

Apr 22, 20 22:11

**coverpage.txt**

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CSCI 347 Assignment 2 Spring 2020

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test\_script

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```

Script started on 2020-04-22 22:06:41-0700
^[]0;harry@harry-pc: ~/cs347/csci347_s20/ush^G^[]01;32mharry@harry-pc^[]00m:^[]0
1;34m~/cs347/csci347_s20/ush^[]00m$ make clean
rm -f ush.o expand.o builtin.o ush
^[]0;harry@harry-pc: ~/cs347/csci347_s20/ush^G^[]01;32mharry@harry-pc^[]00m:^[]0
1;34m~/cs347/csci347_s20/ush^[]00m$ ls
builtin.c defn.h expand.c grading_script.ps Makefile test_script.ps ush.c
^[]0;harry@harry-pc: ~/cs347/csci347_s20/ush^G^[]01;32mharry@harry-pc^[]00m:^[]0
1;34m~/cs347/csci347_s20/ush^[]00m$ make
gcc -g -Wall -c -o ush.o ush.c
gcc -g -Wall -c -o expand.o expand.c
gcc -g -Wall -c -o builtin.o builtin.c
gcc -g -Wall -o ush ush.o expand.o builtin.o
^[]0;harry@harry-pc: ~/cs347/csci347_s20/ush^G^[]01;32mharry@harry-pc^[]00m:^[]0
1;34m~/cs347/csci347_s20/ush^[]00m$ ls
builtin.c builtin.o defn.h expand.c expand.o grading_script.ps Makefile t
est_script.ps ^[]0m^[]01;32mush^[]0m ush.c ush.o
^[]0;harry@harry-pc: ~/cs347/csci347_s20/ush^G^[]01;32mharry@harry-pc^[]00m:^[]0
1;34m~/cs347/csci347_s20/ush^[]00m$ ./ush
%
% echo "          hello          worlkd^H ^H^H ^Hd          "
%          hello          world
% echo ${LANG}
en_US.UTF-8
% envset TESTINGVAR testingvar
% echo ${TESTINGVAR}
testingvar
% envset A ${TESTINGVAR}
% echo ${A}
testingvar
% envunset TESTINGVAR
% cd //^H ^H^H ^H../
% ls
ush
% cd ush
% cd
% ls
api.harry.technology ddns          Downloads          HuurbAPI          LAMP_PHP_7_bitnam
i_application_password Music          packages-microsoft
-prod.deb Pimostat rootkey.csv Templates
cs330          Desktop          examples.desktop HuurbUI          LAMP_PHP_7_bitnam
i_credentials          node-js_bitnami_application_password personal-website-c
s202          Postman rummicomp          Videos
cs347          Documents harry.technology index.html max.nvidia-settin
gs-rc          node-js_bitnami_credentials          Pictures
Public snap
% exit
^[]0;harry@harry-pc: ~/cs347/csci347_s20/ush^G^[]01;32mharry@harry-pc^[]00m:^[]0
1;34m~/cs347/csci347_s20/ush^[]00m$ exit
exit

