```
NAME
              = minishell
B NAME
                = minishell_bonus
LDFLAGS
                = -L./libft -lft -lreadline -lncurses
CFLAGS
                = -Wall -Wextra -Werror -g
CPPFLAGS
              = -I./libft/include -I./include
SRCDIR = src
OBJDIR = build
ifeq ($(DEBUG), 1)
CFLAGS += -DDEBUG
endif
FILES = builtins/builtins
              builtins/cd
              builtins/echo
              builtins/env
              builtins/exit
              builtins/export
              builtins/pwd
              builtins/unset
              utils/dptr
              utils/ft_getenv
              utils/get_full_path
utils/ft_list
              utils/print_error
              utils/tty
              signals
              wait_children
              get_argv
               pipeline_control
              redirection handler
              tokenizer
              heredoc
              main
              expand_env
expand_str
M FILES =
              mandatory/execute_complex_command
mandatory/execute_simple_command
              mandatory/check syntax
              mandatory/expand_line
mandatory/expand_tokens
              mandatory/cut slice
B FILES =
               bonus/execute complex command
              bonus/execute \overline{s}imple \overline{c}ommand
              bonus/check_syntax
              bonus/expand_line
bonus/expand_tokens
bonus/expand_wildcard
               bonus/flow control
              bonus/subshell
              bonus/cut_slice
OBJECTS = $(FILES:%=$(OBJDIR)/%.o)
M_OBJECTS = $(M_FILES:%=$(OBJDIR)/%.o)
B_OBJECTS = $(B_FILES:%=$(OBJDIR)/%.o)
all: libft $(NAME)
bonus: libft $(B NAME)
libft:
    @$(MAKE) -C libft
$(NAME): $(M OBJECTS) $(OBJECTS) libft/libft.a
    $(CC) $(M OBJECTS) $(OBJECTS) $(LDFLAGS) -o $@
$(B_NAME): $(B_OBJECTS) $(OBJECTS) libft/libft.a
     $(CC) $(B OBJECTS) $(OBJECTS) $(LDFLAGS) -o $@
$(OBJDIR)/%.o: $(SRCDIR)/%.c
    @mkdir -p $(dir $@)
$(CC) $(CFLAGS) $(CPPFLAGS) -c $< -o $@
```

```
clean:
     $(MAKE) -C libft clean
    rm -f $(M OBJECTS) $(OBJECTS) $(B OBJECTS)
fclean: clean
    rm -f $(NAME) $(B NAME)
re: fclean all
.PHONY: all libft clean fclean re
                                 /*
/*
/*
     minishell.h
                                                           :+:
                                                      +:+ +:+
                                                                   +#+
     By: yaltayeh <yaltayeh@student.42amman.com>
                                                     +#+ +:+
                                                   +#+#+#+#+
                                                                +#+
     Created: 2024/12/17 09:15:08 by yaltayeh Updated: 2025/03/21 12:35:02 by yaltayeh
/*
                                                       #+# #+#
                                                             #######.fr
                                                       ###
/*
#ifndef MINISHELL
# define MINISHELL H
# define __USE_XOPEN2K8
# define _GNU_SOURCE // for WUNTRACED
# include <libft.h>
# include <stddef.h>
# include <unistd.h>
# include <sys/wait.h>
# include <fcntl.h>
# include <errno.h>
# include <string.h>
# include <stdio.h>
 ifdef
          linux
  include <linux/limits.h>
  include <limits.h>
# endif
# include <readline/readline.h>
# include <readline/history.h>
# include <sys/types.h>
# include <termios.h>
# include <signal.h>
# include <sys/ioctl.h>
# define PREFIX "minishell: "
        e_qouts
enum
    SINGLE_QUOTE = 0x1,
    DOUBLE_QUOTE = 0x2
};
enum
       e is pipe
    IS NEXT PIPE = 1,
    IS_PREV_PIPE = 2
};
typedef struct s_list
                    *str;
    char
    struct s_list
                     *next;
}
    t list;
typedef struct s_mini
    t_list
              *tokens;
              *env;
    t_list
               exit status;
    t_mini;
struct s_cmd
{
```

```
**argv;
     char
               **env;
     char
     char
               full_path[PATH_MAX];
};
extern volatile int
                             g_sig;
          mini clean(t mini *mini);
void
void
          exit handler(t mini *mini, int exit status);
int
              print error(const char *file, int line);
              print file error(const char *file, int line, const char *target);
int
     subshell */
              is subshell(t_list *lst);
int
          subshell_syntax(t_list *ist);
run_subshell(t_mini *mini);
int
void
t_list
t_list
voi
            *lst_expand(t_list *lst, char **slices);
          *lst_move2next(t_list **lst);
          *lst_clean(t_list **lst);
void
          **lst_2_argv(t_list **lst, int flcean);
**lst_2_dptr(t_list *lst);
char
char
          lst_remove_one(t_list **lst, t_list *prev);
void
    tokenizer */
          *tokenizer(const char *s);
*cut_slice(char **s_r);
  list
char
    expand */
char
          *expand_line(const char *s);
          **expand_str(t_mini *mini, char *str);
*expand_env(t_mini *mini, char *str);
char
char
          **expand_wildcard(char *pattern);
char
              expand_tokens(t_mini *mini, t_list *lst);
int
          *expand_tokens_2lst(t_mini *mini, const char *str);
*remove_qouts(char *str);
t list
char
     execution */
             execute_line(t_mini *mini);
flow_control(t_mini *mini);
int
int
              pipeline_control(t_mini *mini);
execute_complex_command(t_mini *mini, int in_fd,
int
int
               int pipefds[2], int pipe_mask);
             execute_simple_command(t_mini *mini);
check_syntax(t_list *lst);
int
int
/*
    Wait children
             wait_children(pid_t victim);
wait_child_stop(pid_t victim);
int
int
/*
     redirection handling
              redirection_handler(t_mini *mini, int heredoc_fd);
int
              heredoc_forever(t_mini *mini, t_list *lst);
int
    environment variables
t list
            *copy env variables(void);
          *ft getenv(t list *env, const char *name);
char
     built-in commands
              handle_builtin(t_mini *mini, char **argv, int _exit)
int
              is_builtin(t_mini *mini, const char *cmd, int expand);
int
             ft_cd(t_mini *mini, char **argv);
ft_echo(char **argv);
ft_pwd(char **argv);
int
int
int
              ft_env(t_mini *mini, char **argv);
int
             ft_exit(char **argv, int *_exit);
ft_test(t_mini *mini, char **argv);
ft_export(t_mini *mini, char **argv);
int
int
int
              ft_unset(t mini *mini, char **argv);
int
/* signal handling functions */
void
          setup_signals(void);
          setup_signals2(void);
void
void
          reset signals(void);
   utils functions */
```

```
ft_ttyname_r(int fd, char *buf, size_t len);
int
           restore_tty(char tty_path[PATH_MAX]);
int
char
        **copy dptr(char **dptr);
        get_full_path(t_list *env, char full_path[PATH_MAX], char *cmd);
*get_argv0(t_list *lst);
get_argv(t_list **];
        free dptr(char **ptr);
void
int
char
        get_argv(t_list **lst);
void
#endif
/*
,
/*
/*
     wait children.c
                                                         :+:
/*
                                                       +:+ +:+
     By: yaltayeh <yaltayeh@student.42amman.com>
                                                     +#+ +:+
                                                                    +#+
                                                   +#+#+#+#+
                                                                 +#+
/*
     Created: 2025/01/08 17:47:06 by yaltayeh
                                                        #+#
                                                               #+#
                                                       ###
                                                             #######.fr
     Updated: 2025/04/21 17:28:32 by yaltayeh
/*
#include "minishell.h"
#ifdef DEBUG
static int
              get_process_status(int wstatus, pid_t pid)
    if (WIFEXITED(wstatus))
        ft_fprintf(2, "%d: is exited by %d\n", pid, WEXITSTATUS(wstatus));
        return (WEXITSTATUS(wstatus));
    else if (WIFSIGNALED(wstatus))
        ft_fprintf(2, "%d: is signaled by %d\n", pid, WTERMSIG(wstatus));
        return (128 + WTERMSIG(wstatus));
    else if (WIFSTOPPED(wstatus))
        ft fprintf(2, "%d: is stopped\n", pid);
        return (128 + SIGSTOP);
    else if (WIFCONTINUED(wstatus))
        ft fprintf(2, "%d: is continued\n", pid);
        re\overline{t}urn (128 + SIGCONT);
    return (1);
}
#else
static int
              get_process_status(int wstatus, pid_t pid)
    (void)pid;
    if (WIFEXITED(wstatus))
        return (WEXITSTATUS(wstatus));
    else if (WIFSIGNALED(wstatus))
        return (128 + WTERMSIG(wstatus));
    else if (WIFSTOPPED(wstatus))
        return (128 + SIGSTOP)
    else if (WIFCONTINUED(wstatus))
        return (128 + SIGCONT);
    return (1);
}
#endif
int
       wait child stop(pid t victim)
{
    int
           wstatus;
    if (waitpid(victim, &wstatus, WUNTRACED) == -1)
        return (-1);
    return (get_process_status(wstatus, victim));
}
int
       wait children(pid t victim)
{
```

```
int
             wstatus;
     int
             status;
     int
             ret_status;
             child pid;
    ret_status = 1;
child_pid = waitpid(WAIT_ANY, &wstatus, WUNTRACED);
    while (child_pid != -1)
         status = get_process_status(wstatus, child_pid);
if (child_pid == victim)
              ret_status = status;
         child pid = waitpid(WAIT ANY, &wstatus, WUNTRACED);
    return (ret_status);
/*
/*
/*
/*
                                                                               execute_simple_command.c
                                                                  :+:
                                                                +:+ +:+
                                                             +#+ +:+
                                                                               +#+
      By: yaltayeh <yaltayeh@student.42amman.com>
                                                           +#+#+#+#+
                                                                            +#+
     Created: 2025/03/21 21:59:26 by yaltayeh Updated: 2025/04/27 20:52:52 by yaltayeh
                                                                #+#
                                                                         #+#
                                                                ###
                                                                       #######.fr
/*
#include "minishell.h"
        execute simple command(t mini *mini)
int
{
     struct s_cmd
                       cmd;
     if (is subshell(mini->tokens))
         run subshell(mini);
     if (expand_tokens(mini, mini->tokens) != 0)
    return (1);
cmd.argv = lst_2_argv(&mini->tokens, 1);
     if (!cmd.argv)
         return (1);
     if (is_builtin(mini, cmd.argv[0], 0))
    handle_builtin(mini, cmd.argv, 1);
cmd.err = get_full_path(mini->env, cmd.full_path, cmd.argv[0]);
if (cmd.err == 0)
         cmd.env = lst_2_dptr(mini->env);
         if (cmd.env)
              execve(cmd.full_path, cmd.argv, cmd.env);
              print_file_error(__FILE__, __LINE__, cmd.full_path);
              free(cmd.env);
         cmd.err = 1;
     free_dptr(cmd.argv);
     return (cmd.err);
/
/*
/*
                                                                  .+.
