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#include <sys/types.h>
#include <sys/sem.h>
#include <sys/stat.h>
#include "semun.h" /* Definition of semun union */
#include "tlpi_hdr.h"

int main(int argc, char *argv[]){
    int semid, key, perms;
    struct sembuf sops[2];
    key = 12345;
    perms = S_IRUSR | S_IWUSR;
    semid = semget(key, 1, IPC_CREAT | IPC_EXCL | perms);

    if (semid != -1) { /* Successfully created the semaphore */
        union semun arg;
        /* XXXX */
        arg.val = 0; /* So initialize it */
        if (semctl(semid, 0, SETVAL, arg) == -1)
            errExit("semctl");
    }else { /* We didn't create semaphore set */
        if (errno != EEXIST) { /* Unexpected error from semget() */
            errExit("semget 1");
        }else{ /* Someone else already created it */
            semid = semget(key, 1, perms); /* So just get ID */
            if (semid == -1)
                errExit("semget 2");
        }
    }

    /* Now perform some operation on the semaphore */
    sops[0].sem_op = 1; /* Add 1 */
    sops[0].sem_num = 0; /* ... to semaphore 0 */
    sops[0].sem_flg = 0;
    if (semop(semid, sops, 1) == -1)
        errExit("semop");

    exit(EXIT_SUCCESS);
}

```

```

#include <sys/types.h>
#include <sys/sem.h>
#include <sys/stat.h>
#include "semun.h" /* Definition of semun union */
#include "tlpi_hdr.h"

int main(int argc, char *argv[]){
    int semid, key, perms;
    struct sembuf sops[2];

    if (argc != 2 || strcmp(argv[1], "--help") == 0)
        usageErr("%s sem-op\n", argv[0]);

    key = 12345;
    perms = S_IRUSR | S_IWUSR;
    semid = semget(key, 1, IPC_CREAT | IPC_EXCL | perms);

    if (semid != -1) { /* Successfully created the semaphore */
        union semun arg;
        struct sembuf sop;

        sleep(5);
        printf("%ld: created semaphore\n", (long) getpid());
        arg.val = 0; /* So initialize it to 0 */
        if (semctl(semid, 0, SETVAL, arg) == -1)
            errExit("semctl 1");

        printf("%ld: initialized semaphore\n", (long) getpid());

        /* Perform a "no-op" semaphore operation - changes sem_otime so
        other processes can see we've initialized the set. */
        sop.sem_num = 0; /* Operate on semaphore 0 */
        sop.sem_op = 0; /* Wait for value to equal 0 */
        sop.sem_flg = 0;
        if (semop(semid, &sop, 1) == -1)
            errExit("semop");

        printf("%ld: completed dummy semop()\n", (long) getpid());
    }else{ /* We didn't create the semaphore set */
        if(errno != EEXIST){ /* Unexpected error from semget() */
            errExit("semget 1");
        }else{ /* Someone else already created it */
            const int MAX_TRIES = 10;
            int j;
            union semun arg;
            struct semid_ds ds;
            semid = semget(key, 1, perms); /* So just get ID */
            if (semid == -1)
                errExit("semget 2");

            printf("%ld: got semaphore key\n", (long) getpid());
            /* Wait until another process has called semop() */
            arg.buf = &ds;
            for (j = 0; j < MAX_TRIES; j++){
                printf("Try %d\n", j);
                if (semctl(semid, 0, IPC_STAT, arg) == -1)
                    errExit("semctl 2");

                /* Semop() performed? If not, wait and retry else quit
                loop */
                if (ds.sem_otime != 0)
                    break;
                sleep(1);
            }

            if(ds.sem_otime == 0) /* Loop ran to completion! */

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        fatal("Existing semaphore not initialized");
    }
}
/* Now perform some operation on the semaphore */
sops[0].sem_num = 0;
sops[0].sem_op = getInt(argv[1], 0, "sem-op"); /* Operate on semaphore 0... */
sops[0].sem_flg = 0;
if (semop(semid, sops, 1) == -1)
    errExit("semop");

    exit(EXIT_SUCCESS);
}
```