

# Operating Systems Assignment 1

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## Log

- 10 — 7 — 2025: Read Full assignment requirements
- 10 — 8 — 2025: Wrote 3 programs and did initial runs
- 10 — 9 — 2025: Wrote writeup and Latex doc

## Part One, See Program One

Wrote Simple Program that completed the task.

### Output:

```
clivemiller@clivepc:~/code/c-code/assignments/operating_sys_ass_1$ cc programPartOne.c
clivemiller@clivepc:~/code/c-code/assignments/operating_sys_ass_1$ ./a.out
My Program Name: ./a.out | PID: 6920 | Loop Iteration: 0
My Program Name: ./a.out | PID: 6920 | Loop Iteration: 1
My Program Name: ./a.out | PID: 6920 | Loop Iteration: 2
My Program Name: ./a.out | PID: 6920 | Loop Iteration: 3
My Program Name: ./a.out | PID: 6920 | Loop Iteration: 4
My Program Name: ./a.out | PID: 6920 | Loop Iteration: 5
My Program Name: ./a.out | PID: 6920 | Loop Iteration: 6
My Program Name: ./a.out | PID: 6920 | Loop Iteration: 7
My Program Name: ./a.out | PID: 6920 | Loop Iteration: 8
```

## Part 2

Wrote the two small programs, compiled them into named executables.

- `programPartTwoFile.c` - `./pptf` to start, `./pptf &` to start and send to background
  - `programPartTwoMath.c` - `./pptm` to start, `./pptm &` to start and send to background
- kill any process with `kill {name}`

### Testing pptm

Then I sent pptm into the background and ran top:

PID	USER	PR	NI	VIRT	RES	SHR	S	%CPU	%MEM	TIME+	COMMAND
7375	clivemi+	20	0	2552	1056	964	S	19.3	0.0	0:11.41	pp2m

I noticed that its using a sizeable amount of CPU (at least the CPU amount assigned to my WSL container) But it is also not using little if not no memory. Its id is 7375

## Testing pptf

Next I sent pptf into the background and ran top:

PID	USER	PR	NI	VIRT	RES	SHR	S	%CPU	%MEM	TIME+	COMMAND
11011	clivemi+	20	0	2684	1008	916	R	29.3	0.0	0:08.48	pp2f

It is using a lot more CPU. its ID is 11011.

## Observations

Obviously PID is the process ID, the USER is the logged in user, the COMMAND is the process name, the time is time running (at least since the top command updated) The MEM is memory used, CPU is cpu used. PR is probably priority. VIRT is likely virtual memory. S is likely state, since it swaps between S (sleeping), R (running), etc.

That is all I could guess, looking it up I found:

- RES: Resident memory — actual physical RAM currently used by the process.
- SHR: Shared memory — part of RES that may be shared with other processes (e.g., shared libraries).
- NI: Niceness value — affects scheduling priority (-20 = highest priority, 19 = lowest).

## Running both processes

Finally I ran them both:

PID	USER	PR	NI	VIRT	RES	SHR	S	%CPU	%MEM	TIME+	COMMAND
2307	clivemi+	20	0	1262884	67208	47412	S	32.3	0.8	3:20.08	node
15680	clivemi+	20	0	2684	1008	916	D	27.7	0.0	0:06.17	pp2f
2280	clivemi+	20	0	1177400	103372	47696	S	25.0	1.3	1:30.62	node
15738	clivemi+	20	0	2552	1044	948	S	21.3	0.0	0:03.29	pp2m

You can see some processes and our two here. Then I ran ps and ran top again

PID	USER	PR	NI	VIRT	RES	SHR	S	%CPU	%MEM	TIME+	COMMAND
2555	clivemi+	20	0	54.0g	1.0g	66528	S	3.0	13.0	2:55.58	node
2247	clivemi+	20	0	11.3g	145020	52100	S	0.3	1.8	1:40.74	node
2280	clivemi+	20	0	1197624	122864	47696	S	0.3	1.5	2:30.76	node
2896	clivemi+	20	0	110432	45440	21224	S	0.3	0.6	0:08.25	cpptools

Programs are in fact killed

## Part 3

Got some exe information from objdump, along with all the section headers

- pp2f: file format elf64-x86-64
- pp2m: file format elf64-x86-64

by running `stat -c '%n %s bytes' exeName` I can get the byte count

```

clivemiller@clivepc:~/code/c-code/assignments/operating_sys_ass_1$ stat -c '%n%s bytes' pp2f
pp2f 16056 bytes
clivemiller@clivepc:~/code/c-code/assignments/operating_sys_ass_1$ stat -c '%n%s bytes' pp2m
pp2m 16016 bytes

```

I then ran these to try and get memory use but it is using so little it doesnt show:

```

clivemiller@clivepc:~/code/c-code/assignments/operating_sys_ass_1$ pidof pp2m
4715
clivemiller@clivepc:~/code/c-code/assignments/operating_sys_ass_1$ ps -p 4715 -o %mem
%MEM
0.0

```

## Source Code

### programPartOne.c:

```

#include <stdio.h>
#include <sys/types.h> // for pid_t
#include <unistd.h> // for sleep and getpid()

int main(int argc, char *argv[]) {
    pid_t pid; // Declare a variable of type pid_t to store the PID
    pid = getpid(); // Call getpid() to get the current process's PID
    int count = 0; // counter

    while (1) {
        // fprintf (printf to file) is printing to stderr the argv[0] (exe name), the pid (getpid())
        // , and the count (which is then iterated)
        fprintf(stderr, "My_Program_Name:%s PID:%d Loop Iteration:%d\n", argv[0], getpid(),
            count++);
        sleep(1); // sleep
    }

    return 0;
}

```

### programPartTwoMath.c

```

#include <stdio.h>

int main() {
    while (1) {
        int num = (100 + 20 / 23)*12; // do simple math
        fprintf(stderr, "Calc_ans_is:%d\n", num); // Print ans
    }

    return 0;
}

```

### programPartTwoFile.c

```
#include <stdio.h>

int main() {
    while (1) {
        FILE *file; // declare file pointer
        file = fopen("./test.txt", "w"); // open file in write mode
        fprintf(file, "a"); // overwrite with a a single char "a"
        fclose(file); // close
    }

    return 0;
}
```