

HO CHI MINH CITY UNIVERSITY OF TECHNOLOGY

Faculty of Computer Science & Engineering



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# Operating System

## Lab 1

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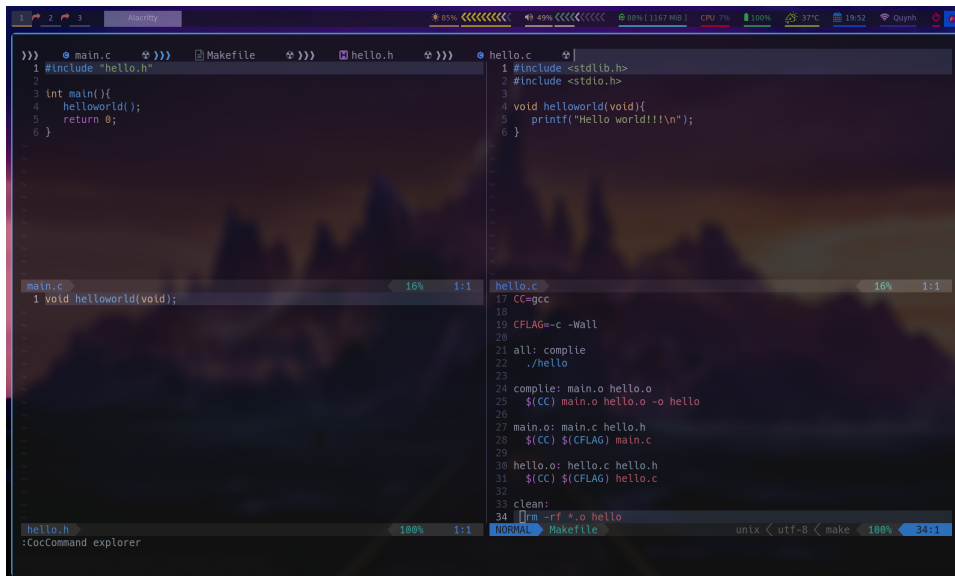
# 1 Questions

## 1.1 What are the advantages of Makefile? Give examples?

### 1.1.1 Advantages

- It makes codes more concise and clear to read and debug.
- No need to compile entire program every time whenever you make a change to a functionality or a class. Makefile will automatically compile only those files where change has occurred.
- Generally, in long codes or projects, Makefile is widely used in order to present project in more systematic and efficient way.

### 1.1.2 Example



```
main.c
1 #include "hello.h"
2
3 int main(){
4     helloworld();
5     return 0;
6 }

Makefile
17 CC=gcc
18
19 CFLAG=-c -Wall
20
21 all: compile
22     ./hello
23
24 compile: main.o hello.o
25     $(CC) main.o hello.o -o hello
26
27 main.o: main.c hello.h
28     $(CC) $(CFLAG) main.c
29
30 hello.o: hello.c hello.h
31     $(CC) $(CFLAG) hello.c
32
33 clean:
34     rm -rf *.o hello

hello.h
:CoCommand explorer
```

Figure 1: Example of make-file

## 1.2 In case of source code files located in different places, how can we write a Makefile?

We can use vpath to specify the search path directories for file names. For example:



```
1 vpath %.h hello
2 vpath %.c hello
3 CC=gcc
4
5 CFLAGS=-c -Wall
6
7 all: compile
8     ./myHello && rm -rf *.o myHello
9
10 compile: main.o hello.o
11     $(CC) main.o hello.o -o myHello
12
13 main.o: main.c hello/hello.h
14     $(CC) $(CFLAGS) main.c
15
16 hello.o: hello.c hello/hello.h
17     $(CC) $(CFLAGS) hello/hello.c
```

Figure 2: Example of using **vpath** makefile

### 1.3 What the output will be at LINE A? Explain your answer

```
1 #include <sys/types.h>
2 #include <sys/wait.h>
3 #include <stdio.h>
4 #include <unistd.h>
5 #include <string.h>
6
7 int value = 5;
8
9 int main() {
10     pid_t pid;
11     pid = fork();
12     if (pid == 0) {
13         value = 20;
14         printf("CHILD: value = %d\n", value);
15         return 0;
16     } else if (pid > 0) {
17         wait(&pid);
18         printf("PARENT: value = %d\n", value);
19         return 0;
20     }
21 }
```

Figure 3: Example of using **vpath** makefile



The output is 5 because the value of parent isn't affected by the child process.