Script done on 2020-04-22 22:09:18-0700

```

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grading\_script

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```
Script started on 2020-04-22 21:58:52-0700
^[]0;harry@harry-pc: ~/cs347/csci347_s20/ush^G^[]01;32mharry@harry-pc^[]00m:^[]0
1;34m~/cs347/csci347_s20/ush^[]00m$ ssh -p922 salibah@linux.wvu.^H^[]K^H^[]K^H^[]K^H^[]Kcs.wvu.edu
Warning: Permanently added the ECDSA host key for IP address '[140.160.30.102]:9
22' to the list of known hosts.
```

```
salibah@linux.cs.wvu.edu's password:
Welcome to the WWU Computer Science lab environment
```

```
If you are a new user or have questions regarding CS systems
or software, please visit the following URL or contact
CS.Support@wvu.edu for assistance:
```

```
https://support.cs.wvu.edu/
```

```
salibah@linux-05:~$ cd /home/phil/public/csci347/testa2
salibah@linux-05:/home/phil/public/csci347/testa2$ ./try
Cloning into 'csci347_s20'...
```

```
Enter passphrase for key '/home/salibah/.ssh/id_rsa':
```

```
remote: Enumerating objects: 97, done.^[]K
remote: Counting objects: 1% (1/97)^[]K
remote: Counting objects: 2% (2/97)^[]K
remote: Counting objects: 3% (3/97)^[]K
remote: Counting objects: 4% (4/97)^[]K
remote: Counting objects: 5% (5/97)^[]K
remote: Counting objects: 6% (6/97)^[]K
remote: Counting objects: 7% (7/97)^[]K
remote: Counting objects: 8% (8/97)^[]K
remote: Counting objects: 9% (9/97)^[]K
remote: Counting objects: 10% (10/97)^[]K
remote: Counting objects: 11% (11/97)^[]K
remote: Counting objects: 12% (12/97)^[]K
remote: Counting objects: 13% (13/97)^[]K
remote: Counting objects: 14% (14/97)^[]K
remote: Counting objects: 15% (15/97)^[]K
remote: Counting objects: 16% (16/97)^[]K
remote: Counting objects: 17% (17/97)^[]K
remote: Counting objects: 18% (18/97)^[]K
remote: Counting objects: 19% (19/97)^[]K
remote: Counting objects: 20% (20/97)^[]K
remote: Counting objects: 21% (21/97)^[]K
remote: Counting objects: 22% (22/97)^[]K
remote: Counting objects: 23% (23/97)^[]K
remote: Counting objects: 24% (24/97)^[]K
remote: Counting objects: 25% (25/97)^[]K
remote: Counting objects: 26% (26/97)^[]K
remote: Counting objects: 27% (27/97)^[]K
remote: Counting objects: 28% (28/97)^[]K
remote: Counting objects: 29% (29/97)^[]K
remote: Counting objects: 30% (30/97)^[]K
remote: Counting objects: 31% (31/97)^[]K
remote: Counting objects: 32% (32/97)^[]K
remote: Counting objects: 34% (33/97)^[]K
remote: Counting objects: 35% (34/97)^[]K
remote: Counting objects: 36% (35/97)^[]K
remote: Counting objects: 37% (36/97)^[]K
remote: Counting objects: 38% (37/97)^[]K
remote: Counting objects: 39% (38/97)^[]K
```

