
Problem Statement

Objectives

1. Familiarity with system calls in Unix environment.
2. Introducing processes and their nesting.

It is required to implement a Unix shell program. A shell is simply a program that conveniently allows you to run other programs. Read up on your favorite shell to see what it does.

Feature

Some of the features present in the simple shell

- The internal shell command "exit" which terminates the shell.
- A command with no arguments.
- A command with arguments.
- A command, with or without arguments, executed in the background using &.
- A pipe separator between various commands.
- Indication of when a process gets forked or terminated.
- Descriptive error and warning messages.

Overall Description

Command parsing subroutines

Tokenizes the line around whitespace and fills the arguments array. It also counts the number of arguments. Termination characters are '|', '&'

```
// token
aI = -1;
bool amp = false;
while (tok) {
    ++aI;
    free(av[aI]);
    av[aI] = (char*) malloc(strlen(tok) + 1);
    strcpy(av[aI], tok);
    if (strcmp(av[aI], "&") == 0)
        amp = true;
    tok = strtok(NULL, " ");
    if (strcmp(av[aI], "|") == 0) {
        --aI;
        break;
    }
}
if (strcmp(av[aI], "&") == 0)
    --aI;
for (int i = aI + 1; i < MAX_ARGS; ++i)
    if (av[i])
        free(av[i]), av[i] = 0;
```

We use char arrays and pointers to handle strings. The function keeps track of whether the command should run in the background.

Command execution subroutines

The method reports process start and termination. For the main process we either wait for the child to finish execution or we leave it for the child signal handler (depending on execution mode background/foreground).

```
int status;
pid_t cid = (amp ? vfork() : fork());
switch (cid) {
case -1: // can't
    cerr << "can't fork a new process" << endl;
    break;
case 0: // i'm a child
    if (execvp(av[0], av) == -1) {
        cerr << "no such program '" << av[0] << "'" << endl;
        return;
    }
    break;
default:
    // i'm a parent
    cout << "process[" << cid << "]: started"
         << (!amp ? " in foreground" : "") << endl;
    if (!amp){
        waitpid(cid, &status, 0);
        cout << "process[" << cid <<
              "]: terminated with status " << status << endl;
    }
    break;
}
```

When the child finishes execution, the return signal is catches in the parent process and a message is displayed. Also, the execution of an non-existing programs displays a warning.

Signal handling subroutines

When some event happens at the child process a signal is passed to the parent. So, at first our parent process must register for listening to this signal.

Among these events is the termination of a child process. When a child dies it becomes a zombie and it's up for our handler to wait for its termination and get its ID and return signal. Then, we would get rid of the zombie process and detect its termination.

```
int status = 0;
pid_t p = -1;
do {
    if (p > 0)
        cout << "process[" << p <<
            "]: terminated with status " << status << endl;
    p = waitpid(p, &status, WNOHANG);
} while (p > 0);
signal(SIGCHLD, handle_zombie);
```

Possible Expansion

Lots of features can be added to the shell easily

- A default directory can also be implemented.
- Switching between output to stdout and files via arguments.
- Command history.
- Mapping each process ID to the command responsible for its execution.

Sample Runs

Running echo

This verifies our argument parsing subroutine.

```
me2amet@ubuntu:~/workspace-OS/_shell/Debug$ ./_shell
_$ echo 1 2 3 4 5 6 7 8 9
process[2421]: started in foreground
1 2 3 4 5 6 7 8 9
process[2421]: terminated with status 0
_$
```

Running System Monitor

The process tree is shown and our shell has two child processes.

