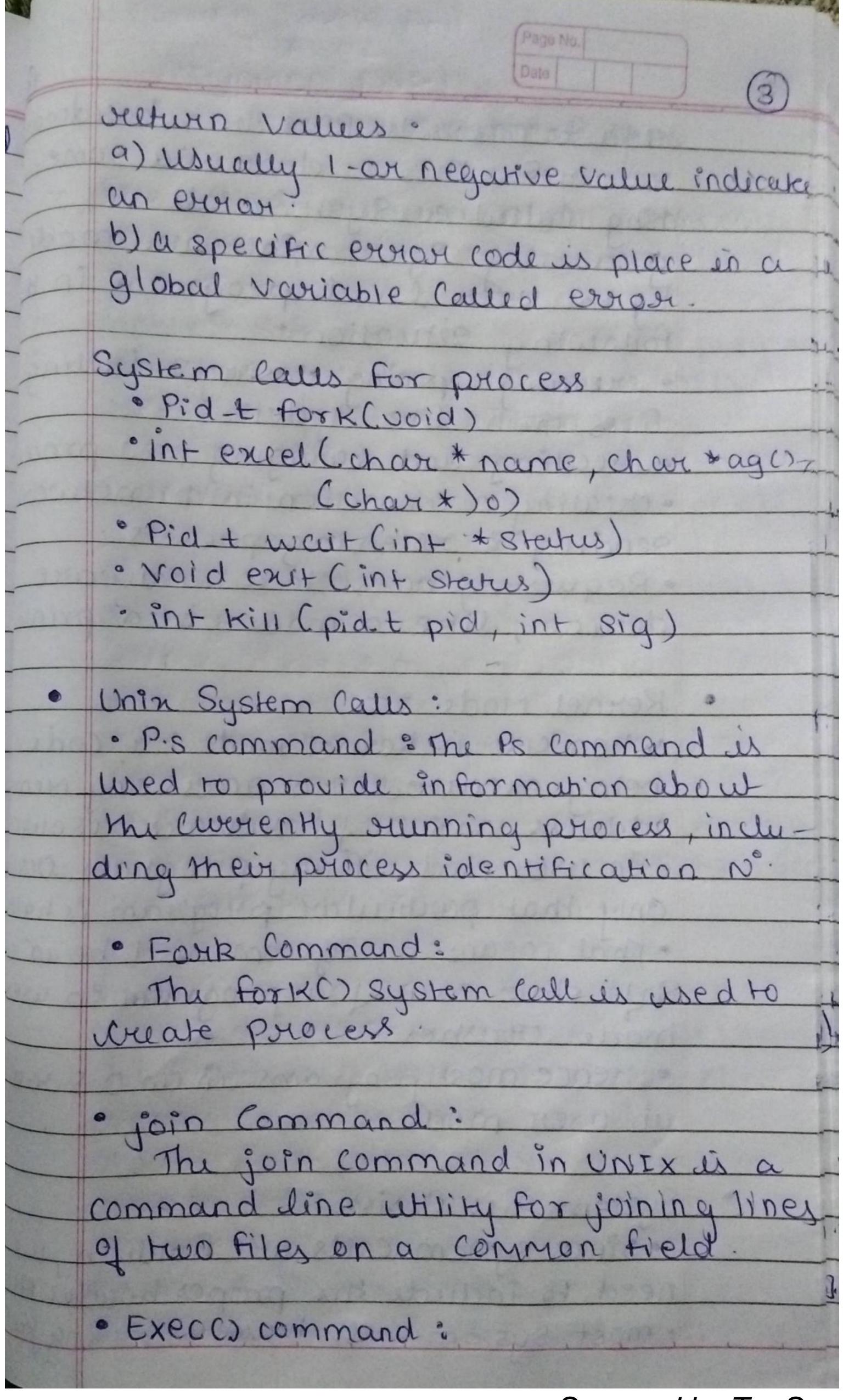
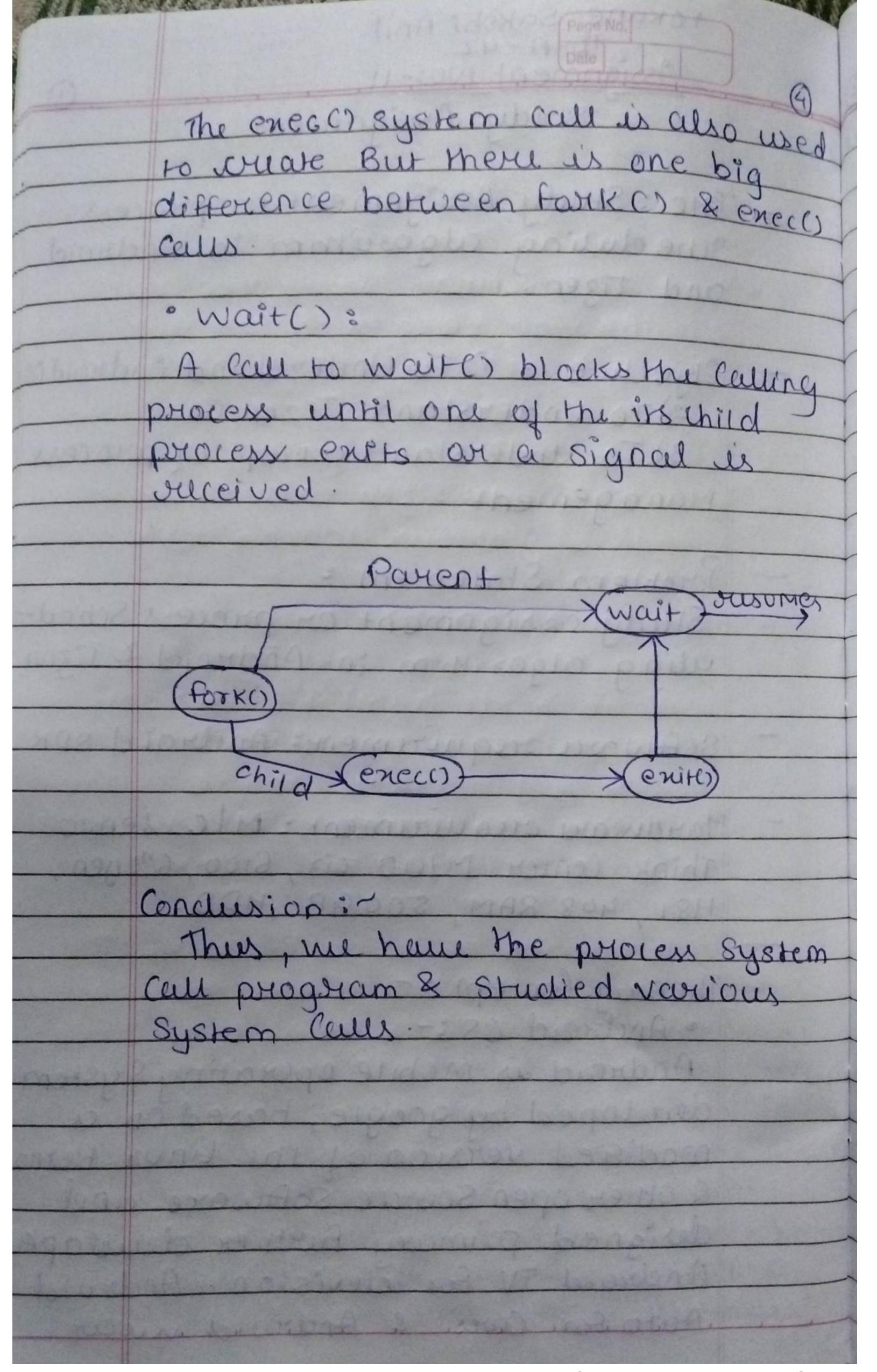
Fokane Sakshi Anil
Assignment No: 10
Propose and the second
UNIX System (alls
- Aim: Implemented UNIX System calls
like for process morgement.
= problem Statement: To write a program.
to implement UNIX System calls
like for process management.
process management
- pre-requisik: - 1) Explain concept of
System Calls.
2) Explain State diagram working of-
Uero brocers
= software Requirements:-
Sno facilities required Quantity -
System 1
2 OIS Whonky Kylin-~
3 slw name churbo orque
- Hovedware requirements - NO.
Objectives: - DTo understand UNIX Systemble
Call. 2) To understand concept of
(au. 2) so ment
process management:  3) Amplementation of some system:
3) 9mplementeur
ceut on 0.5
3
Theory: System Call?
when a program in user rock