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```

remote: Counting objects: 40% (39/97) ^[[K
remote: Counting objects: 41% (40/97) ^[[K
remote: Counting objects: 42% (41/97) ^[[K
remote: Counting objects: 43% (42/97) ^[[K
remote: Counting objects: 44% (43/97) ^[[K
remote: Counting objects: 45% (44/97) ^[[K
remote: Counting objects: 46% (45/97) ^[[K
remote: Counting objects: 47% (46/97) ^[[K
remote: Counting objects: 48% (47/97) ^[[K
remote: Counting objects: 49% (48/97) ^[[K
remote: Counting objects: 50% (49/97) ^[[K
remote: Counting objects: 51% (50/97) ^[[K
remote: Counting objects: 52% (51/97) ^[[K
remote: Counting objects: 53% (52/97) ^[[K
remote: Counting objects: 54% (53/97) ^[[K
remote: Counting objects: 55% (54/97) ^[[K
remote: Counting objects: 56% (55/97) ^[[K
remote: Counting objects: 57% (56/97) ^[[K
remote: Counting objects: 58% (57/97) ^[[K
remote: Counting objects: 59% (58/97) ^[[K
remote: Counting objects: 60% (59/97) ^[[K
remote: Counting objects: 61% (60/97) ^[[K
remote: Counting objects: 62% (61/97) ^[[K
remote: Counting objects: 63% (62/97) ^[[K
remote: Counting objects: 64% (63/97) ^[[K
remote: Counting objects: 65% (64/97) ^[[K
remote: Counting objects: 67% (65/97) ^[[K
remote: Counting objects: 68% (66/97) ^[[K
remote: Counting objects: 69% (67/97) ^[[K
remote: Counting objects: 70% (68/97) ^[[K
remote: Counting objects: 71% (69/97) ^[[K
remote: Counting objects: 72% (70/97) ^[[K
remote: Counting objects: 73% (71/97) ^[[K
remote: Counting objects: 74% (72/97) ^[[K
remote: Counting objects: 75% (73/97) ^[[K
remote: Counting objects: 76% (74/97) ^[[K
remote: Counting objects: 77% (75/97) ^[[K
remote: Counting objects: 78% (76/97) ^[[K
remote: Counting objects: 79% (77/97) ^[[K
remote: Counting objects: 80% (78/97) ^[[K
remote: Counting objects: 81% (79/97) ^[[K
remote: Counting objects: 82% (80/97) ^[[K
remote: Counting objects: 83% (81/97) ^[[K
remote: Counting objects: 84% (82/97) ^[[K
remote: Counting objects: 85% (83/97) ^[[K
remote: Counting objects: 86% (84/97) ^[[K
remote: Counting objects: 87% (85/97) ^[[K
remote: Counting objects: 88% (86/97) ^[[K
remote: Counting objects: 89% (87/97) ^[[K
remote: Counting objects: 90% (88/97) ^[[K
remote: Counting objects: 91% (89/97) ^[[K
remote: Counting objects: 92% (90/97) ^[[K
remote: Counting objects: 93% (91/97) ^[[K
remote: Counting objects: 94% (92/97) ^[[K
remote: Counting objects: 95% (93/97) ^[[K
remote: Counting objects: 96% (94/97) ^[[K
remote: Counting objects: 97% (95/97) ^[[K
remote: Counting objects: 98% (96/97) ^[[K
remote: Counting objects: 100% (97/97) ^[[K

```

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```

remote: Counting objects: 100% (97/97), done.^[K
remote: Compressing objects: 1% (1/71)^[K
remote: Compressing objects: 2% (2/71)^[K
remote: Compressing objects: 4% (3/71)^[K
remote: Compressing objects: 5% (4/71)^[K
remote: Compressing objects: 7% (5/71)^[K
remote: Compressing objects: 8% (6/71)^[K
remote: Compressing objects: 9% (7/71)^[K
remote: Compressing objects: 11% (8/71)^[K
remote: Compressing objects: 12% (9/71)^[K
remote: Compressing objects: 14% (10/71)^[K
remote: Compressing objects: 15% (11/71)^[K
remote: Compressing objects: 16% (12/71)^[K
remote: Compressing objects: 18% (13/71)^[K
remote: Compressing objects: 19% (14/71)^[K
remote: Compressing objects: 21% (15/71)^[K
remote: Compressing objects: 22% (16/71)^[K
remote: Compressing objects: 23% (17/71)^[K
remote: Compressing objects: 25% (18/71)^[K
remote: Compressing objects: 26% (19/71)^[K
remote: Compressing objects: 28% (20/71)^[K
remote: Compressing objects: 29% (21/71)^[K
remote: Compressing objects: 30% (22/71)^[K
remote: Compressing objects: 32% (23/71)^[K
remote: Compressing objects: 33% (24/71)^[K
remote: Compressing objects: 35% (25/71)^[K
remote: Compressing objects: 36% (26/71)^[K
remote: Compressing objects: 38% (27/71)^[K
remote: Compressing objects: 39% (28/71)^[K
remote: Compressing objects: 40% (29/71)^[K
remote: Compressing objects: 42% (30/71)^[K
remote: Compressing objects: 43% (31/71)^[K
remote: Compressing objects: 45% (32/71)^[K
remote: Compressing objects: 46% (33/71)^[K
remote: Compressing objects: 47% (34/71)^[K
remote: Compressing objects: 49% (35/71)^[K
remote: Compressing objects: 50% (36/71)^[K
remote: Compressing objects: 52% (37/71)^[K
remote: Compressing objects: 53% (38/71)^[K
remote: Compressing objects: 54% (39/71)^[K
remote: Compressing objects: 56% (40/71)^[K
remote: Compressing objects: 57% (41/71)^[K
remote: Compressing objects: 59% (42/71)^[K
remote: Compressing objects: 60% (43/71)^[K
remote: Compressing objects: 61% (44/71)^[K
remote: Compressing objects: 63% (45/71)^[K
remote: Compressing objects: 64% (46/71)^[K
remote: Compressing objects: 66% (47/71)^[K
remote: Compressing objects: 67% (48/71)^[K
remote: Compressing objects: 69% (49/71)^[K
remote: Compressing objects: 70% (50/71)^[K
remote: Compressing objects: 71% (51/71)^[K
remote: Compressing objects: 73% (52/71)^[K
remote: Compressing objects: 74% (53/71)^[K
remote: Compressing objects: 76% (54/71)^[K
remote: Compressing objects: 77% (55/71)^[K
remote: Compressing objects: 78% (56/71)^[K
remote: Compressing objects: 80% (57/71)^[K
remote: Compressing objects: 81% (58/71)^[K

