

**Sistemas Operativos**

**Mendez-Simó**

**Lab Shell**

**Entrega 1era Parte**

**20/04**

**Hernán Tain**

## **exec.c**

```
void exec_cmd(struct cmd* cmd) {

    struct execcmd* c;
    switch (cmd->type) {

        case EXEC:
            c = (struct execcmd*) cmd;
            if((execvp(c->argv[0], c->argv)) < 0)
                _exit(-1);
            break;

        case BACK: {
            // runs a command in background
            //
            // Your code here
            printf("Background process are not yet implemented\n");
            _exit(-1);
            break;
        }

        case REDIR: {
            // changes the input/output/stderr flow
            //
            // Your code here
            printf("Redirections are not yet implemented\n");
            _exit(-1);
            break;
        }

        case PIPE: {
            // pipes two commands
            //
            // Your code here
            printf("Pipes are not yet implemented\n");

            // free the memory allocated
            // for the pipe tree structure
            free_command(parsed_pipe);

            break;
        }
    }
}
```

## **parsing.c**

```
static char* expand_envIRON_var(char* arg) {  
    if (arg[0] == '$')  
        return strcpy(arg, getenv(arg+1));  
  
    return arg;  
}
```