      expand_wildcard.c
                                                                +:+ +:+
                                                             +#+ +:+
                                                                               +#+
      By: yaltayeh <yaltayeh@student.42amman.com>
                                                           +#+#+#+#+
                                                                            +#+
     Created: 2025/01/05 21:33:13 by mkurkar Updated: 2025/04/27 23:42:19 by yaltayeh
                                                                 #+#
                                                                         #+#
/*
                                                                       #######.fr
/*
#include "minishell.h"
#include <dirent.h>
static int
                is_contain_wildcard(char *pattern)
{
    int
             qout;
    qout = ' \ 0';
    while (*pattern)
```

```
{
        if ((*pattern == SINGLE_QUOTE || *pattern == DOUBLE_QUOTE)
             && (*pattern == qou\overline{t} || qou\overline{t} == '\0'))
        {
             if (qout)
                 qout = ' \0';
             else
                 qout = *pattern;
        else if (*pattern == '*' || *pattern == '?')
             return (1);
        pattern++;
    return (0);
}
   This function is like playing a matching game!
   It checks if a word matches a special pattern.
   For example:
* Pattern: "cat*" will match: "cat", "cats", "ca

* Pattern: "?at" will match: "cat", "rat", "hat"
                                                  "catfood"
  The * is like a magic star that matches anything!
   The ? is like a surprise box that matches any letter!
  example:
* Pattern:
                h e * o ?
  String:
                hello!
   Step 1:
                h = h
                        (exact match)
   Step 2:
                e = e
                        (exact match)
   Step 3:
                * matches 'l l'
                                   (asterisk can match multiple chars)
   Step 4:
                0 = 0
                       (exact match)
   Step 5:
                ? matches '!'
                                 (question mark matches any single char)
  Result: MATCH
  This function is like playing a matching game!
  It checks if a word matches a special pattern.
   For example:
* Pattern: "cat*" will match: "cat", "cats", "ca

* Pattern: "?at" will match: "cat", "rat", "hat"
                                                  "catfood"
  The * is like a magic star that matches anything!
* The ? is like a surprise box that matches any letter!
* /
               match_pattern(const char *pattern, const char *str, char qout)
static int
    while (*pattern && *str)
    {
        if ((*pattern == SINGLE_QUOTE || *pattern == DOUBLE_QUOTE)
             && (*pattern == qout | qout == '\0')
        {
             if (qout)
                 qout = ' \ 0';
             else
                 qout = *pattern;
             pattern++;
             continue :
        else if (*pattern == '*' && gout == '\0')
             while (*pattern == '*')
                 pattern++;
                (!*pattern)
                 return (1);
             while (*str)
             {
                 if (match pattern(pattern, str, qout))
                      return (1);
                 str++;
             return (match pattern(pattern, str, qout));
        else if (*pattern == '?' || *pattern == *str)
             pattern++;
             str++:
             continue ;
        return (0);
    }
```

```
while (*pattern == '*')
        pattern++;
    return (*pattern == '\0' && *str == '\0');
}
* This function is like adding a new toy to your toy box!
 It takes your old toy box (array) and makes a bigger one
 to fit one more toy (string) inside.
* Then it carefully moves all your old toys to the new box * and adds the new toy at the end!
*/
static char
                **add to array(char **arr, char *str, int *size)
    char
             **new_arr;
    int
                i;
    new_arr = malloc(sizeof(char *) * (*size + 2));
    if (!new_arr)
         return (NULL);
    i = 0;
    while (i < *size)
    {
        new_arr[i] = arr[i];
         j++;
    }
    new_arr[i] = ft_strdup(str);
    new_arr[i + 1] = NULL';
    *size += 1;
    free(arr);
    return (new_arr);
}
* Imagine arranging your toys in alphabetical order!
 This function is like organizing your toys from A to Z.
* Just like when you line up your stuffed animals:
* First comes Bear, then Cat, then Dog, then Elephant!
* /
                sort_strings(char **arr, int size)
static void
{
    char
             *temp;
                i;
j;
    int
    int
    i = 0;
    while (i < size - 1)
    {
         j = 0:
        while (j < size - i - 1)
             if (ft_strcmp(arr[j], arr[j + 1]) > 0)
                 temp = arr[j];
                 arr[j] = arr[j + 1];
                 arr[j + 1] = temp;
             j++;
         į++:
    }
}
                **original_argument(char *pattern)
static char
{
             **ret;
    char
    ret = ft_calloc(2, sizeof(char *));
    if (!ret)
        return (NULL);
    ret[0] = ft_strdup(pattern);
if (!ret[0])
         free(ret);
        return (NULL);
    remove_qouts(ret[0]);
return (ret);
}
```

```
* This is like a treasure hunt in your room!
* When you give it a pattern (like *.txt),
 it looks through all files in the folder
* and finds the ones that match your pattern!
* Just like finding all blue toys in your room!
* /
char
         **expand_wildcard(char *pattern)
{
                          *dir;
    DIR
                        *entry;
    struct dirent
                       **files;
    char
    int
                          size;
    if (is contain wildcard(pattern) == 0)
    return (original_argument(pattern));
dir = opendir(".");
    if (!dir)
         return (NULL);
    files = ft_calloc(1, sizeof(char *));
    if (!files)
    {
         closedir(dir);
         return (NULL);
    size = 0;
    entry = readdir(dir);
    while (entry)
         if (entry->d name[0] == '.' && pattern[0] != '.')
         else if (match pattern(pattern, entry->d name, '\0'))
             files = add_to_array(files, entry->d_name, &size);
             if (!files)
                  closedir(dir);
                  return (NULL);
             }
         entry = readdir(dir);
    closedir(dir);
     if (size > 0)
         sort_strings(files, size);
       (size = 0)
    {
         free(files);
         return (original_argument(pattern));
    return (files);
                                                                :+:
     utils.c
                                                              +:+ +:+
                                                           +#+ +:+
                                                                             +#+
     By: yaltayeh <yaltayeh@student.42amman.com>
                                                         +#+#+#+#+
                                                                         +#+
     Created: 2025/04/28 23:03:56 by yaltayeh
                                                                       #+#
                                                               #+#
     Updated: 2025/04/28 23:05:10 by yaltayeh
                                                              ###
                                                                     #######.fr
#include <libft.h>
int
        operation type(char *str)
{
    if (ft_strcmp(str, ">>") == 0
    || ft_strcmp(str, ">") == 0
    || ft_strcmp(str, "<") == 0
    || ft_strcmp(str, "<") == 0)</pre>
         return (1);
    return (2);
    else
```

```
return (0);
}
size t
           operation len(const char *s)
    if (ft\_strncmp(s, "\&\&", 2) == 0 || ft\_strncmp(s, "||", 2) == 0 || ft\_strncmp(s, ">>", 2) == 0 || ft\_strncmp(s, "<<", 2) == 0)
    return (2);
else if (*s == '|' || *s == '<' || *s == '>')
         return (1);
    return (0);
}
char
         *cut_slice(char **s_r)
    char
             *start;
    int
               nb_bracket;
    char
    s = *s_r;
while (*s == ' ')
         5++;
    start = s:
    nb bracket = 0;
    whīle (s && *s && (*s != ' ' || nb bracket) && nb bracket >= 0)
         if (*s == '(')
             nb_bracket++:
         else i\overline{f} (*s == ')')
             nb_bracket-
         nb_bracket--;
else if (*s == '\'' || *s == '\"')
             s = ft_strchr(s + 1, *s);
         if (s)
             5++;
    }
*s_r = s;
===
    if (s == NULL || nb_bracket != 0)
         return (NULL);
    return (start);
     execute_complex_command.c
                                                             +:+ +:+
     By: yaltayeh <yaltayeh@student.42amman.com>
                                                           +#+ +:+
                                                                            +#+
                                                         +#+#+#+#+
     Created: 2025/01/09 23:37:40 by yaltayeh
                                                              #+#
                                                                      #+#
     Updated: 2025/04/28 20:35:26 by yaltayeh
                                                                    #######.fr
#include "minishell.h"
                pipex handler(int pipe mask, int in fd, int pipefds[2])
static int
    if (pipe mask & IS PREV PIPE)
    {
         if (dup2(in fd, STDIN FILENO) == -1)
             close(in fd);
             perror(PREFIX"pipex dup2 to STDIN");
             return (-1);
         close(in_fd);
        (pipe_mask & IS_NEXT_PIPE)
         if (dup2(pipefds[1], STDOUT FILENO) == -1)
             close(pipefds[1]);
             perror(PREFIX"pipex dup2 to STDOUT");
             return (-1);
         close(pipefds[1]);
    return (0);
}
```

```
static int
              stop process(void)
    if (g_sig != 0)
        return (-1);
      (kill(getpid(), SIGSTOP) == -1)
        return (-1);
    if (g_sig != 0)
        \overline{return} (-1);
    reset_signals();
    return (0);
}
static int
              handle file descriptor(t mini *mini, int in fd,
                                     int pipefds[2], int pipe_mask)
{
    int
           heredoc fd;
           err;
    int
    heredoc_fd = heredoc_forever(mini, mini->tokens);
    if (heredoc fd < 0)
        if (pipe mask & IS PREV PIPE)
            close(in_fd)
          (pipe_mask & IS NEXT PIPE)
            close(pipefds[\overline{1}]);
        return (-1);
    if (pipex_handler(pipe_mask, in_fd, pipefds) != 0)
        return (-1);
    if (is_subshell(mini->tokens) && subshell_syntax(mini->tokens) == 0)
    exit_handler(mini, 2);
if (stop_process() != 0)
        return (-1);
    err = redirection handler(mini, heredoc fd);
    if (heredoc fd > \overline{0})
        close(heredoc fd);
    if (err != 0)
        return (err);
    return (0);
}
       int
{
    int
           pid;
    pid = fork();
    if (pid == 0)
        if (pipe_mask & IS_NEXT_PIPE)
            close(pipefds[0]);
          sig = 0;
        if (handle_file_descriptor(mini, in_fd, pipefds, pipe_mask) != 0)
            exit handler(mini, EXIT FAILURE);
        get argv(&mini->tokens);
        if (!mini->tokens)
        exit_handler(mini, EXIT_FAILURE);
execute_simple_command(mini);
        exit handler(mini, EXIT FAILURE);
      (pipe_mask & IS_NEXT_PIPE)
        close(pipefds[\overline{1}]);
    return (pid);
                                                          :+:
     expand tokens.c
                                                       +:+ +:+
                                                     +#+ +:+
                                                                     +#+
     By: yaltayeh <yaltayeh@student.42amman.com>
                                                   +#+#+#+#+
                                                                  +#+
     Created: 2025/01/04 21:29:22 by mkurkar
                                                        #+#
                                                               #+#
     Updated: 2025/04/28 23:09:43 by yaltayeh
                                                       ###
                                                              #######.fr
