with PID 2627412 crashed!
 Child 4 with PID 2627413 finished with exit code 1!
Child 5 with PID 2627414 finished with exit code 2!
 Child 6 with PID 2627415 crashed!
 Child 7 with PID 2627416 finished with exit code 1!
 Child 8 with PID 2627417 finished with exit code 2!
 Child 9 with PID 2627418 crashed!
 Parent 2627408 finished ....
```

Problem 2 (30 points)

This is a slight variation of Problem 1. Here are the differences:

- We want our children to execute prettier.bin instead of pretty.bin.
- prettier.bin will crash if its PID is a multiple of 4.
- prettier.bin might enter an infinite loop. **However**, prettier.c is equipped to catch alarm signals and exit with code 99 if such a thing happens, but it does not set such timers itself.

Write your code in problem2.c.

In this variation of Problem 1, we would like to do two things:

- 1. Avoid running ./prettier.bin if you foresee that it will crash.
- 2. Catch children that run for more than 5 seconds.

If you foresee that a child will crash, then:

- 1. print Child <PID> is bad, will not execute.
- 2. exit

Critically: the child process must do this check, without executing ./prettier.bin.

For children that run for more than 5 seconds, you must:

- 1. Use appropriate mechanisms to force that child to exit with 99 if it loops for more than 5 seconds. In other words, you must force the child to trigger the handling of alarm signals if at least 5 seconds have passed.
- 2. The parent must detect those children and print Child <num> with <PID> timed out!

Additional requirements

- If the parent detects that a child might crash, it **must directly wait for it** and not fork any additional children until that child has exited.
- The order in which the parent waits for the **successful children** must be in the order in which they are created.
- The parent must print the timed out message for all children that do so.

Sample output

```
$ ./problem2.bin
Child 2681000 is bad, will not execute.
Child 2681004 is bad, will not execute.
./prettier.bin 2681001 My parent (2680999) told me: Be brave and never give up!
Child 2681008 is bad, will not execute.
./prettier.bin 2681002 My parent (2680999) told me: Be brave and never give up!
./prettier.bin 2681003 My parent (2680999) told me: Be brave and never give up!
./prettier.bin 2681005 My parent (2680999) told me: Be brave and never give up!
Child 2681012 is bad, will not execute.
./prettier.bin 2681006 My parent (2680999) told me: Be brave and never give up!
./prettier.bin 2681007 My parent (2680999) told me: Be brave and never give up!
./prettier.bin 2681009 My parent (2680999) told me: Be brave and never give up!
./prettier.bin 2681013 My parent (2680999) told me: Be brave and never give up!
./prettier.bin 2681011 My parent (2680999) told me: Be brave and never give up!
./prettier.bin 2681010 My parent (2680999) told me: Be brave and never give up!
Child 0 with PID 2681001 finished with exit code 1!
Child 1 with PID 2681002 finished with exit code 2!
Child 2 with PID 2681003 timed out!
Child 3 with PID 2681005 finished with exit code 1!
Child 4 with PID 2681006 finished with exit code 2!
Child 5 with PID 2681007 timed out!
Child 6 with PID 2681009 finished with exit code 1!
Child 7 with PID 2681010 finished with exit code 2!
Child 8 with PID 2681011 timed out!
Child 9 with PID 2681013 finished with exit code 1!
Parent 2680999 finished ....
```

(BONUS) Problem 3 (10 points)

In this part, we would like to drop the assumption we made in problem 2, specifically, that prettier.c is already equipped to catch alarm signals. bonus.c is very much the same behavior as prettier.c, except that it does not catch alarm signals, which makes it impossible for us to distinguish between a crash and time out.

Your job in this bonus problem is to solve this issue without modifying the code in bonus.c. Naturally, the children you created must execute bonus.bin instead of prettier.bin.

Write your code in problem3.c.

Hint: You might need to manually kill a process, you can do so using the kill system call. You can find its documentation using man 2 kill.

Sample output

```
$ ./problem3.bin
Child 2682364 is bad, will not execute.
Child 2682368 is bad, will not execute.
./bonus.bin 2682367 My parent (2682363) told me: Be brave and never give up!
Child 2682372 is bad, will not execute.
./bonus.bin 2682373 My parent (2682363) told me: Be brave and never give up! 2682369 My parent (2682363) told me: Be brave and never give up!
Child 2682376 is bad, will not execute.
./bonus.bin 2682374 My parent (2682363) told me: Be brave and never give up!
Child 2682384 is bad, will not execute.
./bonus.bin
./bonus.bin
2682387 My parent (2682363) told me: Be brave and never give up!
./bonus.bin
2682380 My parent (2682363) told me: Be brave and never give up!
./bonus.bin
2682386 My parent (2682363) told me: Be brave and never give up!
./bonus.bin
2682383 My parent (2682363) told me: Be brave and never give up!
./bonus.bin
2682385 My parent (2682363) told me: Be brave and never give up!
Child 0 with PID 2682365 timed out!
Child 1 with PID 2682366 finished with exit code 1!
Child 2 with PID 2682370 finished with exit code 1!
Child 3 with PID 2682371 finished with exit code 2!
Child 4 with PID 2682375 finished with exit code 1!
Child 5 with PID 2682378 crashed!
Child 6 with PID 2682379 timed out!
Child 7 with PID 2682381 finished with exit code 1!
Child 8 with PID 2682382 finished with exit code 2!
Child 9 with PID 2682387 crashed!
Parent 2682363 finished ....
```

Submission instructions

Leave your code in your exam folder and exit your ssh session.