## 2 Basic commands

```
caparies ~ Caparies170102 > Questions ls
example example.c
caparies ~ Caparies170102 > Questions mkdir 2053166
caparies ~ Caparies170102 > Questions ls
2053166/ example example.c
caparies ~ Caparies170102 > Questions touch 2053166/example.txt
caparies ~ Caparies170102 > Questions ls
2053166/ example example.c
caparies ~ Caparies170102 > Questions nvim 2053166/example.txt
```

Figure 4: Example of creating new folder, new file and listing contents of a folder

```
caparies ~ Caparies170102 > 2053166 ls
example.txt
caparies ~ Caparies170102 > 2053166
caparies ~ Caparies170102 > 2053166 cd ..
caparies ~ Caparies170102 > Questions ls
2053166/ example example.c
caparies ~ Caparies170102 > Questions cat 2053166/example.txt
Name: Cao Tuan Kiet
Class: CC02
Student Id: 2053166
School: Ho Chi Minh City University of Technology
Year: 2nd
Subject: OS

caparies ~ Caparies170102 > Questions head -5 2053166/example.txt
Name: Cao Tuan Kiet
Class: CC02
Student Id: 2053166
School: Ho Chi Minh City University of Technology
Year: 2nd
Subject: OS

caparies ~ Caparies170102 > Questions tail -5 2053166/example.txt
Student Id: 2053166
School: Ho Chi Minh City University of Technology
Year: 2nd
Subject: OS

caparies ~ Caparies170102 > Questions
```

Figure 5: Example of listing contents of a file



## 3 Programming

### 3.1 Problem 1, 2 and 3

```
1 #include <stdlib.h>
2 #include <stdio.h>
3 #include <string.h>
4 #include "readline/readline.h"
5 #include "factorial/factorial.h"
6
7
8 #define max_line_length 50
9 int main(int argc, char* argv[]){
10     char line[max_line_length] = {0};
11     char EXIT[] = "exit()";
12     printf("The program will loop forever until hitting exit() !!!!\n");
13     printf("Enter an input: ");
14     while(scanf("%s", line)){
15         if(strcmp(line, EXIT) == 0) break;
16         read_line(line) ? printf("%d\n", factorial(atoi(line))) : printf("%d\n", -1);
17         printf("Enter an input: ");
18     }
19 }
```

Figure 6: Code of problem 1, 2 and 3



## 3.2 Problem 4

```
problem4.c
1 #include <stdio.h>
2 #include <stdlib.h>
3 #include <string.h>
4 #include <unistd.h> // defines fork() and pid_t
5 #include <sys/wait.h>
6
7 #define max_line_length 50
8 #define max_array_length 100
9 int divideByNum(int arr[], int num, int n)
10 {
11     int count = 0;
12     for (int i = 0; i < n; ++i) {
13         if (arr[i] % num == 0) {
14             count++;
15         }
16     }
17     return count;
18 }
19
20 int storeArr(int* arr, int argc, char** argv){
21     char* path;
22     char line[max_line_length] = {0};
23     int lineCount = 0;
24     if(argc < 1){
25         path = argv[1];
26     }
27     FILE *file = fopen(path, "r");
28
29     if(!file){
30         printf("Please enter a path!\n");
31         perror(path);
32     }
33
34     while (fgets(line, max_line_length, file)) {
35         arr[lineCount] = atoi(line);
36         lineCount++;
37     }
38
39     if(!fclose(file)){
```

```
numbers.txt
1 1
2 3
3 0
4 4
5 9
6 100
7 22
8 33
9 44
10 122
11 2342
12 893
13 23452135
```

```
Makefile
1 cc=gcc
2 CFLAGS=-c -Wall
3
4 all: problem4.o
5 $(CC) problem4.o -o problem4 && ./problem4 numbers.txt && rm -rf
6
7 problem4.o: problem4.c
8 $(CC) $(CFLAGS) problem4.c
```

Figure 7: Code of problem 4