

LINUX SHELL AND PROGRAM PROJECT 1

Project posted at BB:

- Due 01/25 Thu Midnight, currently
- About due date.
- Exam A, 01/31, Wed



UNIX (LINUX) SHELL 1/3

A Unix command line terminal (shell):

prompt>

prompt> **ls**

Shell is a user program:

- 1) output "prompt>"
- 2) read in from keyboard a string (a command)
- 3) create a child process
- 4) The child process will load and exec the string (the command)
- 5) Parent (the shell) waits for the child to finish, then goes to 1)



UNIX (LINUX) SHELL 2/3

What about

prompt> `ls &` /* `ls` will run in the background */

Shell is a user program:

- 1) output "prompt>"
- 2) read in from keyboard a string (a command)
- 3) create a child process
- 4) The child process will load and exec the string (a command)
- 5) Parent and child will run concurrently, i.e., parent (the shell) will not wait for the child to finish, but goes to 1)



UNIX (LINUX) SHELL 3/3

What about

```
prompt> ls > list.txt
```

/* the output from ls will not show in screen, but save to file list.txt */

Shell is a user program:

- 1) output "prompt>"
- 2) read in from keyboard a string (a command)
- 3) create a child process
- 4) The child process will
 - the shell closes **standard output**
 - opens the file `list.txt`
 - load and exec the string (a command)
- 5) Parent waits for the child to finish, goes to 1)



SHELL PROJECT (PART I)

```
char *args[MAX LINE/2 + 1]; /* command line arguments */
int should_run = 1; /* flag to determine when to exit program */

while (should_run) {
    printf("osh>"); // Use lastname_pid, instead of “osh”
    fflush(stdout);
    /**
     * After reading user input, the steps are:
     * (1) fork a child process using fork()
     * (2) the child process will invoke execvp()
     * (3) if command included &, parent will NOT invoke wait()
     */
}
```

