

## Lab 5

This lab is to be done **SOLO** (as were all previous labs, but just in case some are looking for excuses!)

### Goals

- Get acquainted with command interpreters ("shell") by implementing a simple command interpreter.
- Understand how Unix/Linux `fork()` and `exec()` work.
- Introduction to Linux signals.
- Learn how to read the manual (`man`).

#### Note

Labs 5 is independent of Lab 4.

You are indeed expected to link your code with `stdlib`, and use the C standard library wrapper functions which invoke the system calls.

Nevertheless, you will be extending your code from lab 5 - task1 in lab 6, so try make your code readable and modular.

### Motivation

Perhaps the most important system program is the **command interpreter**, that is, the program that gets user commands and executes them. The command interpreter is thus the major interface between the user and the operating system services. There are two main types of command interpreters:

- Command-line interpreters, which receive user commands in text form and execute them (also called **shell** in UNIX-like systems).
- Menu-based interpreters, where the user selects commands from a menu. At the most basic level, menus are text driven. At the most extreme end, everything is wrapped in a nifty graphical display (e.g. Windows or KDE command interpreters).

### Lab Goals

In this sequence of labs, you will be implementing a simple shell (command-line interpreter). Like traditional UNIX shells, your shell program will **also** be a **user level** process (just like all your programs to-date), that will rely heavily on the operating system's services. Your shell should do the following:

- Receive commands from the user.
- Interpret the commands, and use the operating system to help starting up programs and processes requested by the user.
- Manage process execution (e.g. run processes in the background, suspend them, etc.), using the operating system's services.

The complicated tasks of actually starting up the processes, mapping their memory, files, etc. are strictly a responsibility of the operating system, and as such you will study these issues in the Operating Systems course. Your responsibility, therefore, is limited to telling the operating system which processes to run, how to run these processes (run in the background/foreground) etc.

Starting and maintaining a process involves many technicalities, and like any other command interpreter we will get assistance from system calls, such as `execv`, `fork`, `waitpid` (see **man** on how to use these system calls).

### Lab 5 tasks

First, download [LineParser.c](#) and [LineParser.h](#). These files contain some useful parsing and string management functions that will simplify your code substantially. Make sure you appropriately refer to `LineParser.c` in your makefile. You can find a detailed explanation [here](#).

Through out the lab pay close attention to the difference between **processes**(things that you run with `execvp()` after `fork()`) and **command lines**. Think when do you need a new process and when to use the process of the shell. Running things in a different process preserves inter-activeness with the shell. However, not all things can be run in a new process.

### Task 0a

Here you are required to write a basic shell program **myshell**. Keep in mind that you are expected to extend this basic shell during the next tasks. In your code write an infinite loop and carry out the following:

1. Display a prompt - the current working directory (see `man getcwd`). The path name is not expected to exceed **PATH\_MAX** (it's defined in **linux/limits.h**, so you'll need to include it).
2. Read a line from the "user", i.e. from `stdin` (no more than 2048 bytes). It is advisable to use **fgets** (see `man`).
3. Parse the input using **parseCmdLines()** (`LineParser.h`). The result is a structure **cmdLine** that contains all necessary parsed data.
4. Write a function **execute(cmdLine \*pCmdLine)** that receives a parsed line and invokes the program specified in the `cmdLine` using the proper system call (see `man execv`).
5. Use **perror** (see `man`) to display an error if the `execv` fails, and then exit "abnormally".
6. Release the `cmdLine` resources when finished.
7. End the infinite loop of the shell if the command "quit" is entered in the shell, and exit the shell "normally".

Once you execute your program, you'll notice a few things:

- Although you loop infinitely, the execution ends after `execv`. Why is that?
- You must place the full path of an executable file in-order to run properly. For instance: "ls" won't work, whereas "/bin/ls" runs properly. (Why?)

**Now replace `execv` with `execvp` (see `man`) and try again .**

- Wildcards, as in "ls \*", are not working. (Again, why?)

In addition to the reading material, please make sure you read up on and understand the system calls: `fork(2)`, `exec(2)` and its variants, `signal(2)`, and `waitpid(2)`, before attending the "official" lab session.

## Task 0b

Add a signal handler to the [looper.c](#) that prints the signal with a message saying it was received, and propagates the signal to the default signal handler. This is what really makes the process sleep/continue. The signals you need to address are: `SIGTSTP`, `SIGINT`, `SIGCONT`.

