



As we can see here, the output of fork4.c program should contain **1** line of child 0, **2** lines of child 1, **4** lines of child 2 and **8** lines of child 3. The order in which these lines are printed is based on the scheduling algorithm the OS is using. But theoretically, whenever a `fork()` is called, the parent and the created child execute concurrently.

(b) The program has been modified as follows:

```
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <sys/wait.h>

void main(int argc, void *argv) {
    for(int i=0; i<4; i++) {
        int ret = fork();
        if(ret == 0) {
            int pid = getpid();
            int ppid = getppid();
            printf("child: i = %d, PID = %d, PPID = %d\n", i, pid, ppid);
        }
        else {
            int res = wait(NULL);
            printf("reaped: PID = %d\n", res);
        }
    }
}
```

This is nothing but the parent waits for the child to finish its process. So as expected, rge children will be reaped in a depth-first order, i.e., the most recently created child will be reaped first. Here is the output of the modified program above:

```
child: i = 0, PID = 27581, PPID = 27580
child: i = 1, PID = 27582, PPID = 27581
child: i = 2, PID = 27583, PPID = 27582
child: i = 3, PID = 27584, PPID = 27583
reaped: PID = 27584
reaped: PID = 27583
child: i = 3, PID = 27585, PPID = 27582
reaped: PID = 27585
reaped: PID = 27582
child: i = 2, PID = 27586, PPID = 27581
child: i = 3, PID = 27587, PPID = 27586
reaped: PID = 27587
reaped: PID = 27586
child: i = 3, PID = 27588, PPID = 27581
reaped: PID = 27588
reaped: PID = 27581
child: i = 1, PID = 27589, PPID = 27580
child: i = 2, PID = 27590, PPID = 27589
child: i = 3, PID = 27591, PPID = 27590
reaped: PID = 27591
reaped: PID = 27590
child: i = 3, PID = 27592, PPID = 27589
reaped: PID = 27592
reaped: PID = 27589
child: i = 2, PID = 27593, PPID = 27580
child: i = 3, PID = 27594, PPID = 27593
reaped: PID = 27594
reaped: PID = 27593
child: i = 3, PID = 27595, PPID = 27580
reaped: PID = 27595
```

## Part B: A Simple Shell