```

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```

remote: Compressing objects: 83% (59/71) ^[[K
remote: Compressing objects: 84% (60/71) ^[[K
remote: Compressing objects: 85% (61/71) ^[[K
remote: Compressing objects: 87% (62/71) ^[[K
remote: Compressing objects: 88% (63/71) ^[[K
remote: Compressing objects: 90% (64/71) ^[[K
remote: Compressing objects: 91% (65/71) ^[[K
remote: Compressing objects: 92% (66/71) ^[[K
remote: Compressing objects: 94% (67/71) ^[[K
remote: Compressing objects: 95% (68/71) ^[[K
remote: Compressing objects: 97% (69/71) ^[[K
remote: Compressing objects: 98% (70/71) ^[[K
remote: Compressing objects: 100% (71/71) ^[[K
remote: Compressing objects: 100% (71/71), done. ^[[K
Receiving objects: 1% (1/97)
Receiving objects: 2% (2/97)
remote: Total 97 (delta 29), reused 81 (delta 20), pack-reused 0
Receiving objects: 3% (3/97)
Receiving objects: 4% (4/97)
Receiving objects: 5% (5/97)
Receiving objects: 6% (6/97)
Receiving objects: 7% (7/97)
Receiving objects: 8% (8/97)
Receiving objects: 9% (9/97)
Receiving objects: 10% (10/97)
Receiving objects: 11% (11/97)
Receiving objects: 12% (12/97)
Receiving objects: 13% (13/97)
Receiving objects: 14% (14/97)
Receiving objects: 15% (15/97)
Receiving objects: 16% (16/97)
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Receiving objects: 38% (37/97)
Receiving objects: 39% (38/97)
Receiving objects: 40% (39/97)
Receiving objects: 41% (40/97)
Receiving objects: 42% (41/97)
Receiving objects: 43% (42/97)
Receiving objects: 44% (43/97)
Receiving objects: 45% (44/97)

```

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```

Receiving objects: 46% (45/97)
Receiving objects: 47% (46/97)
Receiving objects: 48% (47/97)
Receiving objects: 49% (48/97)
Receiving objects: 50% (49/97)
Receiving objects: 51% (50/97)
Receiving objects: 52% (51/97)
Receiving objects: 53% (52/97)
Receiving objects: 54% (53/97)
Receiving objects: 55% (54/97)
Receiving objects: 56% (55/97)
Receiving objects: 57% (56/97)
Receiving objects: 58% (57/97)
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Receiving objects: 62% (61/97)
Receiving objects: 63% (62/97)
Receiving objects: 64% (63/97)
Receiving objects: 65% (64/97)
Receiving objects: 67% (65/97)
Receiving objects: 68% (66/97)
Receiving objects: 69% (67/97)
Receiving objects: 70% (68/97)
Receiving objects: 71% (69/97)
Receiving objects: 72% (70/97)
Receiving objects: 73% (71/97)
Receiving objects: 74% (72/97)
Receiving objects: 75% (73/97)
Receiving objects: 76% (74/97)
Receiving objects: 77% (75/97)
Receiving objects: 78% (76/97)
Receiving objects: 79% (77/97)
Receiving objects: 80% (78/97)
Receiving objects: 81% (79/97)
Receiving objects: 82% (80/97)
Receiving objects: 83% (81/97)
Receiving objects: 84% (82/97)
Receiving objects: 85% (83/97)
Receiving objects: 86% (84/97)
Receiving objects: 87% (85/97)
Receiving objects: 88% (86/97)
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Receiving objects: 91% (89/97)
Receiving objects: 92% (90/97)
Receiving objects: 93% (91/97)
Receiving objects: 94% (92/97)
Receiving objects: 95% (93/97)
Receiving objects: 96% (94/97)
Receiving objects: 97% (95/97)
Receiving objects: 98% (96/97)
Receiving objects: 100% (97/97)
Receiving objects: 100% (97/97), 62.37 KiB | 3.67 MiB/s, done.
Resolving deltas: 0% (0/29)
Resolving deltas: 3% (1/29)
Resolving deltas: 6% (2/29)
Resolving deltas: 10% (3/29)
Resolving deltas: 13% (4/29)