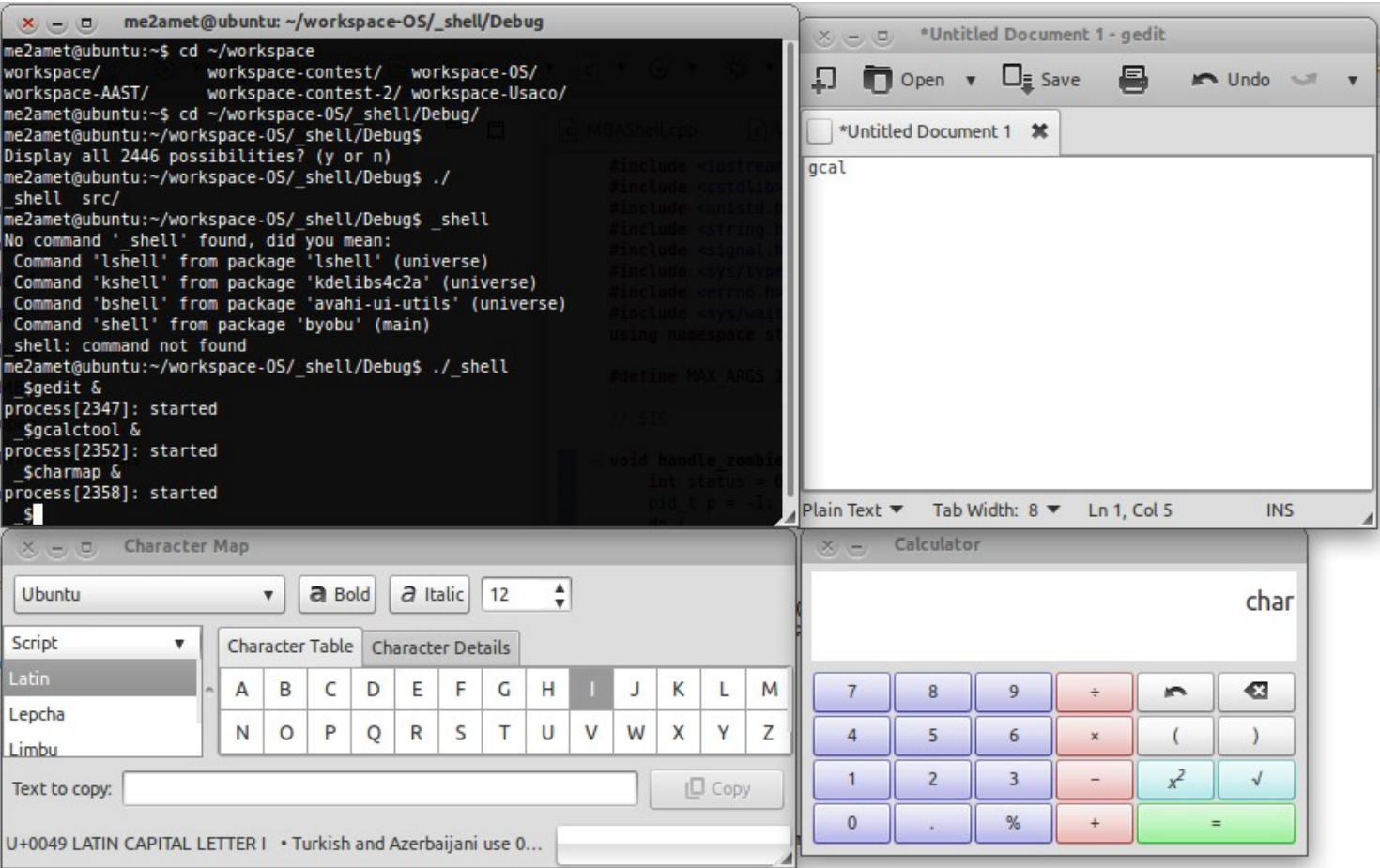
The screenshot displays three windows from a Linux desktop environment:

- Terminal Window:** Shows the execution of the `./_shell` script. It prints the numbers 1 through 9 and reports that process [2421] started in the foreground and terminated with status 0. It also shows the start of process [2378] for `_gnome-system-monitor`.
- Character Map:** A small utility window showing the 'Ubuntu' font with a 'Script' dropdown set to 'Latin'. It displays a grid of characters from A to Z.
- System Monitor:** A window showing the system's process tree. The 'Processes' tab is active, displaying a list of running processes. The process tree for `_shell` is expanded, showing it has two children: `charmap` and `gnome-system-monitor`.

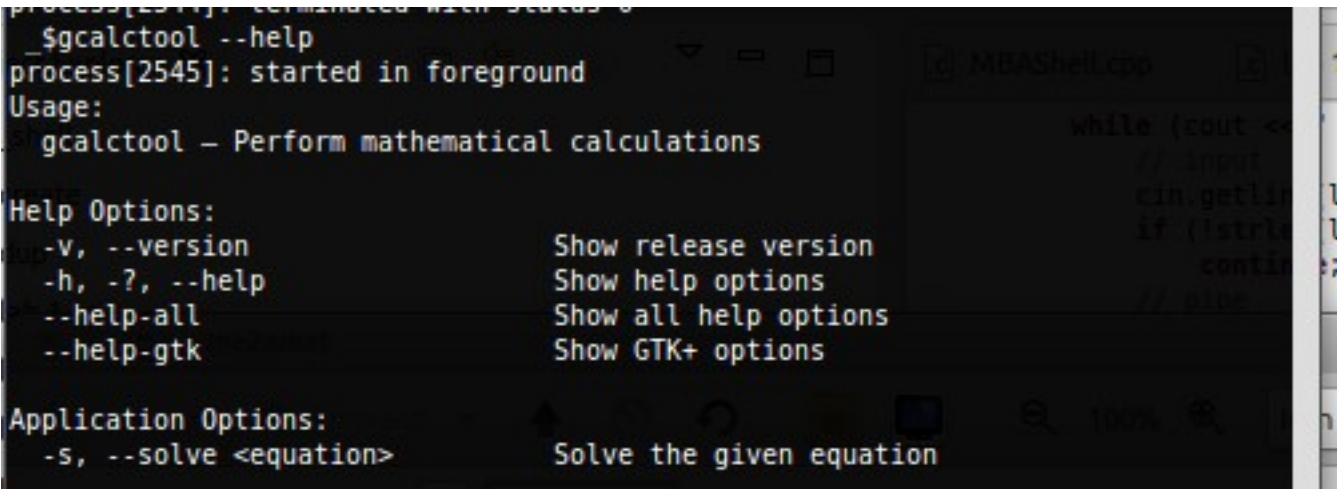
Process Name	Status	% CPU
sh	Sleeping	
unity-window-decorator	Sleeping	
sh	Sleeping	
gnome-terminal	Sleeping	
bash	Sleeping	
_shell	Sleeping	
charmap	Sleeping	
gnome-system-monitor	Running	
gnome-pty-helper	Sleeping	
evolution-alarm-notify	Sleeping	
gdu-notification-daemon	Sleeping	
gnome-power-manager	Sleeping	
ibus-daemon	Sleeping	
ibus-gconf	Sleeping	
python	Sleeping	