   ***********************
#include "minishell.h"
static void
               tok_remove_qouts(t_list *lst)
```

```
{
    while (lst && lst->str)
        remove_qouts(lst->str);
lst = lst->next;
}
static int
              handle_wildcard(t_list **cur_r, t_list *last, char **slices)
    t list
              *cur;
    cur = *cur r;
    last = las\overline{t}->next;
    while (cur && cur->str && cur != last)
        slices = expand wildcard(cur->str);
        if (!slices)
            return (-1);
        cur = lst_expand(cur, slices);
        free(slices);
        if (!cur)
            return (-1);
        cur = cur->next;
    *cur r = cur;
    return (0);
}
int
       expand_tokens(t_mini *mini, t_list *lst)
{
            **slices;
    char
    t_list
t_list
              *last:
              *cur;
    cur = lst;
   while (cur && cur->str)
        slices = expand_str(mini, cur->str);
        if (!slices)
            return (-1);
        last = lst_expand(cur, slices);
        free(slices);
        if (!last)
            return (-1);
        if (handle_wildcard(&cur, last, slices) != 0)
            return (-1);
    tok_remove_qouts(lst);
    return (0);
/*
                                                         :+:
     subshell.c
                                                       +:+ +:+
                                                     +#+ +:+
     By: yaltayeh <yaltayeh@student.42amman.com>
                                                                     +#+
                                                   +#+#+#+#+
                                                                 +#+
                                                        #+#
                                                               #+#
     Created: 2025/04/24 12:12:22 by yaltayeh
/*
     Updated: 2025/04/28 20:35:33 by yaltayeh
                                                       ###
                                                             #######.fr
  ************************
#include "minishell.h"
        run subshell(t mini *mini)
void
{
    char
            *argv0;
    size_t
              line_len;
            *line;
    char
    argv0 = get_argv0(mini->tokens);
    exit_handler(mini, 1); argv0[line_len - 1] = '\0';
    line = ft_strdup(argv0);
    if (!line)
```

```
exit handler(mini, 1);
    lst_clean(&mini->tokens);
    mini->tokens = tokenizer(line);
    free(line);
    if (!mini->tokens)
        exit_handler(mini, 1);
    if (flow_control(mini) != 0)
    {
        perror("flow control");
        exit handler (mini, 1);
    exit handler(mini, 0);
}
int
       is_subshell(t_list *lst)
{
    char
            *argv0;
    argv0 = get_argv0(lst);
    if (!argv0)
        return (0)
      (*argv0 == '(')
        return (1);
    return (0);
}
int
       subshell_syntax(t_list *lst)
{
    if (lst->next || lst->next->str)
        ft fprintf(2, PREFIX"syntax error near unexpected token `('\n");
        return (0);
    return (1);
/*
/*
/*
/*
                                                                     :::::::
     flow_control.c
                                                          :+:
                                                        +:+ +:+
                                                      +#+ +:+
                                                                     +#+
     By: yaltayeh <yaltayeh@student.42amman.com>
                                                    +#+#+#+#+
                                                                  +#+
     Created: 2025/01/07 08:13:50 by yaltayeh
                                                        #+#
                                                                #+#
     Updated: 2025/04/28 23:11:15 by yaltayeh
                                                        ###
                                                              #######, fr
   ******************
#include "minishell.h"
               set_null_token(t_list *lst, int *op)
static void
    *op = 0;
    while (lst && lst->str)
        if (ft_strcmp(lst->str, "\&\&") == 0
            || ft_strcmp(lst->str, "||") == 0)
        {
            if (ft_strcmp(lst->str, "&&") == 0)
                *o\overline{p} = 1;
            else if (ft_strcmp(lst->str, "||") == 0)
                *op = 2\bar{;}
            free(lst->str);
            lst->str = NULL;
            return ;
        lst = lst->next;
    }
}
int
       flow control(t mini *mini)
    int
                   op:
    int
                   test;
    test = 1;
    while (mini->tokens && mini->tokens->str)
    {
        set_null_token(mini->tokens, &op);
        if (test)
```

```
{
              if (pipeline_control(mini) == -1)
                  return (-1);
                (op == 1)
                  test = !mini->exit_status;
              else if (op == 2)
   test = mini->exit_status;
         if (op == 0)
              break
         if (op == 2)
              test = !test;
         lst move2next(&mini->tokens);
    return (0);
}
int
        execute_line(t_mini *mini)
{
    return (flow control(mini));
   ****************************
/
/*
/*
                                                                 :+:
     pipeline control.c
                                                               +:+ +:+
     By: yaltayeh <yaltayeh@student.42amman.com>
                                                            +#+ +:+
                                                          +#+#+#+#+
                                                                          +#+
     Created: 2025/01/04 23:32:02 by yaltayeh Updated: 2025/04/26 18:54:41 by yaltayeh
                                                                       #+#
                                                               #+#
                                                                      #######.fr
#include "minishell.h"
static void
                 set null token(t list *lst, int *pipe mask)
    *pipe_mask <<= 1;
while (lst && lst->str)
         if (ft_strcmp(lst->str, "|") == 0)
              *pipe mask |= 1;
              free(\lambdast->str);
              lst->str = NULL;
              return ;
         lst = lst->next;
    }
}
static int
                run builtin command(t mini *mini)
    int
                 heredoc fd;
              **argv;
    char
    heredoc fd = heredoc forever(mini, mini->tokens);
    if (heredoc fd < 0)
    return (print_error(__FILE__, __LINE__));
if (redirection_handler(mini, heredoc_fd) != 0)
    {
         if (heredoc_fd > 0)
              close(heredoc_fd);
         return (print_error(__FILE__, __LINE__));
    if (heredoc fd > 0)
         close(heredoc fd);
    get argv(&mini->tokens);
    if (expand_tokens(mini, mini->tokens) != 0)
    return (print_error(_FILE__, _LINE__)
argv = lst_2_argv(&mini->tokens, 0);
    if (!argv)
         return (print_error(__FILE
                                              LINE ));
    mini->exit_status = handle_builtin(mini, argv, 0);
    return (0);
}
                  execute_command(t_mini *mini, int in_fd,
static pid t
                                     int pipefds[2], int pipe_mask)
```

```
{
    pid t
              victim;
    victim = execute complex command(mini, in fd, pipefds, pipe mask);
    if (victim == -1\overline{)}
    {
        if (pipe mask & IS NEXT PIPE)
             close(pipefds[\overline{0}]);
        return (-1);
    mini->exit_status = wait_child_stop(victim);
if (mini->exit_status != 128 + SIGSTOP)
    {
        if (pipe_mask & IS_NEXT_PIPE)
             close(pipefds[\overline{0}]);
        return (-2);
    return (victim);
}
/*
    if builtin run return 0 and stored exit status in mini.exit status
    if syscall fail return -1
    return child_pid
    valgrind --leak-check=full --show-leak-kinds=all
             --trace-children=yes --track-fds=yes
             --suppressions=readline_curses.supp ./minishell
    << 1 cat > 1 | << 2 cat > 2| << 3 cat > 3
               pipeline_control_iter(t_mini *mini, int in_fd, int pipe_mask)
static int
    pid_t
              victim[2]
    int
                pipefds[2];
    set null token(mini->tokens, &pipe mask);
    if (pipe_mask == 0 && is_builtin(mini, get_argv0(mini->tokens), 1))
        return (run_builtin_command(mini));
    if ((pipe_mask \overline{\&} IS_NEX\overline{\top}_PIPE) && pipe(pipefds) == -1)
        retur\overline{n} (-1);
    victim[0] = execute_command(mini, in_fd, pipefds, pipe_mask);
    if (victim[0] < 0)
        return (victim[0])
    if ((pipe mask & IS NEXT PIPE) && mini->tokens && mini->tokens->str)
        lst move2next(&mini->tokens);
        victim[1] = pipeline_control_iter(mini, pipefds[0], pipe_mask);
        if (victim[1] == -1)
             kill(victim[0], SIGKILL);
             kill(victim[0], SIGCONT);
        close(pipefds[0])
        return (victim[1]);
    kill(victim[0], SIGCONT);
    return (victim[0]);
}
int
       pipeline control(t mini *mini)
{
    pid t
              victim;
    victim = pipeline_control_iter(mini, 0, 0);
    if (victim < 0)
        wait_children(victim);
        if (victim == -1)
             ft fprintf(2, PREFIX"%s:%d: %s\n", __FILE__,
             LINE__, strerror(errno)); return (-1);
        return (0);
    if (victim > 0)
        mini->exit_status = wait_children(victim);
    return (0);
/*
/*
```

```
:::::::
                                                               :+:
     expand_str.c
                                                             +:+ +:+
     By: yaltayeh <yaltayeh@student.42amman.com>
                                                           +#+ +:+
                                                                            +#+
                                                         +#+#+#+#+
                                                                        +#+
     Created: 2025/04/23 21:28:44 by yaltayeh Updated: 2025/04/26 18:50:55 by yaltayeh
                                                              #+#
                                                                     #+#
                                                             ###
                                                                    #######.fr
/*
   *************************
#include "minishell.h"
static char
                **ft split(char *s, int i)
    char
             *start;
             **tokens;
    char
             *token;
    char
    while (*s == ' ')
         s++;
    start = s;
    while (*s && *s != ' ')
    {
         if (*s == SINGLE_QUOTE || *s == DOUBLE_QUOTE)
    s = ft_strchr(s + 1, *s);
    if (start == s && !*s)
    return (ft_calloc(i + 1, sizeof(char *)));
token = ft_substr(start, 0, s - start);
    if (!token)
         return (NULL)
    tokens = ft_split(s + !!*s, i + 1);
    if (tokens)
         tokens[i] = token;
         free(token);
    return (tokens);
}
void
         replace_qouts(char *s)
{
    char
             *next;
    while (*s)
    {
         if (*s == '\'' || *s == '\"')
         {
             next = ft_strchr(s + 1, *s);
             if (!next)
             break ;
if (*s == '\'')
                  *s = SINGLE QUOTE;
                  *next = SINGLE_QUOTE;
             else if (*s == '\"')
                  *s = DOUBLE QUOTE;
                  *next = DOU\overline{B}LE QUOTE;
             s = next;
         s++;
    }
}
char
         *remove qouts(char *str)
    char
             *src;
             *dst;
    char
    char
             qout;
    dst = str;
    src = str;
    qout = ' \setminus 0':
    while (*src)
         if ((*src == SINGLE_QUOTE || *src == DOUBLE_QUOTE)
```

```
&& (qout == *src || qout == ' (0'))
        {
            if (!qout)
                qout = *src;
            else
                qout = ' \ 0';
            src++;
        else
            *dst++ = *src++:
    *dst = '\0';
    return (str);
}
        **expand_str(t_mini *mini, char *str)
char
    char
            *expanded_str;
            **slices;
    char
    replace_qouts(str);
    expanded str = expand env(mini, str);
    if (!expanded str)
    return (NULL);
slices = ft_split(expanded_str, 0);
    free(expanded_str);
    return (slices);
/*
                                                          . + .
