



MARMARA UNIVERSITY FACULTY OF ENGINEERING

COMPUTER ENGINEERING DEPARTMENT

CSE3033 Operating Systems - Project 1

Group Members:

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```

[halesahin@localhost ~]$ cd İndirilenler
[halesahin@localhost İndirilenler]$ chmod +x myprog.sh
[halesahin@localhost İndirilenler]$ ./myprog.sh

1. Cipher word
2. Create story
3. Move files
4. Convert hexadecimal
5. Delete files
6. Exit
Please select an option:
1

```

We made menu that loops until exit statement '6' chosen.

```

Please select an option:
1
Write your string value:
aabbdd
Write your number value:
33114
The result string is ddcch

```

Run first program with true arguments shows that it works. It adds the numbers to the index number of letters in alphabet array and find new value of that letter again in the alphabet with summed index.

```

Write your string value:
aaaa
Write your number value:
111
Argument lengths should be equal to or the number
in the second argument should be one digit

```

Here, we check if the inputs size are not matched.

```
Please select an option:
1
Write your string value:

Write your number value:

You should give one argument as string and one arg
ument as number
```

If we do not give arguments it will say error message, if we give one and not the second again error message will pop, but we did not show all of the possibilities here.

```
Please select an option:
1
Write your string value:
aaaa
Write your number value:
2
The result string is cccc
```

When one digit is given, code will expand it as long as the size of the word and use it as the same with the first one.

```
Please select an option:
1
Write your string value:
ad24f
Write your number value:
5
You need to write your string with only using Engl
ish Alphabet
```

We control that word is composed of letters and number is composed of digits.

```
Please select an option:
2
Write your file name:
story.txt
A random story is created and stored in story.txt
```

When you execute second program you don't need to give any argument. It will create three random numbers and use those three to take out three lines from the three txt files combines them and create a random story writes the story into the given named file, if the file does not exist it will be created if file exist, it asks user to overwrite it.

```
Please select an option:
2
Write your file name:
story.txt
A random story is created and stored in story.txt

1. Cipher word
2. Create story
3. Move files
4. Convert hexadecimal
5. Delete files
6. Exit
Please select an option:
2
Write your file name:
story.txt
story.txt exist. Do you want it to be modified? (y/n):
y
A random story is created and stored in story.txt
```



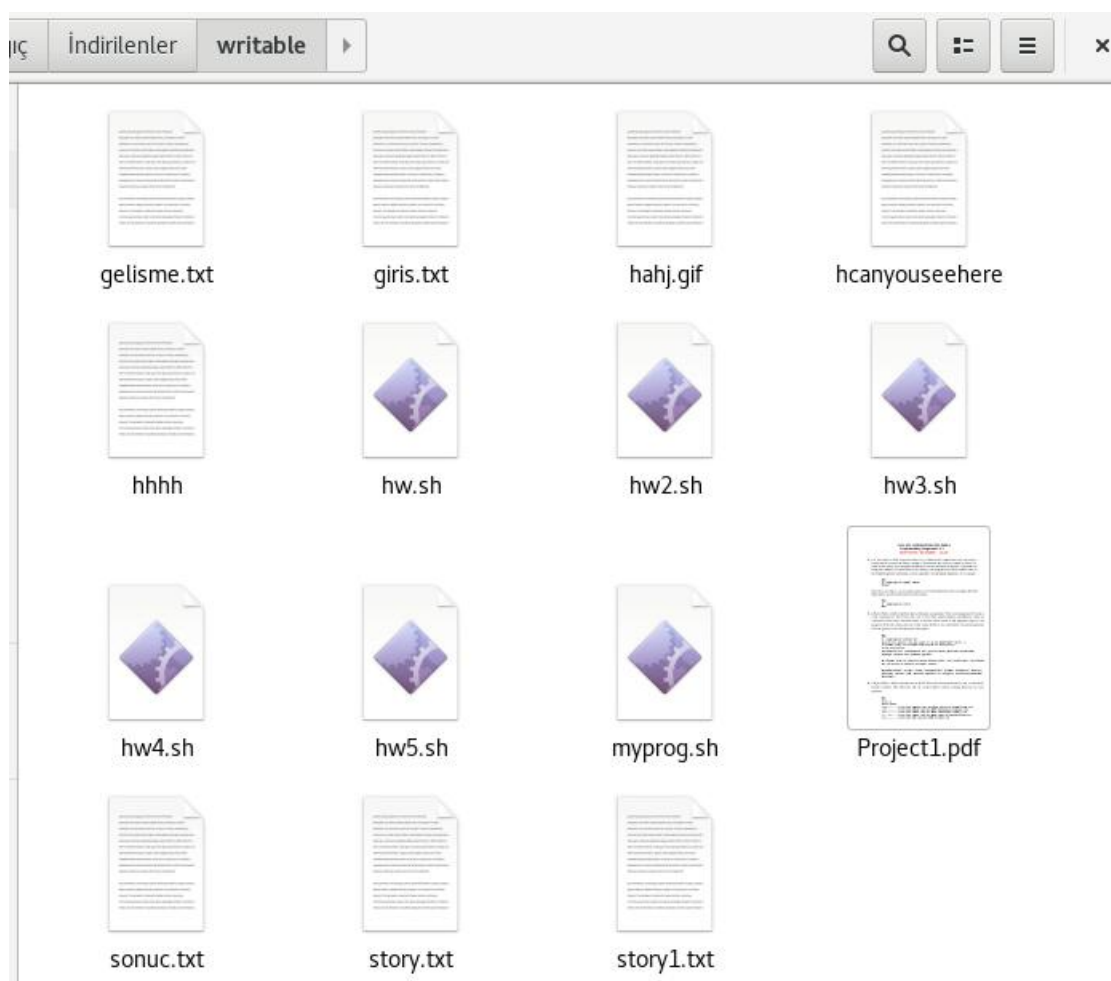
Bazı kişilerle ilgili hikayeler ve tarihten alınmış olaylar deyimlerin ortaya çıkış nedenleri arasında on sırada yer alır.

Deyimlerin kaynaklarını arayıp bulmak bu nedenle oldukça zor bir uğraştır. Bazen rastgele bir sayfada, bazen bir dipnotta, bazen de hiç ummadığımız bir el sayfasında bir deyimın ortaya çıkış hikayesiyle karşılaşmak mümkündür.

Sonunda prens ve Nilüfer Prenses evlenmişler ve ülkede bayram ilan edilmiş.