```

Script done on 2020-04-22 22:00:12-0700



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**Makefile**

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```
# This is a very simple makefile
#

CC = gcc
CFLAGS = -g -Wall
FILES = ush.o expand.o builtin.o

ush: $(FILES)
        $(CC) $(CFLAGS) -o ush $(FILES)

$(FILES): defn.h

clean:
        rm -f $(FILES) ush
```

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**defn.h**

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```
/* Prototypes */  
  
void processline(char *line);  
char **arg_parse(char *line, int *argcptr);  
int expand(char *orig, char *new, int newsize);  
int shellcommand(char **args, int argc);
```

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ush.c

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```

/* CS 347 -- Micro Shell!
 *
 *   Sept 21, 2000,   Phil Nelson
 *   Modified April 8, 2001
 *   Modified January 6, 2003
 *   Modified January 8, 2017
 *
 *   Modified for assignment 1 by Harry Saliba
 *
 */

#include <stdio.h>
#include <string.h>
#include <unistd.h>
#include <errno.h>
#include <stdlib.h>
#include <sys/types.h>
#include <sys/wait.h>
#include "defn.h"

/* Constants */

#define LINELEN 1024

/* Shell main */

int main(void)
{
    char buffer[LINELEN];
    int len;

    while (1)
    {
        /* prompt and get line */
        fprintf(stderr, "%% ");
        if (fgets(buffer, LINELEN, stdin) != buffer)
            break;

        /* Get rid of \n at end of buffer. */
        len = strlen(buffer);
        if (buffer[len - 1] == '\n')
            buffer[len - 1] = 0;

        /* Run it ... */
        processline(buffer);
    }

    if (!feof(stdin))
        perror("read");

    return 0; /* Also known as exit (0); */
}

void processline(char *line)
{
    pid_t cpid;
    int status;

```

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ush.c

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```

/* expand enviroment variables */
char *processedLine = (char *)malloc(sizeof(char) * LINELEN);
if (expand(line, processedLine, LINELEN) < 0)
{
    return;
}

/* process the args */
int argc = 0;
char **argv = arg_parse(processedLine, &argc);
if (argc == 0)
{
    return;
}

/* check for built-ins */
if (shellcommand(argv, argc) == 0)
{
    return;
}

/* Start a new process to do the job. */
cpid = fork();
if (cpid < 0)
{
    /* Fork wasn't successful */
    perror("fork");
    return;
}

/* Check for who we are! */
if (cpid == 0)
{
    /* We are the child! */
    execvp(argv[0], argv);
    /* execlp returned, wasn't successful */
    perror("exec");
    fclose(stdin); // avoid a linux stdio bug
    exit(127);
}

/* Have the parent wait for child to complete */
if (wait(&status) < 0)
{
    /* Wait wasn't successful */
    perror("wait");
}
}

/*Parse Arguments
 * Processes a string containing an executable command into an array of argument
s.
 *
 * @TODO: process command line arguments that have double qoutes.
 */
char **arg_parse(char *line, int *argcptr)
{
    /* count argv */
    int count = 0;

```

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ush.c

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```

char *pos = line;
while (*pos != '\0')
{
    if (*pos == ' ')
    {
        pos++;
    }
    else
    {
        count++;
        while (*pos != '\0' && *pos != ' ')
        {
            if (*pos == '"')
            {
                pos++;
                while (*pos != '"')
                {
                    if (*pos == '\0')
                    {
                        printf("Wrong number of double quotes.\n");
                        return NULL;
                    }
                    pos++;
                }
                pos++;
            }
            else
            {
                pos++;
            }
        }
    }
}
*argcptr = count;