Running three processes in the background

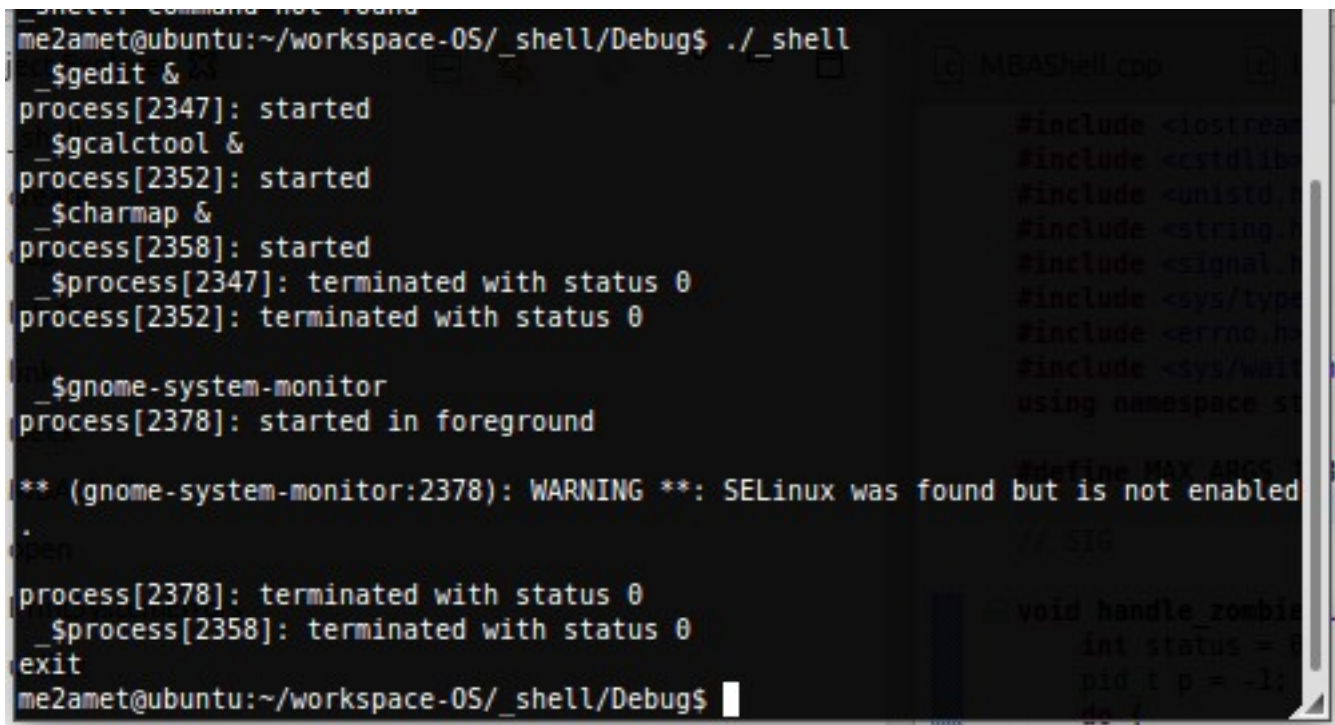
Messages are shown for each process start and its ID.



Running gnome-calc-tool



Termination signals and exit



The screenshot shows a terminal window with the following output:

```
_shell: Command not found
me2amet@ubuntu:~/workspace-05/_shell/Debug$ ./_shell
_$gedit &
process[2347]: started
_$gcalctool &
process[2352]: started
_$charmap &
process[2358]: started
_$process[2347]: terminated with status 0
process[2352]: terminated with status 0

_$gnome-system-monitor
process[2378]: started in foreground

** (gnome-system-monitor:2378): WARNING **: SELinux was found but is not enabled
open
process[2378]: terminated with status 0
_$process[2358]: terminated with status 0
exit
me2amet@ubuntu:~/workspace-05/_shell/Debug$
```

On the right side of the terminal, a file named `MBAShell.cpp` is open, showing the following code:

```
#include <iostream>
#include <cstdlib>
#include <unistd.h>
#include <string.h>
#include <signal.h>
#include <sys/types.h>
#include <errno.h>
#include <sys/wait.h>
using namespace std;

#define MAX_ARGS 100

// SIG

void handle_zombie
int status = 0;
pid_t p = -1;
do {
```