     redirection_handler.c
                                                        +:+ +:+
                                                     +#+
                                                                     +#+
     By: yaltayeh <yaltayeh@student.42amman.com>
                                                         + · +
                                                   +#+#+#+#+
                                                        #+#
                                                               #+#
     Created: 2025/01/07 08:12:35 by yaltayeh
/*
     Updated: 2025/04/26 23:53:24 by yaltayeh
                                                        ###
                                                              #######.fr
  ***************************
#include "minishell.h"
              is ambiguous(t mini *mini, char **filename r)
static int
    t list
              *lst:
    lst = expand_tokens_2lst(mini, *filename_r);
    if (!lst)
        return (print error( FILE
                                         LINE ));
    if (!lst->str || (lst->next && lst->next->str))
        lst clean(&lst);
        ft_fprintf(2, PREFIX"%s: ambiguous redirect\n", *filename_r);
        return (1);
    *filename_r = lst->str;
lst->str = NULL;
    lst clean(&lst);
    return (0);
}
static int
              in_redirection(t_mini *mini, char *token)
{
    int
               fd;
            *filename;
    char
    filename = token;
    if (is ambiguous(mini, &filename) != 0)
        return (-1);
    fd = open(filename, O RDONLY);
    if (fd == -1)
    {
        print_file_error(__FILE__, __LINE__, filename);
        free(filename);
        return (-1);
    free(filename);
    if (dup2(fd, STDIN FILENO))
    {
```

```
print_error(__FILE__, __LINE__);
         close(fd);
         return (-1);
    close(fd);
    return (0);
}
                out_append(t_mini *mini, char *token)
static int
{
    int
             *filename;
    char
    filename = token;
    if (is_ambiguous(mini, &filename) != 0)
         return (-1)
    fd = open(filename, O WRONLY | O CREAT | O APPEND, 0644);
    if (fd == -1)
         print_file_error(__FILE__, __LINE__, filename);
free(filename);
         return (-1);
    free(filename);
    if (dup2(fd, STDOUT FILENO) == -1)
         print_error(__FILE__, __LINE__);
         close(fd);
         return (-1);
    close(fd);
    return (0);
}
static int
               out redirection(t mini *mini, char *token)
    int
                 fd;
             *filename;
    char
    filename = token;
    if (is_ambiguous(mini, &filename) != 0)
         return (-1);
    fd = open(filename, O WRONLY | O CREAT | O TRUNC, 0644);
    if (fd == -1)
    {
         print_file_error(__FILE__, __LINE__, filename);
         free(filename);
         return (-1);
    free(filename);
    if (dup2(fd, STDOUT_FILENO) == -1)
         print_error(__FILE__, __LINE__);
         close(fd);
         return (-1);
    close(fd):
    return (0);
}
int
       redirection handler(t mini *mini, int heredoc fd)
    int
                *lst;
    t_list
    err = 0;
    lst = mini->tokens;
    while (lst && lst->str)
         if (ft_strcmp(lst->str, "<<") == 0)
    err = dup2(heredoc_fd, STDIN_FILENO);</pre>
         else if (ft strcmp(lst\overline{\phantom{}}>str, "<"\overline{\phantom{}} == 0)
         err = in_redirection(mini, lst->next->str);
else if (ft_strcmp(lst->str, ">>") == 0)
             err = out_append(mini, lst->next->str);
         else if (ft_s\bar{t}rcmp(lst->str, ">") == 0)
             err = out redirection(mini, lst->next->str);
         else
         {
```

```
lst = lst->next;
             continue ;
         i f
            (err != 0)
             return (err);
         lst = lst->next->next;
    return (0);
/
/*
/*
     execute simple command.c
                                                                 :+:
                                                              +:+ +:+
      By: yaltayeh <yaltayeh@student.42amman.com>
                                                            +#+ +:+
                                                                             +#+
                                                          +#+#+#+#+
                                                                          +#+
     Created: 2025/03/21 21:59:26 by yaltayeh
                                                               #+#
                                                                       #+#
     Updated: 2025/04/27 21:17:17 by yaltayeh
                                                              ###
                                                                     #######.fr
/*
#include "minishell.h"
int
        execute simple command(t mini *mini)
{
    struct s_cmd
                      cmd;
    if (expand_tokens(mini, mini->tokens) != 0)
    return (1);
cmd.argv = lst_2_argv(&mini->tokens, 1);
    if (!cmd.argv)
         return (1);
    if (is_builtin(mini, cmd.argv[0], 0))
    handle_builtin(mini, cmd.argv, 1);
cmd.err = get_full_path(mini->env, cmd.full_path, cmd.argv[0]);
if (cmd.err == 0)
         cmd.env = lst_2_dptr(mini->env);
         if (cmd.env)
             execve(cmd.full_path, cmd.argv, cmd.env);
print_file_error(__FILE__, __LINE__, cmd.full_path);
             free(cmd.env);
         cmd.err = 1;
    free dptr(cmd.argv);
    return (cmd.err);
/
/*
/*
     utils.c
                                                              +:+ +:+
     By: yaltayeh <yaltayeh@student.42amman.com>
                                                            +#+ +:+
                                                                             +#+
                                                          +#+#+#+#+
                                                                          +#+
     Created: 2025/04/28 23:03:56 by yaltayeh
                                                               #+#
                                                                       #+#
/*
     Updated: 2025/04/28 23:07:48 by yaltayeh
                                                              ###
                                                                     #######.fr
#include <libft.h>
int
        operation_type(char *str)
{
    if (ft strcmp(str, ">>") == 0
         || ft_strcmp(str, ">") == 0
|| ft_strcmp(str, "<") == 0
|| ft_strcmp(str, "<") == 0
|| ft_strcmp(str, "<") == 0
         return (1);
    else if (ft_strcmp(str, "|") == 0)
    return (2);
    else
         return (0);
}
size_t
           operation_len(const char *s)
    if (ft_strncmp(s, ">>", 2) == 0 || ft_strncmp(s, "<<", 2) == 0)
```

```
return (2);
else if (*s == '|' || *s == '<' || *s == '>')
        return (1);
    return (0);
}
char
        *cut_slice(char **s_r)
             *start;
    char
    char
             *s:
    s = *s_r;
    while \overline{(*s == ' ')}
        s++;
    start = s;
    while (s && *s && *s != ' ')
         if (*s == '\'' || *s == '\"')
             s = ft_strchr(s + 1, *s);
         if (s)
             5++:
    * S
       r = s;
       (s == NULL)
        return (NULL);
    return (start);
}
/*
/*
/*
/*
     execute_complex_command.c
                                                              :+:
                                                           +:+ +:+
     By: yaltayeh <yaltayeh@student.42amman.com>
                                                         +#+ +:+
                                                                          +#+
                                                       +#+#+#+#+
                                                                      +#+
     Created: 2025/01/09 23:37:40 by yaltayeh
                                                            #+#
     Updated: 2025/04/27 20:48:34 by yaltayeh
                                                           ###
/*
#include "minishell.h"
               pipex_handler(int pipe_mask, int in_fd, int pipefds[2])
static int
    if (pipe_mask & IS_PREV_PIPE)
    {
         if (dup2(in fd, STDIN FILENO) == -1)
         {
             close(in_fd);
             perror(PREFÍX"pipex dup2 to STDIN");
             return (-1);
        close(in fd);
    if (pipe mask & IS NEXT PIPE)
         if (dup2(pipefds[1], STDOUT FILENO) == -1)
         {
             close(pipefds[1]);
             perror(PREFIX"pipex dup2 to STDOUT");
             return (-1);
        close(pipefds[1]);
    return (0);
}
static int
               stop_process(void)
    if (g_sig != 0)
        return (-1);
    if (kill(getpid(), SIGSTOP) == -1)
        return (-1);
    if (g_sig != 0)
        return (-1);
    reset_signals();
    retur\overline{n} (\overline{0});
}
static int
               handle_file_descriptor(t_mini *mini, int in_fd,
```

```
int pipefds[2], int pipe mask)
{
           heredoc_fd;
    int
    int
           err;
    heredoc fd = heredoc forever(mini, mini->tokens);
    if (heredoc fd < 0)
        print_error(__FILE__, __LINE_
if (pipe_mask & IS_PREV_PIPE)
            close(in fd)
        if (pipe_mask & IS_NEXT_PIPE)
            close(pipefds[1]);
        return (-1);
    if (pipex_handler(pipe_mask, in_fd, pipefds) != 0)
        return (-1);
    if (stop_process() != 0)
        return (-1);
    err = redirection_handler(mini, heredoc_fd);
    if (heredoc_fd > \overline{0})
        close(heredoc fd);
       (err != 0)
        return (err);
    return (0);
}
       execute_complex_command(t_mini *mini, int in_fd,
int
                            int pipefds[2], int pipe_mask)
    int
           pid;
    int
           err;
    pid = fork();
    if (pid == 0)
        if (pipe_mask & IS_NEXT_PIPE)
            close(pipefds[\overline{0}]);
          _sig = 0;
        if (handle_file_descriptor(mini, in_fd, pipefds, pipe_mask) != 0)
            exit_handler(mini, EXIT_FAILURE);
        get_argv(&mini->tokens);
        if (!mini->tokens)
            exit_handler(mini, EXIT_FAILURE);
        err = execute_simple_command(mini);
print_error(__FILE__, __LINE__);
        exit_handler(mini, err);
    if (pipe mask & IS NEXT PIPE)
        close(pipefds[1]);
      (pipe_mask & IS_PREV_PIPE)
        close(in fd);
    return (pid);
}
int
       execute_line(t_mini *mini)
{
    return (pipeline control(mini));
   *************************
/*
     expand tokens.c
                                                                       +:+
                                                       +:+ +:+
                                                    +#+ +:+
                                                                    +#+
     By: yaltayeh <yaltayeh@student.42amman.com>
                                                   +#+#+#+#+
                                                                 +#+
     Created: 2025/01/04 21:29:22 by mkurkar
                                                       #+#
                                                               #+#
/*
     Updated: 2025/04/25 01:44:05 by yaltayeh
                                                             #######.fr
#include "minishell.h"
int
       expand_tokens(t_mini *mini, t_list *lst)
{
            **slices;
    char
    t list
              *cur;
    cur = lst;
```

```
while (cur && cur->str)
        slices = expand_str(mini, cur->str);
        if (!slices)
           return (-1);
        cur = lst_expand(cur, slices);
        free(slices);
        if (!cur)
           return (-1);
       cur = cur->next;
    cur = lst;
   while (cur && cur->str)
        remove_qouts(cur->str);
       cur = cur->next;
    }
    return (0);
.
