

Project 1

(Pseudo-Shell: a single-threaded UNIX system command-line interface)

CIS 415 - Operating systems

Fall 2019 - Prof. Allen Malony

Due date: **11:59 pm, Sunday, 20 Oct, 2019**

Introduction:

If we were to ask an average person what a shell is, one of the first things that will come to their mind is the outside of an egg, which I highly recommend you remove before eating. For us computer scientists, however, we think of a shell as a software program, or interface, that interprets commands from the user so that the operating system can understand them and perform the appropriate functions.

In Unix systems, the shell is a command-line interface, which means it is solely text-based. The user can type commands to perform functions such as run programs, open and browse directories, and view processes that are currently running. The catch is, you need to know the correct syntax when typing the commands or the shell will angrily spit out errors at you.

For the first project in this class, you will be building a simpler version of the shell from scratch. We call this shell the “Pseudo-Shell”. The pseudo-shell is a single-threaded, synchronous, command-line interface that allows the user to perform a limited set of functions centered around file system navigation, manipulation, and I/O.

Project Details:

In this project, you will implement a pseudo-shell that is capable of executing a number of UNIX system commands. The following are the functionalities of this pseudo-shell:

Shell modes:

The shell can be started in one of two modes: A) File mode, B) Interactive mode. To run the shell interactively, simply type: **./pseudo-shell -command**. Upon executing, we should see a shell-like CLI that is ready to receive commands input into the console as shown in image 1 below. This CLI sits at the ready state, indicated by the prompt “>>>”, until the user inputs a command string and presses enter. In this shell mode, the user interacts with the shell by typing in commands one line at a time and pressing enter. The shell then executes those commands and displays any output if necessary (some commands execute with no output such as **rm** or **mv**).

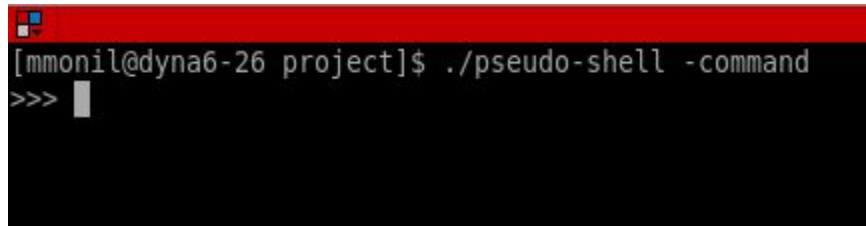


Fig. 1: Pseudo-Shell interactive mode

The program is also capable of reading commands from a batch file whose name is specified in the command line via file mode. To run the shell in file mode, type: **./pseudo-shell -f <filename>**, where **<filename>** is the name of the batch file we wish to read commands from. The input file will contain lines of text, where each line represents either a single command to be executed or a sequence of commands to be executed. When we use this shell in file mode, it will generate a file “output.txt”. The output file “output.txt” will have all the STDOUT response of the executed commands. Your shell should create this file in the same directory that your shell is in.

Base shell functionalities:

Input commands have the following format: **<cmd> <param1> <param2> ; <cmd2> ...**

Where **<cmd>** is a command from the list of acceptable commands shown in table 1 below. And **<param>** are its input parameters. **Note: some commands have no input parameters.** These keywords are each delimited by a space with individual command calls delimited by the control code “;” as shown in Fig. 2. You must use **getline(3)** to grab input from either the file or console. When the control code is given, each command is executed sequentially one after another until the end of the line is reached at which time the shell will either go back to waiting for input from the user (in interactive mode) or will read the next line in file mode. Of course, multiple commands can be executed one after another when delimited by the control code “;”, in this case the commands are executed and the output is displayed sequentially. There is one special command: “**exit**”. If the user enters this command then the pseudo-shell closes down.

Use this command (exit) to break out of your main loop.

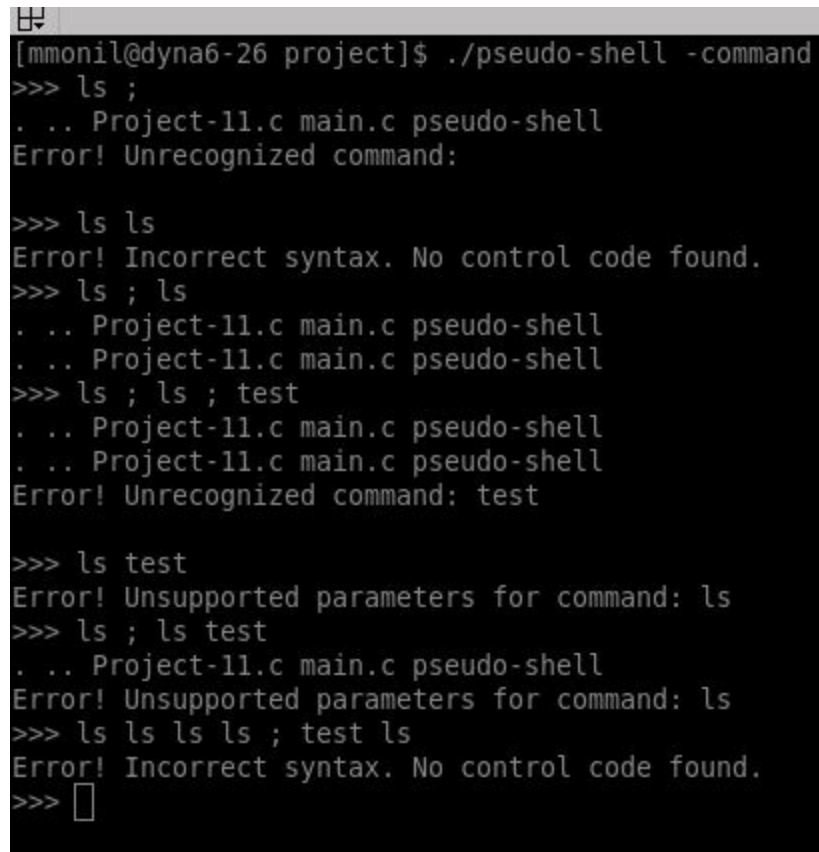
Error Handling:

