

This file show where the sh.c has been modified and how the nonohup is implemented.

case EXEC:

```
ecmd = (struct execcmd*)cmd;
if(ecmd->argv[0] == 0)
    exit();
```

```
// the nonohup will be parsed as a EXEC cmd by the shell
// if the EXEC is nonohup we will have the following ecmd->argv
```

```
//ecmd->argv[0]="nonohup"
//ecmd->argv[1]="program", the program to be run by nonohup
//ecmd->argv[2] and the rest, are the arguments of the program
//all we need to do is move the program to ecmd->argv[0]
// and move the arguments to the position starting from ecmd->argv[1]
// then we start a new process, run the program in the child process and
return the parent process
// here, the parent process won't wait child process finish, this make the
program run in the back
```

```
//try to parse nonohup here
char nonohup[]="nonohup";
char* s=ecmd->argv[0];
for (int i=0;*s!=0;i++)
{
    if (*s!=nonohup[i])
    {
        break;
    }
    s++;
}
if (*s==0)//this is a nonnohup cmd
{
```

```
int argc=0;
for(;argc<MAXARGS-1;argc++){
    if(ecmd->argv[argc]==0)
    {
        break;//no more arg, cause it points to nothing;
    }else{
        //it does point to something
        ecmd->argv[argc]=ecmd->argv[argc+1];
```

```

        ecmd->eargv[argc]=ecmd->eargv[argc+1];
    }
}
ecmd->argv[argc]=0;
ecmd->eargv[argc]=0;

if (ecmd->argv[0]==0)
{
    panic("nonohup following with no cmd");
    exit();
}
if(fork1()==0)//fork a new child, and leave it be, no waiting
{
    close(1);
    open("nonohup.output",O_WRONLY|O_CREATE);//redirect output for
    standar output to"nonohup.output"
    runcmd(cmd);//run it in new process again
    exit();
    sleep(5);//make sure parent process exit first;
}
}else{// normal cmd no nonohup

    exec(ecmd->argv[0], ecmd->argv);
    printf(2, "exec %s failed\n", ecmd->argv[0]);
}
break;

```