/*
                                                                           * /
                                                      .+.
                                                               :+:
    print_error.c
                                                    +:+ +:+
                                                  +#+ +:+
                                                                 +#+
    By: yaltayeh <yaltayeh@student.42amman.com>
                                                +#+#+#+#+
    Created: 2025/04/26 17:23:00 by yaltayeh
                                                     #+#
                                                           #+#
                                                                           */
/*
    Updated: 2025/04/26 23:51:49 by yaltayeh
                                                    ###
                                                          #######.fr
#include "minishell.h"
int
      print error(const char *file, int line)
    ft fprintf(2, PREFIX"%s:%d: %s\n", file, line, strerror(errno));
    return (-1);
}
      print file error(const char *file, int line, const char *target)
int
{
    ft fprintf(2, PREFIX"%s:%d: %s: %s\n", file, line, target, strerror(errno));
    return (-1);
/*
                                                                           */
,
/*
                                                      :+:
                                                               :+:
    dptr.c
                                                                      :+:
                                                    +:+ +:+
                                                  +#+ +:+
                                                                 +#+
    By: yaltayeh <yaltayeh@student.42amman.com>
/*
                                                +#+#+#+#+
                                                              +#+
    Created: 2025/03/24 13:05:17 by yaltayeh
                                                    #+#
                                                            #+#
/*
    Updated: 2025/04/28 00:25:37 by yaltayeh
                                                    ###
                                                          #######.fr
/*
      #include "minishell.h"
void
       free dptr(char **ptr)
{
    char
          ** ptr;
    if (!ptr)
       return ;
   _ptr = ptr;
while (*_ptr)
free(* pt
    rree(*_ptr++);
free(ptr);
}
char
       **copy_dptr(char **dptr)
{
           **ptr;
    char
           **dst:
    char
    ptr = dptr;
    while (*ptr)
       ptr++:
    dst = ft_calloc(ptr - dptr + 1, sizeof(char *));
```

```
if (!dst)
         return (NULL);
    ptr = dst;
    while (*dptr)
         *ptr = ft_strdup(*dptr++);
if (*ptr == NULL)
             free_dptr(dst);
             return (NULL);
         ptr++;
    return (dst);
}
         **lst_2_dptr(t_list *lst)
char
                  **dptr;
    char
                    i;
    static int
                     _i;
    int
     i = i++;
    if (!lst || !lst->str)
    {
         i = 0;
        return (ft_calloc(_i + 1, sizeof(char *)));
    dptr = lst_2_dptr(lst->next);
    if (dptr)
        dptr[ i] = lst->str;
    return (d\overline{p}tr);
,
/*
                                                              :+:
     ft_getenv.c
                                                            +:+ +:+
     By: yaltayeh <yaltayeh@student.42amman.com>
                                                          +#+ +:+
                                                                           +#+
                                                        +#+#+#+#+
                                                                       +#+
     Created: 2024/11/16 07:25:20 by yaltayeh Updated: 2025/04/24 12:28:58 by yaltayeh
                                                             #+#
                                                                     #+#
                                                            ###
                                                                   #######.fr
  ********************
#include "minishell.h"
         *ft getenv(t list *env, const char *name)
char
{
    size_t
               name_len;
    if (!name)
        return (NULL);
    name_len = ft_strlen(name);
    while (env && env->str)
    {
         if (ft_strncmp(env->str, name, name_len) == 0
    && env->str[name len] == '=')
             return (ft strdu\overline{p}(env->str + name len + 1));
        env = env - > nex\overline{t};
    return (NULL);
}
t_list
           *copy_env_variables(void)
    t list
                    *lst:
    extern char
                     **environ;
                    i;
    static int
                     _i;
    int
     i = i++;
    if (!environ[_i])
    {
         i = 0;
        return (ft_calloc(1, sizeof(t_list)));
    lst = malloc(sizeof(t list));
    if (!lst)
```

```
return (NULL);
lst->str = ft_strdup(environ[_i]);
    if (lst->str)
    {
        lst->next = copy_env_variables();
        if (lst->next)
             return (lst);
        free(lst->str);
    free(lst);
    return (NULL);
  *************************
/*
/*
     get_full_path.c
                                                            .+.
                                                          +:+ +:+
                                                        +#+ +:+
                                                                        +#+
     By: yaltayeh <yaltayeh@student.42amman.com>
                                                      +#+#+#+#+
                                                                    +#+
     Created: 2024/11/17 21:33:51 by yaltayeh Updated: 2025/04/27 21:25:22 by yaltayeh
                                                                  #+#
                                                          #+#
                                                                #######.fr
#include "minishell.h"
static int
               search_command_path(t_list *env,
                              char full_path[PATH_MAX], char *cmd)
{
             *path_env;
    char
             *path;
    char
    path_env = ft_getenv(env, "PATH");
if (!path_env && errno == ENOMEM)
        return (-1);
    if (!path env)
        return (1);
    path = ft_strtok(path_env, ":");
while (path)
        if (ft_snprintf(full_path, PATH_MAX, "%s/%s", path, cmd) < PATH_MAX
             \&\& access(full_path, X_OK) == 0)
        {
             free(path_env);
             return (0);
        path = ft strtok(NULL, ":");
    free(path_env);
    return (1);
}
       get_full_path(t_list *env, char full_path[PATH_MAX], char *cmd)
int
{
    int
           err;
    if (ft strlcpy(full path, cmd, PATH MAX) >= PATH MAX)
        errno = ENAMETOOLONG;
        return (1);
    {
        if (access(full path, X OK) == 0)
            return (0);
        return (1);
    err = search command path(env, full path, cmd);
    if (err == -\overline{1})
        return (1);
       (err == 1)
    i f
        ft fprintf(2, PREFIX"%s: command not found\n", cmd);
        re\overline{turn} (127);
    return (0);
}
```

```
/*
,
/*
     tty.c
                                                         :+:
                                                      +:+ +:+
     By: yaltayeh <yaltayeh@student.42amman.com>
                                                    +#+ +:+
                                                                    +#+
                                                  +#+#+#+#+
                                                                +#+
                                                              #+#
     Created: 2025/04/28 00:16:38 by yaltayeh
                                                       #+#
     Updated: 2025/04/28 05:54:14 by yaltayeh
                                                      ###
                                                            #######.fr
/*
#include <unistd.h>
#include <fcntl.h>
#include <libft.h>
       ft ttyname r(int fd, char *buf, size t len)
{
    char
            *tty_path;
    tty_path = ttyname(fd);
    if (!tty path)
        return (-1)
      (ft_strlcpy(buf, tty_path, len) >= len)
        free(tty_path);
        return (-1);
    free(tty_path);
return (0);
}
int
       restore_tty(char tty_path[PATH_MAX])
{
    int
           fd:
    int
           err;
    err = 0;
    if (!isatty(STDERR_FILENO))
        fd = open(tty_path, O_RDONLY);
        if (fd == -1)
            return (-1)
        if (fd != STDERR_FILENO)
            err = dup2(f\overline{d}, STDERR FILENO);
        close(fd);
      (err == 0 && !isatty(STDOUT FILENO))
        fd = open(tty_path, 0_WRONLY);
        if (fd == -1)
            return (-1)
        if (fd != STDOUT_FILENO)
            err = dup2(f\overline{d}, STDOUT FILENO);
        close(fd);
    return (err);
/
/*
/*
     ft_list.c
                                                        .+.