require access to RAM an a hardware resource. This is done via something Called a System Call. generally System Call are mode by the User level program in the following situation · Weating opening closing & deleting files in the file System. executing and managing new process exteating a connection in the network, sending & receiving packets. · Requesting access to a hardward deuice like a mouse or a printer. · Rernel Mode :-When cru is kernel mode the code being executed can access any memory address and any hardware resource. · In user mode if any program crashes Only that particular program is halted. · That means the system will be in a Saje state euen it a program en user mode washes. · Hence most programs un an o.s vun un user mode. System Call Basics: · since system calls are function, me need to include the proper header files · most system calls have a meaning ful





## Assignment No. 10

Name:-Fokane Sakshi Anil

**Std-Div:-TE-A** 

Roll No:-42

## 1. Code:

**Problem Statement**: Write a C program to create a child process using fork system call. Display Status of running processes used in child process(EXEC) & terminate child process before completion of parent task(wait).

```
#include<stdio.h>
#include<stdlib.h>
#include<unistd.h>
#include<sys/types.h>
int main()
{ pid_t pid , ppid , p_status ;
       int status;
       printf("parent process created \n");
       pid = fork();
       if(pid == 0)
               printf("child created succesfull\n");
               printf("child process id : %d \n",
               pid); sleep(10); printf("child after
               sleep n");
               execlp("/bin/ps","ps",NULL);
               printf("child terminating\n");
               exit(0);
        }
       else
        { printf("parent still executing"); p_status
               = wait(&status); printf("status :
               %d \n",status); printf("p_status
               :%d n'',p_status); sleep(10);
```

```
printf("parent after sleep\n");
    ppid = getppid();
    printf("parent process id : %d\n",ppid);
    printf("parent terminating\n");
    exit(0);
}
return 0;
}
OUTPUT:
```

```
sagar-ravan@Sagar-HP:~/SPOSL$ ./a.out
parent process created
child created succesfull
child process id : 0
child after sleep
                      TIME CMD
    PID TTY
  35599 pts/0 00:00:00 bash
35626 pts/0 00:00:00 a.out
                 00:00:00 a.out
 35627 pts/0 00:00:00 ps
parent still executingstatus : 0
p_status :35627
parent after sleep
parent process id : 35599
parent terminating
sagar-ravan@Sagar-HP:~/SPOSL$
```