/* malloc size + 1 */
char **argv = (char **)malloc(sizeof(char *) * (count + 1));
argv[count] = NULL;

/* assign pointers and add EOS chars */
count = 0;
pos = line;
while (*pos != '\0')
{
    if (*pos == ' ')
    {
        pos++;
    }
    else
    {
        argv[count] = pos;
        count++;
        while (*pos != '\0' && *pos != ' ')
        {
            if (*pos == '"')
            {
                pos++;
                while (*pos != '"')
                {

```

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ush.c

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```
        pos++;
    }
    pos++;
}
else
{
    pos++;
}
}
if (*pos != '\0')
{
    *pos = '\0';
    pos++;
}
}
}

/*remove quotes */
count--;
char *nq;
while (count >= 0)
{
    pos = argv[count];
    nq = argv[count];
    while (*nq != '\0' && *pos != '\0')
    {
        while (*nq == '"')
        {
            nq++;
        }
        *pos = *nq;
        pos++;
        nq++;
    }
    *pos = '\0';
    count--;
}

return argv;
}
```

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expand.c

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```

#include <stdio.h>
#include <stdlib.h>
#include <sys/types.h>
#include <unistd.h>

int expand(char *orig, char *new, int newsize)
{
    /* make sure the last character of the output string is \0 */
    new[newsize] = '\0';

    /* process */
    int dst = 0;
    int src = 0;
    // Loop until EOS or overflow
    while (orig[src] != '\0' && dst < newsize)
    {
        // if start of expand
        if (orig[src] == '$')
        {
            src++;
            // if env var
            if (orig[src] == '{')
            {
                src++;
                // remember the start of the name
                char *varName = &orig[src];
                // loop until ending brace
                while (orig[src] != '}')
                {
                    // be sure not EOS, if EOS then error no ending brace
                    if (orig[src] == '\0')
                    {
                        //err
                        fprintf(stderr, "a missing } error\n");
                        return -1;
                    }
                    src++;
                }
                orig[src] = '\0';
                src++;
                // Attempt to get variable
                char *var = getenv(varName);
                if (var)
                {
                    // Copy in variable
                    while (*var != '\0' && dst < newsize)
                    {
                        new[dst] = *var;
                        dst++;
                        var++;
                    }
                }
            }
            // Expand PID
            else if (orig[src] == '$')
            {
                src++;
                int size = snprintf(&new[dst], newsize - dst, "%d", getpid());
                dst += size;
            }
        }
    }
}

```

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expand.c

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```
    }  
    else  
    {  
        src--;  
    }  
  
    // Add any other expansion rules here  
}  
// copy  
new[dst] = orig[src];  
src++;  
dst++;  
}  
  
if (dst >= newsize)  
{  
    fprintf(stderr, "an expansion overflow error\n");  
    return -1;  
}  
// puts(new);  
return 0;  
}
```



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builtin.c

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```
#include <stdlib.h>
#include <stdio.h>
#include <string.h>
#include <unistd.h>

int shellcommand(char **args, int argc)
{
    if (strcmp(args[0], "exit") == 0)
    {
        if (argc == 1)
        {
            exit(0);
        }
        else if (argc > 1)
        {
            exit(atoi(args[1]));
        }
        return 0;
    }
    else if (strcmp(args[0], "envset") == 0)
    {
        if (argc != 3)
        {
            perror("Usage: envset NAME value");
            return 0;
        }
        setenv(args[1], args[2], 1);
        return 0;
    }
    else if (strcmp(args[0], "envunset") == 0)
    {
        if (argc != 2)
        {
            perror("Usage: envunset NAME");
            return 0;
        }
        unsetenv(args[1]);
        return 0;
    }
    else if (strcmp(args[0], "cd") == 0)
    {
        if (argc == 2)
        {
            chdir(args[1]);
        }
        else if (argc == 1)
        {
            char *home = getenv("HOME");
            if (!home) {
                fprintf(stderr, "cd errors: HOME unset\n");
            }
            else
            {
                chdir(home);
            }
        }
        else
        {
            fprintf(stderr, "cd errors: Usage: cd [directory]\n");
        }
    }
}
```

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**builtin.c**

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```
    return 0;
}
return 0;
}
return -1;
}
```