                                                      +:+ +:+
     By: yaltayeh <yaltayeh@student.42amman.com>
                                                    +#+ +:+
                                                                   +#+
                                                  +#+#+#+#+
                                                                +#+
     Created: 2025/04/07 17:59:57 by yaltayeh
                                                       #+#
                                                              #+#
/*
     Updated: 2025/04/28 05:50:40 by yaltayeh
                                                      ###
                                                            #######.fr
#include "minishell.h"
        lst_remove_one(t_list **lst, t_list *prev)
void
{
    t list
              *cur;
    if (!*lst)
        return ;
    cur = *lst;
```

```
if (prev)
        prev->next = cur->next;
    *lst = cur->next;
    if (cur->str)
        free(cur->str);
    free(cur);
}
void
        *lst_clean(t_list **lst)
{
    t list
               *next;
    while (*lst)
        free((*lst)->str);
next = (*lst)->next;
        free(*lst);
        *lst = next;
    return (NULL);
}
        *lst_move2next(t_list **lst)
void
{
    t list
              *next;
    while (*lst && (*lst)->str)
        free((*lst)->str);
        next = (*lst)->next;
        free(*lst);
        *lst = next;
    if (*lst)
        next = (*lst)->next;
        free(*lst);
        *lst = next;
    return (*lst);
}
          *lst expand(t list *lst, char **slices)
 list
    t_list
               *next;
    if (*slices)
        free(lst->str);
    next = lst->next;
    lst->next = NULL;
    while (*slices)
        lst->str = *slices;
        if (!*++slices)
            break
        if (!lst->next)
            lst->next = ft_calloc(1, sizeof(t_list));
        if (!lst->next)
        {
            lst->next = next;
            while (*slices)
                free(*slices++);
            return (NULL);
        lst = lst->next;
    lst->next = next;
    return (lst);
}
          *expand_tokens_21st(t_mini *mini, const char *str)
t_list
              *lst;
    t_list
    lst = ft_calloc(1, sizeof(*lst));
    if (!lst)
        return (NULL);
    lst->str = ft_strdup(str);
    if (!lst->str)
```

```
{
        lst clean(&lst);
        return (NULL);
    if (expand_tokens(mini, lst) != 0)
        lst clean(&lst);
        return (NULL);
    return (lst);
/
/*
/*
/*
     builtins.c
                                                          :+:
                                                        +:+ +:+
     By: yaltayeh <yaltayeh@student.42amman.com>
                                                      +#+ +:+
                                                                     +#+
                                                    +#+#+#+#+
                                                                  +#+
     Created: 2025/01/04 20:57:28 by mkurkar Updated: 2025/04/26 18:59:03 by yaltayeh
                                                         #+#
                                                                #+#
                                                        ###
                                                              #######.fr
/*
  **********************
#include "minishell.h"
static int
              check_builtin(const char *cmd)
    if (!cmd)
        return (0);
    if (ft_strcmp(cmd, "cd") == 0
                           "exit") == 0
          _ft_strcmp(cmd,
        {
        return (1);
    return (0);
}
* Regular built-ins can run in child process (output only)
 Shell built-ins must run in parent process (modify shell state)
* /
int
       is builtin(t mini *mini, const char *cmd, int expand)
{
               test:
              *lst;
    t_list
    if (!cmd)
        return (0);
       (expand)
        lst = expand_tokens_2lst(mini, cmd);
        if (!lst)
            return (-1);
        if (!lst->str)
            lst clean(&lst);
            return (0);
        test = check builtin(lst->str);
        lst_clean(&lst);
    else
        test = check builtin(cmd);
    return (test);
}
int
       handle builtin(t mini *mini, char **argv, int exit)
{
    int
               err;
    err = 1;
    if (ft_strcmp(*argv, "cd") == 0)
    err = ft_cd(mini, argv);
    else if (ft_strcmp(*argv, "exit") == 0)
```

```
err = ft_exit(argv, &_exit);
else if (ft_strcmp(*argv, "export") == 0)
    err = ft_export(mini, argv);
    else if (ft_strcmp(*argv, "unset") == 0)
    err = ft_unset(mini, argv);
    else if (ft_strcmp(*argv, "echo") == 0)
    err = ft_echo(argv);
    else if (ft_strcmp(*argv, "pwd") == 0)
        err = f\overline{t}_pwd(argv);
    else if (ft_strcmp(*argv, "env") == 0)
    err = ft_env(mini, argv);
    free_dptr(argv);
    if (_exit)
        mini_clean(mini);
        exit(err);
    }
    return (err);
.
/*
                                                                                    * /
     exit.c
                                                            .+.
                                                          +:+ +:+
                                                        +#+ +:+
                                                                        +#+
     By: yaltayeh <yaltayeh@student.42amman.com>
                                                      +#+#+#+#+
     Created: 2025/01/04 21:30:57 by mkurkar
                                                          #+#
                                                                  #+#
/*
     Updated: 2025/04/22 15:29:20 by yaltayeh
                                                          ###
                                                                #######.fr
   #include "minishell.h"
int
       ft exit(char **argv, int * exit)
    int
            status;
    if (isatty(STDIN_FILENO) && isatty(STDOUT FILENO))
        ft_printf("exit\n");
       (!argv[1])
    {
          exit = 1:
        i\overline{f} (g sig != 0)
            return (128 + g_sig);
        return (0);
    status = ft_atoi(argv[1]);
    if (argv[2])
        ft_fprintf(2, PREFIX"exit: too many arguments\n");
        return (1);
    else if (ft_str_is_numeric(argv[1]) == 0)
        ft_fprintf(2, PREFIX"exit: %s: numeric argument required\n", argv[1]);
        status = 255;
    * exit = 1;
    return (status);
/*
,
/*
     unset.c
                                                            :+:
                                                          +:+ +:+
                                                        +#+ +:+
     By: yaltayeh <yaltayeh@student.42amman.com>
                                                      +#+#+#+#+
                                                                     +#+
                                                                  #+#
                                                           #+#
     Created: 2025/01/11 12:00:00 by mkurkar
/*
                                                          ###
     Updated: 2025/04/26 18:59:18 by yaltayeh
                                                                #######.fr
/*
   ********************
#include "minishell.h"
static void
                remove env var(t list **env, char *var name)
               name_len;
    size t
    t_list
               *cur;
               *prev;
    t_list
```

```
name_len = ft_strlen(var_name);
    cur = *env;
    prev = NULL;
    while (cur && cur->str)
         if (ft_strncmp(cur->str, var_name, name_len) == 0
    && cur->str[name_len] == '=')
         {
              if (!prev)
                   lst remove one(env, prev);
                   lst remove one(&cur, prev);
              return ;
         prev = cur;
         cur = cur->next;
}
int
        ft_unset(t_mini *mini, char **argv)
{
    int
           i;
     if (!argv[1])
        return (0);
    i = 1;
    while (argv[i])
     {
         if (ft_strchr(argv[i], '='))
         {
              ft_fprintf(2, PREFIX"unset: not a valid identifier\n");
              re\overline{t}urn (1);
         remove_env_var(&mini->env, argv[i]);
         j++;
    return (0);
                                                                  .+.
      env.c
                                                                +:+ +:
                                                             +#+ +:+
      By: yaltayeh <yaltayeh@student.42amman.com>
                                                           +#+#+#+#+
                                                                           +#+
     Created: 2025/01/04 21:20:57 by mkurkar Updated: 2025/04/13 23:39:14 by yaltayeh
                                                                #+#
                                                                        #+#
                                                               ###
                                                                      #######.fr
#include "minishell.h"
int
        ft env(t mini *mini, char **argv)
     t_list
                *cur;
     if (argv && argv[1])
     {
         ft fprintf(2, PREFIX"'%s': No such file or directory\n", argv[0]);
         return (127);
    cur = mini->env;
    while (cur && cur->str)
         ft_printf("%s\n", cur->str);
cur = cur->next;
    return (0);
                                                                               :::::::
      pwd.c
                                                                  :+:
                                                               +:+ +:+
      By: yaltayeh <yaltayeh@student.42amman.com>
                                                           +#+#+#+#+
                                                                           +#+
      Created: 2025/01/04 21:05:57 by mkurkar Updated: 2025/04/19 12:16:57 by yaltayeh
                                                                #+#
                                                                         #+#
                                                               ###
                                                                      #######.fr
```

```
#include "minishell.h"
int
       ft pwd(char **argv)
            cwd[PATH_MAX];
    char
    if (argv[0] && argv[1])
        ft fprintf(2, "pwd: too many arguments\n");
        return (1);
    if (getcwd(cwd, sizeof(cwd)) == NULL)
        ft fprintf(2, "minishell: pwd: %s\n", strerror(errno));
        return (1);
       printf("%s\n", cwd);
    return (0);
,
/*
     export.c
                                                        +:+ +:+
                                                                         + . +
                                                      +#+ +:+
     By: yaltayeh <yaltayeh@student.42amman.com>
                                                                     +#+
                                                    +#+#+#+#+
                                                                  +#+
     Created: 2025/01/11 12:00:00 by mkurkar
                                                         #+#
                                                                #+#
/*
     Updated: 2025/04/27 05:29:11 by yaltayeh
                                                        ###
                                                              #######.fr
       *********************
#include "minishell.h"
              is_valid_identifier(char *s)
static int
    if (!*s || (*s >= '0' && *s <= '9'))
        return (0);
    while (*s && *s != '=')
        if (!(((*s >= 'a') && (*s <= 'z'))
|| ((*s >= 'A') && (*s <= 'Z'))
                   ((*s >= '0') && (*s <= '9'))
                   *s == '_'))
            return (0);
        5++:
    return (1);
}
               *make_env_variable(char *name, char *value)
static char
    size_t
              len:
            *new_env;
    char
    len = ft strlen(name);
    len++;
    len += ft_strlen(value);
    new env = malloc(++len);
    if (!new_env)
        return (NULL);
    ft_snprintf(new_env, len, "%s=%s", name, value);
    return (new_env);
}
static int
              add env var(t list **env, char *name, char *value)
      list
              *cur;
              name_len;
    size_t
    name_len = ft_strlen(name);
    if (\overline{!}*env)
        *env = ft calloc(1, sizeof(t list));
    cur = *env;
    while (cur && cur->str)
        if (ft_strncmp(cur->str, name, name_len) == 0
```

```
&& cur->str[name len] == '=')
            break
        if (!cur->next)
            cur->next = ft calloc(1, sizeof(t list));
        cur = cur->next;
    if (!cur)
        return (1);
    free(cur->str);
    cur->str = make_env_variable(name, value);
    if (!cur->str)
        return (1);
    return (0);
}
              update_env(t_list **env, char *identify)
static int
            *equals;
    char
    equals = ft_strchr(identify, '=');
    if (equals)
        *equals++ = '\0';
        if (!*equals)
            return (0);
        if (!is_valid_identifier(identify))
            ft_fprintf(2, PREFIX"export: not a valid identifier\n");
            return (1);
           (add_env_var(env, identify, equals))
            print_error(__FILE__, __LINE__);
            return (1);
    return (0);
}
int
       ft export(t mini *mini, char **argv)
{
    int
               i;
              *cur;
    t_list
    if (!argv[1])
        cur = mini->env;
        while (cur && cur->str)