Take care to handle the following error cases in your code:

1. Incorrect parameters:
 - a. Missing parameters (i.e. **mv ~/test.txt** , mv must have 2 parameters)
 - b. Too many parameters (e.g. **pwd ~/test.txt**, pwd has 0 parameters)
2. Incorrect syntax:
 - a. Missing/unrecognized command (e.g. **grep ~/test** or **~/test ; ls**)

- b. Repeated command without control code (e.g. **ls ls**)
- c. Ending a line on control code (e.g. **ls ;**)

See the following image for the exact output the shell should display when given the corresponding input. (we are using `ls` to demonstrate the error handling but it should be the same for all commands). Your shell must follow this **exactly**.



```
[mmonil@dyna6-26 project]$ ./pseudo-shell -command
>>> ls ;
. .. Project-11.c main.c pseudo-shell
Error! Unrecognized command:

>>> ls ls
Error! Incorrect syntax. No control code found.
>>> ls ; ls
. .. Project-11.c main.c pseudo-shell
. .. Project-11.c main.c pseudo-shell
>>> ls ; ls ; test
. .. Project-11.c main.c pseudo-shell
. .. Project-11.c main.c pseudo-shell
Error! Unrecognized command: test

>>> ls test
Error! Unsupported parameters for command: ls
>>> ls ; ls test
. .. Project-11.c main.c pseudo-shell
Error! Unsupported parameters for command: ls
>>> ls ls ls ls ; test ls
Error! Incorrect syntax. No control code found.
>>> □
```

Commands:

Implement the following UNIX-like commands, details shown in the table below, using system calls: (Here is a good table of Linux system calls: <https://filippo.io/linux-syscall-table/>)

You must implement these functions with linux syscall. You cannot use library functions for this (e.g. C's moveDir)

Command	#Args	Example	Description
ls	0	ls	Unix ls command. Will show the names of files and folders of the current directory.
pwd	0	pwd	Unix pwd command. Will show the current directory.
mkdir	1	mkdir < name>	Unix mkdir command. Will create a directory with the filename specified by: <name>.
cd	1	cd directory	Unix cd command. Will change directory based on the destination specified in the argument.
cp	2	cp <src> <dst>	Only for copying files. Copy one file from the path specified by <src> to the location specified by <dst>.
mv	2	Mv <src> <dst>	Only for moving files(cut-paste). Move a file from the location specified by <src> to the location specified by <dst>.
rm	1	rm <filename>	Only for removing files (not a directory). Will remove the specified file from the current directory.
cat	1	cat <filename>	Displays a file's content on the console.

Project Structure Requirements:

For a project to be accepted, the project must contain the following 5 files and meet the following requirements:

main.c : This file contains the main function. The main function **must** meet the following requirements:

1. **main.c** must be able to start in one of two modes:
 - a. File mode:
 - i. File mode is called by using the -f flag and passing it a filename (e.g. `psudo-shell -f <filename>`)
 - ii. The shell only accepts filenames in file mode.
 - iii. All input is taken from the file whose name is specified by <filename> and all output is written to the file "output.txt". There should be no console output in this mode. Place all output in the file.
 - b. Interactive mode:
 - i. The program accepts input from the console and writes output from the console.
2. The main function must have the following input parameters: **argc** and **argv**
 - a. **argc** contains the number of input parameters for the main function.
 - b. **argv** contains a 2D array of strings that correspond to the parameters input into the program on execution. (e.g. the filename)
3. You must use dynamic memory allocation via **malloc()** and **free()**.
 - a. Hint: it might be helpful to do these in a function.
 - b. Valgrind must not show any memory leak for your program.
4. Your solution must use a loop that reads commands on a line-by-line basis using `getline()` from the command line or a file.
5. Your solution must be able to parse the input string command and divide them into tokens to identify the commands and their arguments.
6. Your solution must be able to call the corresponding function for Unix command execution.
 - a. We will provide a header file (see below).

command.h: A header file that contains all the function names that execute the Unix commands. We will provide this file with all the function names. Make sure to read it. You cannot edit the header in any way. We will be using the original `command.h` in grading your code, thus if you edit `command.h` your code will not work.

command.c: This file contains the function definitions for our shell commands. Your program **must** meet the following requirements:

1. The command function names must match the function names provided in command.h.
2. You must use the specified system calls. (See the table in Project Details)

Makefile: Your project must include a standard make file.

Report: Write a 1-2 page report on your project using the sample report collection format given. Feel free to go over the limit if you wish. Report format and content suggestions are given in the report collection template.

Submission Requirements:

1. Place your files in a folder named: <duck-ID>-CIS415F19-P1.
2. Compress the folder into a tar with the same name. (e.g. “jhall10-CIS415F19-P1.tar.gz”)
3. Push your zip into your uoregon-cis415 repo under the master branch in a new folder called submissions/Projects/Project-1.
4. Submit your report collection to canvas.

Grading Rubric:

Points	Description
20	Implemented the basic shell functionalities. Uses getline() to grab the string and tokenizes it.
20	Implemented both file mode and interactive mode.
40	Implemented the commands listed in the commands table. 5pts. each
10	No memory leaks when checked with valgrind
10	Report collection in proper format and filled out. (1-2 pages)