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| **1** | **Generate a pattern of numbers as in snake and ladder board.**  **Let the parent generate the odd lines (counting the first line as 1) and the child generate the even lines.**  **Use SIGUSR1 to synchronize and pause to wait for a signal. You may have to make the process sleep before sending the signal so that pause is not reached before the signal is sent.**  **100 99 98 97 96 95 94 93 92 91 *Parent prints first line***  **81 82 83 84 85 86 87 88 89 90 *Child prints second line after few seconds and so on.***  **80 79 78 77 76 75 74 73 72 71**  **61 62 63 64 65 66 67 68 69 70**  **60 59 58 57 56 55 54 53 52 51**  **41 42 43 44 45 46 47 48 49 50**  **40 39 38 37 36 35 34 33 32 31**  **21 22 23 24 25 26 27 28 29 30**  **20 19 18 17 16 15 14 13 12 11**  **1 2 3 4 5 6 7 8 9 10** |
| **2** | **Experiment on exec as to what happens to pending signals.**  **Is it pending in the called process? Is it delivered to the called process if signal blocking is removed?**   * 1. **Create the caller:**   **Block a signal, send the signal, exec the "called" process**   * 1. **Create the called:**   **Check the pending state, find the current blocking (mask), unblock the signal** |

**USP Week 8 Lab Assignments**