            ft_printf("declare -x %s\n", cur->str);
            cur = cur->next;
        return (0);
    }
i = 1;
    while (argv[i])
        if (update env(&mini->env, argv[i]) != 0)
            return (1);
        j++:
    return (0);
                                                                     :::::::
     cd.c
                                                       +:+ +:+
     By: yaltayeh <yaltayeh@student.42amman.com>
                                                     +#+ +:+
                                                                     +#+
                                                   +#+#+#+#+
                                                                  +#+
     Created: 2025/01/04 20:57:32 by mkurkar
                                                        #+#
                                                                #+#
,
/*
     Updated: 2025/04/14 06:15:15 by yaltayeh
                                                       ###
                                                             #######.fr
  *********
#include "minishell.h"
       ft cd(t mini *mini, char **argv)
int
{
```

```
char
            *path;
            cwd[PATH_MAX];
    char
    if (!argv[1])
        path = ft_getenv(mini->env, "HOME");
        if (!path)
            ft fprintf(2, PREFIX"cd: HOME not set\n");
            return (1);
    }
    else
        path = argv[1];
    if (chdir(path) == -1)
        ft fprintf(2, PREFIX"cd: %s: %s\n", path, strerror(errno));
        return (1);
       (getcwd(cwd, sizeof(cwd)) == NULL)
        ft fprintf(2, PREFIX"cd: %s\n", strerror(errno));
        return (1);
    return (0);
     echo.c
                                                       +:+ +:+
                                                     +#+ +:+
                                                                    +#+
     By: yaltayeh <yaltayeh@student.42amman.com>
                                                   +#+#+#+#+
                                                                 +#+
     Created: 2025/01/04 21:01:46 by mkurkar
                                                       #+#
                                                               #+#
     Updated: 2025/03/21 12:39:39 by yaltayeh
                                                             #######, fr
       *******************
#include "minishell.h"
       ft_echo(char **argv)
int
    int
           newline;
    int
    i = 1;
    newline = 1;
    if (argv[1] \& ft_strcmp(argv[1], "-n") == 0)
        newline = 0;
        j++;
    while (argv[i])
        ft_printf("%s", argv[i]);
if (argv[i + 1])
            ft_printf("\'");
      (newline)
        ft printf("\n");
    return (0);
     check_syntax.c
                                                       +:+ +:+
     By: yaltayeh <yaltayeh@student.42amman.com>
                                                     +#+ +:+
                                                                    +#+
                                                   +#+#+#+#+
                                                                 +#+
     Created: 2025/04/03 20:44:58 by yaltayeh
                                                       #+#
                                                               #+#
     Updated: 2025/04/28 23:04:05 by yaltayeh
                                                       ###
                                                             #######.fr
#include "minishell.h"
              check redirection syntax(t list *lst)
static int
{
```

```
if (!lst->next || !lst->next->str)
       ft_fprintf(2, PREFIX"syntax error near unexpected token `newline'\n");
       return (0);
   if (operation type(lst->next->str) != 0)
       ft fprintf(2, PREFIX"syntax error near unexpected token `%s'\n",
           lst->next->str);
       return (0);
   return (1);
}
static int
             check_pipe_or_logical_syntax(t_list *lst, t_list *prev_tokens)
      (!lst->next || !lst->next->str || !prev tokens || !prev tokens->str)
   {
       ft_fprintf(2, PREFIX"syntax error near unexpected token `%s'\n",
           lst->str);
       return (0);
      (operation type(lst->next->str) == 2)
       ft_fprintf(2, PREFIX"syntax error near unexpected token `%s'\n",
           lst->next->str);
       return (0);
   return (1);
}
int
      check_syntax(t_list *lst)
{
             *prev tokens;
   t list
   int
              op_type;
   prev_tokens = NULL;
   while (lst && lst->str)
       op_type = operation_type(lst->str);
       if (op_type == 1)
           if (!check redirection syntax(lst))
               return (0);
       else if (op type == 2)
           if (!check pipe or logical syntax(lst, prev tokens))
               return (0);
       prev_tokens = lst;
       lst = lst->next;
   return (1);
      **************************
                                                      :+:
    expand env.c
                                                              :+:
                                                    +:+ +:+
                                                  +#+ +:+
                                                                +#+
    By: yaltayeh <yaltayeh@student.42amman.com>
                                                +#+#+#+#+
                                                             +#+
    Created: 2025/04/23 21:27:16 by yaltayeh
                                                    #+#
                                                           #+#
    Updated: 2025/04/27 20:08:13 by yaltayeh
                                                    ###
                                                         #######.fr
  #include "minishell.h"
              *join and free(char *s1, char *s2)
static char
   char
           *result;
   if (!s1 || !s2)
   {
       free(s1);
       free(s2);
       return (NULL);
   }
```

```
result = ft strjoin(2, s1, s2);
    free(s1);
    free(s2);
    return (result);
}
static char
                *get env value(t mini *mini, char *str, int *i)
    int
                start;
            *var_name;
*var_value;
    char
    char
    start = *i;
    while (str[*i] && (ft_isalnum(str[*i]) || str[*i] == '_'))
        (*i)++;
    if (*i == start)
        return (ft_strdup("$"));
    var_name = ft_substr(str, start, *i - start);
    if (!var_name)
    return (NULL);
var_value = ft_getenv(mini->env, var_name);
    free(var name);
    if (!var_value && errno != ENOMEM)
    return (ft_strdup(""));
    return (var value);
}
                *expand_env_var(t_mini *mini, char *str, int *i)
static char
    (*i)++;
    if (str[*i] == '?')
    {
        (*i)++;
        return (ft itoa(mini->exit status, 0));
    else if (str[*i] == '\0' || str[*i] == ' ')
        return (ft_strdup("$"));
    else if (str[*i] == SINGLE_QUOTE || str[*i] == DOUBLE_QUOTE)
        return (ft_strdup(""));
    else if (ft_isdigit(str[*i]))
    {
        (*i)++;
        return (ft strdup(""));
        return (get env value(mini, str, i));
}
        *expand_env(t_mini *mini, char *str)
char
{
             *result;
    char
    char
            *temp;
    char
            quote_char;
    int
                i;
    result = ft_strdup("");
    quote char = 0;
    i = 0:
    while (str[i] && result)
        if ((str[i] == SINGLE_QUOTE || str[i] == DOUBLE_QUOTE) && !quote_char)
            quote_char = str[i];
        else if (str[i] == quote_char)
            quote_char = 0;
        else if (str[i] == '$' && quote char != SINGLE QUOTE)
            temp = expand env var(mini, str, &i);
            result = join and free(result, temp);
            continue;
        temp = ft substr(str, i, 1);
        result = \overline{j}oin and free(result, temp);
        i++;
    return (result);
       *************************
/*
,
/*
                                                                       :::::::
```

```
main.c
                                                              :+:
                                                                        :+:
                                                                                :+:
                                                                             +:+
                                                            +:+ +:+
/*
     By: yaltayeh <yaltayeh@student.42amman.com>
                                                          +#+ +:+
                                                                          +#+
                                                                       +#+
                                                       +#+#+#+#+
/*
     Created: 2025/01/07 13:09:28 by mkurkar Updated: 2025/04/28 05:53:38 by yaltayeh
                                                            #+#
                                                                    #+#
                                                            ###
                                                                  #######.fr
/*
   *************************
#include "minishell.h"
#include <unistd.h>
#include <stdio.h>
#include <strings.h>
#include <stdlib.h>
void
        mini_clean(t_mini *mini)
{
    if (mini->tokens)
        lst_clean(&mini->tokens);
       (mini->env)
         lst_clean(&mini->env);
}
void
        exit_handler(t_mini *mini, int exit_status)
    mini_clean(mini);
    if (\overline{g}_sig != 0)
        exit(128 + g_sig);
    exit(exit_status);
}
char
        *read_prompt(void)
{
             prompt[PATH MAX + 3];
    char
             cwd[PATH\_MA\overline{X}];
    char
    if (getcwd(cwd, sizeof(cwd)) == NULL)
   strcpy(cwd, "~");
cwd[PATH_MAX - 1] = '\0';
    ft snprintf(prompt, PATH MAX + 3, "%s$ ", cwd);
    return (readline(prompt));
}
int
       start(t_mini *mini, char tty_path[PATH_MAX])
{
    char
             *line:
    if (restore tty(tty path) == -1)
        return (1);
    setup_signals();
    line = read_prompt();
    setup signaTs2();
    if (!line)
    {
         ft_printf("\nexit\n");
        return (0);
    if (!*line)
        return (1);
    add history(line);
    mini->tokens = tokenizer(line);
    free(line);
    if (!mini->tokens)
         return (0);
       (mini->tokens == (void *)0x1)
        return (1);
    if (check_syntax(mini->tokens))
        execute line(mini);
    lst clean(&mini->tokens);
    ret\overline{u}rn (1);
}
int
       main(void)
{
    t mini
                   mini;
                 tty_path[PATH_MAX];
    char
    if (!isatty(0) || !isatty(1) || !isatty(2))
    {
```

```
ft_fprintf(2, PREFIX"not a tty\n");
         return (1);
     if (ft_ttyname_r(0, tty_path, sizeof(tty_path)) != 0)
         return (1);
       _bzero(&mini, sizeof(t_mini));
    mini.env = copy_env_variables();
     if (!mini.env)
         return (1);
    g_sig = 0;
while (start(&mini, tty_path))
         mini.tokens = NULL;
    mini clean(&mini);
    return (0);
,
/*
                                                                 :+:
      get_argv.c
                                                               +:+ +:+
      By: yaltayeh <yaltayeh@student.42amman.com>
                                                           +#+#+#+#+
                                                                           +#+
     Created: 2025/01/09 19:32:20 by yaltayeh Updated: 2025/04/22 15:13:02 by yaltayeh
                                                                #+#
                                                                        #+#
                                                               ###
                                                                      #######.fr
   **************************
#include "minishell.h"
char
         **lst_2_argv(t_list **lst, int flcean)
{
                  **argv;
    char
     t_list
                     *current:
    static int
                     i;
    int
                      _i;
      i = i++;
    if (!*lst || !(*lst)->str)
         if (flcean)
              lst_clean(lst);
         i = 0;
         return (ft calloc( i + 1, sizeof(char *)));
    current = *lst;
    *lst = (*lst)->next;
argv = lst_2_argv(lst, flcean);
     if (!argv)
         free(current->str);
         argv[_i] = current->str;
    free(current);
    return (argv);
}
         *get_argv0(t_list *lst)
char
    while (lst && lst->str)
     {
         if (ft_strcmp(lst->str, "<<") == 0</pre>
               | ft_strcmp(lst->str, ">>") == 0
| ft_strcmp(lst->str, ">>") == 0
| ft_strcmp(lst->str, "<") == 0
| ft_strcmp(lst->str, ">") == 0
              lst = lst->next;
         else
              return (lst->str);
         lst = lst->next;
    return (NULL);
}
void
         get argv(t list **lst)
    t_list
t_list
t_list
                *prev;
                *cur;
                *start;
    cur = *lst;
    prev = NULL;
```

```
start = NULL;
    while (cur && cur->str)
        if (ft\_strcmp(cur->str, "<<") == 0
            || ft_strcmp(cur->str, "<") == 0
|| ft_strcmp(cur->str, ">>") == 0
|| ft_strcmp(cur->str, ">") == 0
        {
            lst_remove_one(&cur, prev);
            lst_remove_one(&cur, prev);
            continue ;
           (!prev)
            start = cur;
        prev = cur;
        cur = cur->next;
    *lst = start;
                                                                                  * /
                                                           .+.