```
Please select an option:
3
15 files moved to writable directory.
```

Third program does not take arguments and it creates writable directory, if it does not exist. It finds all the files with user have permission of write in current directory and moves them to writable directory. If they are already in the directory, it says same file, cannot move.



```
Please select an option:
4
Write your number:
38
Hexadecimal of 2 is 2
Hexadecimal of 3 is 3
Hexadecimal of 5 is 5
Hexadecimal of 7 is 7
Hexadecimal of 11 is B
Hexadecimal of 13 is D
Hexadecimal of 17 is 11
Hexadecimal of 19 is 13
Hexadecimal of 23 is 17
Hexadecimal of 29 is 1D
Hexadecimal of 31 is 1F
Hexadecimal of 37 is 25

1. Cipher word
2. Create story
3. Move files
4. Convert hexadecimal
5. Delete files
6. Exit
Please select an option:
```

Fourth program takes an integer argument checks if it is composed of digits, and finds all the prime number less than the input number. Call hexa function to convert decimal number to hexa number for each prime number.

```
Please select an option:
5
Write your wildcard:
h*
You can add a specific directory.

Do you want to delete hahj.gif? (y/n):
n
Do you want to delete hcanyouseehere? (y/n):
n
Do you want to delete hhhh? (y/n):
n
Do you want to delete hw2.sh? (y/n):
n
Do you want to delete hw3.sh? (y/n):
n
Do you want to delete hw4.sh? (y/n):
n
Do you want to delete hw5.sh? (y/n):
n
Do you want to delete hw.sh? (y/n):
n
0 files deleted.
```

Fifth program takes wildcard as argument and directory as optional argument. It finds all files matching with the wildcard in current directory if no directory is given. It asks the user if user wants to delete file or not for each file.

```
[halesahin@localhost Indirilenler]$ ./myprog.sh
1. Cipher word
2. Create story
3. Move files
4. Convert hexadecimal
5. Delete files
6. Exit
Please select an option:
5
Write your wildcard:
h*
You can add a specific directory.
.
Do you want to delete ./hdtghj/hcanyouseehere? (y/n):
n
Do you want to delete ./hw4.sh? (y/n):
n
Do you want to delete ./hw5.sh? (y/n):
y
1 file deleted
Do you want to delete ./hw.sh? (y/n):
n
Do you want to delete ./writable/hahj.gif? (y/n):
y
1 file deleted
Do you want to delete ./writable/hw4.sh? (y/n):
y
1 file deleted
Do you want to delete ./writable/hcanyouseehere? (y/n):
y
```



```
Do you want to delete ./writable/hcanyouseehere? (y/n):  
y  
1 file deleted  
Do you want to delete ./writable/hw5.sh? (y/n):  
  
./myprog.sh: satır 457: [: ==: tek terimli işleci bekleniyordu  
Do you want to delete ./writable/hw.sh? (y/n):  
y  
1 file deleted  
Do you want to delete ./writable/hw2.sh? (y/n):  
y  
1 file deleted  
Do you want to delete ./writable/hw3.sh? (y/n):  
y  
1 file deleted  
Do you want to delete ./writable/hhhh? (y/n):  
y  
1 file deleted  
Do you want to delete ./hw2.sh? (y/n):  
y  
1 file deleted  
Do you want to delete ./hw3.sh? (y/n):  
y  
1 file deleted  
10 files deleted.
```

When specific directory given it looks all in that directory and subdirectories.