     heredoc.c
                                                         +:+ +:+
                                                      +#+ +:+
                                                                      +#+
     By: yaltayeh <yaltayeh@student.42amman.com>
                                                    +#+#+#+#+
                                                                 #+#
     Created: 2024/12/17 21:42:59 by yaltayeh
                                                         #+#
     Updated: 2025/04/27 20:40:37 by yaltayeh
/*
                                                         ###
                                                               #######.fr
   #include "minishell.h"
#include "get_next_line.h"
#include <sys/ioctl.h>
** Processes a line read during heredoc input
   Returns 1 if limiter is matched, 0 to continue, -1 on error
* /
              line cmp(char *line, char *limiter)
static int
{
    size_t
              limiter_len;
    if (!*line)
    {
        free(line);
        return (0);
    limiter len = ft strlen(limiter);
    if (ft_strncmp(line, limiter, limiter_len) == 0
    && (line[limiter_len] == '\n' || line[limiter_len] == '\0'))
        free(line);
        return (0);
    return (1);
}
static int
              handle_chunk(t_mini *mini, char *limiter,
                         ssize_t nbytes, int out_fd)
            *line;
    char
             *line expanded;
               line len;
    ssize t
    line = malloc(nbytes + 1);
    if (!line)
        return (-1)
    nbytes = read(STDIN FILENO, line, nbytes);
    if (nbytes == -1)
        free(line);
        return (-1);
    line[nbytes] = '\0'
    if (line_cmp(line, limiter) == 0)
```

```
return (0);
line_expanded = expand_env(mini, line);
    free(line);
    if (!line expanded)
        retur\overline{n} (-1);
    line_len = ft_strlen(line_expanded);
if (write(out_fd, line_expanded, line_len) != line_len)
        return (-\overline{1});
    free(line_expanded);
    return (1);
}
** Main heredoc reading function
** Handles input for a heredoc until delimiter is reached
               heredoc_start_read(t_mini *mini, char *limiter, int out fd)
static int
    int
                err;
                nbytes;
       (isatty(STDIN_FILENO) && isatty(STDOUT_FILENO))
        write(STDOUT FILENO, "> ", 2);
    remove_qouts(limiter);
while (1)
         if (ioctl(STDIN_FILENO, FIONREAD, &nbytes) == -1)
             return (-1);
            (g_sig != 0)
             return (1);
         if (nbytes > 0)
         {
             err = handle_chunk(mini, limiter, nbytes, out_fd);
             if (err <= 0)
                 return (err);
                (isatty(STDIN_FILENO) && isatty(STDOUT_FILENO))
                 write(STDOUT_FILENO, "> ", 2);
         }
    return (0);
}
* *
   Sets up and processes multiple heredocs in a command
int
       heredoc forever(t mini *mini, t list *lst)
{
    int
            fd;
            pipefd[2];
    int
    fd = 0:
    while (lst && lst->str)
         if (ft_strcmp(lst->str, "<<") == 0)</pre>
             lst = lst->next;
             if (fd > 0)
                 close(fd);
                (pipe(pipefd) == -1)
                 return (-1);
                (heredoc start read(mini, lst->str, pipefd[1]) != 0)
             i f
                 close(pipefd[0]);
                 close(pipefd[1]);
                 return (-1);
             close(pipefd[1]);
             fd = pipefd[0];
         ĺst = lst->next;
    return (fd);
     tokenizer.c
                                                              :+:
                                                            +:+ +:+
     By: yaltayeh <yaltayeh@student.42amman.com>
                                                                           +#+
```

```
+#+#+#+#+
                                                             +#+
    Created: 2024/12/17 12:19:29 by yaltayeh
                                                    #+#
                                                           #+#
                                                                           */
/*
    Updated: 2025/04/28 23:00:55 by yaltayeh
                                                         #######.fr
#include "minishell.h"
static t list
                *add_token(t_list **lst, char *token)
{
    t list
    if (!token)
       lst_clean(lst);
       return (NULL);
   new = malloc(sizeof(t_list));
   if (!new)
       free(token);
       lst clean(lst);
       return (NULL);
   new->next = *lst;
   new->str = token;
    *lst = new;
   return (new);
}
                *tokenizer iter(char *s, int i)
static t list
   char
           *start;
             *lst;
    t_list
   start = cut slice(&s);
   write(2, PREFIX"syntax error\n", sizeof(PREFIX"syntax error\n") - 1);
       return ((void *)0x1);
    if (start == s && !*s)
       return (ft calloc(1, sizeof(t list)));
   lst = tokenizer_iter(s + !!*s, i + 1);
if (!lst || lst == (void *)0x1)
       return (lst);
    add_token(&lst, ft_substr(start, 0, s - start));
    if (!lst)
       return (NULL);
   return (lst);
}
         *tokenizer(const char *s)
t_list
   char
           *expand str;
    t_list
             *tokens:
   expand str = expand_line(s);
   if (!expand str)
       print_error(__FILE__, __LINE__);
       return (NULL);
    tokens = tokenizer_iter(expand_str, 0);
   free(expand_str);
    return (tokens);
       ********************
/
/*
/*
                                                                :::::::
    expand line.c
                                                      .+.
                                                    +:+ +:+
                                                                +#+
                                                  +#+ +:+
    By: yaltayeh <yaltayeh@student.42amman.com>
                                                +#+#+#+#+
                                                             +#+
                                                    #+#
                                                           #+#
    Created: 2025/04/24 12:13:24 by yaltayeh
/*
    Updated: 2025/04/28 23:04:27 by yaltayeh
                                                    ###
                                                         #######.fr
```

```
#include "minishell.h"
static char
               *allocate_expanded_line(const char *s)
{
              len;
    size_t
    size_t
             op_len;
    len = 0;
   while (*s)
        op len = operation len(s);
        if (op_len)
           len += 2;
        len += op_len;
        s += op_len;
        len++;
       s++;
    fprintf(stderr, "len: %zu\n", len);
    return (malloc(++len));
}
       *expand line(const char *s)
char
{
            *line;
    char
    char
            *s2;
    size_t
             op_len;
    line = allocate_expanded_line(s);
    if (!line)
       return (NULL);
    s2 = line;
   while (*s)
        op_len = operation_len(s);
        if (op_len)
            *s2++ = ' ':
            while (op_len--)
               *s2++ = *s++;
            *s2++ = ' ';
        *s2++ = *s++;
   }
*s2 = '\0';
*s2 = '\0';
    fprintf(stderr, "used: %zu\n", s2 - line);
    return (line);
  ***********************
                                                                              */
                                                        :+:
     signals.c
                                                      +:+ +:+
     By: yaltayeh <yaltayeh@student.42amman.com>
                                                   +#+ +:+
                                                                  +#+
                                                  +#+#+#+#+
                                                               +#+
    Created: 2025/01/07 13:07:47 by mkurkar Updated: 2025/04/21 01:20:11 by yaltayeh
                                                      #+#
                                                            #+#
                                                      ###
                                                            #######.fr
  **********************
#include "minishell.h"
#include <signal.h>
#include <termios.h>
volatile int
               g_sig;
// rl_replace_line("", 1);
static void
             restore prompt(int sig)
    g sig = sig;
   write(STDOUT FILENO, "\n", 1);
    rl on new line();
    rl_redisplay();
}
static void
               signal_handler(int sig)
    g_sig = sig;
}
```

```
void
                 setup_signals(void)
        struct sigaction
        sa.sa_handler = restore_prompt;
sa.sa_flags = SA_RESTART;
        sigemptyset(&sa.sa_mask);
sigaction(SIGINT, &sa, NULL);
signal(SIGQUIT, SIG_IGN);
signal(SIGTSTP, SIG_IGN);
}
void
                 setup_signals2(void)
{
        struct sigaction
                                                   sa;
        sa.sa_handler = signal_handler;
        sa.sa_nandler - Signat_nandle
sa.sa_flags = SA_RESTART;
sigemptyset(&sa.sa_mask);
sigaction(SIGINT, &sa, NULL);
signal(SIGQUIT, SIG_IGN);
signal(SIGTSTP, SIG_IGN);
}
void
                 reset_signals(void)
        signal(SIGINT, SIG_DFL);
signal(SIGQUIT, SIG_DFL);
signal(SIGTSTP, SIG_DFL);
}
```