- Use `strsignal` (see: `man strsignal`) to get the signal name.
- See `signal(2)` you will need it to set your handler to handle these signals.
- Use `signal(signum, SIG_DFL)` to make the default handler handle the signal.
- Use `raise()` to send the signal again, so that the default signal handler can handle it.
- After handling `SIGCONT`, make sure you reinstate the custom handler for `SIGTSTP`
- After handling `SIGTSTP`, make sure you reinstate the custom handler for `SIGCONT`

## Task 1

In this task, you will make your shell work like a real command interpreter (tasks 1a and 1b), and then add various features.

When executed with the "-d" flag, your shell will also print the debug output to `stderr` (if "-d" is not given, you should not print anything to `stderr`).

### Task 1a

Building up on your code from task 0, we would like our shell to remain active after invoking another program. The **fork** system call (see `man`) is the key: it 'duplicates' our process, creating an almost identical copy (**child**) of the issuing (**parent**) process. For the parent process, the call returns the process ID of the newly-born child, whereas for the child process - the value 0 is returned.

**You will need to print to `stderr` the following debug information in your task:**

- PID
- Executing command

Notes:

- Use `fork` to maintain the shell's activeness by forking before **execvp**, while handling the return code appropriately. (Although if `fork()` fails you are in real trouble!).
- If `execvp` fails, use **\_exit()** (see `man`) to terminate the process. (Why?)

### Task 1b

Until now we've executed commands without waiting for the process to terminate. You will now use the **waitpid** call (see man), in order to implement the wait. Pay attention to the **blocking** field in `cmdLine`. It is set to 0 if a "&" symbol is added at the end of the line, 1 otherwise.

Invoke `waitpid` when you're required, and only when you're required. For example: "cat myshell.c &" will not wait for the cat process to end (cat in this case runs in the **background**), but "cat myshell.c" will (cat runs in the **foreground**).

### Task 1c

Add a shell feature "cd" that allows the user to change the current working directory. Essentially, you need to emulate the "cd" internal shell command. Use **chdir** for that purpose (see man). **Print appropriate error message to stderr if the cd operation fails.**

You will need to propagate the error messages of `chdir` to `stderr`.

Now that you finished task1, save it aside. You will need it for Lab 6.

### Task 2 - Process Manager

Every program you run using the shell runs as a process. You can get a list of the running processes using the `ps` program (see: `man 1 ps` and `man 2 ps`).

In this task we are going to implement an internal shell "process manager" to manage the process we run in our shell (everything you fork). The process manager will provide 4 operations:

- `procs` - prints current processes including sleeping, running, and "freshly" terminated processes.
- `wake <process id>` - wakes up a sleeping process.
- `suspend <process id>` - suspends a running process.
- `kill <process id>` - terminates a running/sleeping process.

Another useful command that is a bit similar to `procs`, but offers different functionality is the `history` command. The shell saves the history of shell command lines. The shell's history also allows you to run a command from the history by typing its number, instead of typing the whole command again. It can be useful for example when you need to run `valgrind`, but you don't remember all the flags. You can run: `history|grep valgrind` and it will print all the commands in the history that have the word `valgrind` in them.

### Task 2a - Process List

In this task will create and print a list of all processes that have been forked by your shell.

#### Representation

Create a linked list to store running/suspended processes. Each node in the list is a struct `process`:

```
typedef struct process{
    cmdLine* cmd;           /* the parsed command line*/
    pid_t pid;              /* the process id that is running the command*/
    int status;             /* status of the process: RUNNING/SUSPENDED/TERMINATED */
    struct process *next;   /* next process in chain */
} process;
```

The field `status` can have one of the following values:

```
#define TERMINATED -1
#define RUNNING 1
#define SUSPENDED 0
```

#### Implementation

Implement the following functions that create and print the process list:

- `void addProcess(process** process_list, cmdLine* cmd, pid);` : Receive a process list (`process_list`), a command (`cmd`), and the process id (`pid`) of the process running the command.
- `void printProcessList(process** process_list);` : print the processes.
- Add support for the command `procs` to the shell which prints processes using `printProcessList()` in the following format:  
`<index in process list> <process id> <process status> <the command together with its arguments>`

Example:

```
#> sleep 3 # foreground, takes 3 seconds until we get prompt back
#> procs
PID          Command    STATUS
14952        sleep       Terminated
#>
#> sleep 5& # background, we get prompt back immediately
#> procs
PID          Command    STATUS
14962        sleep       Running
#> # Wait for the process to finish
#>
#> procs
PID          Command    STATUS
14962        sleep       Terminated
```

### Task 2b - Updating the Process List

Implement the following to add some functionality to your process list:

- `void freeProcessList(process* process_list);` : free all memory allocated for the process list.
- `void updateProcessList(process **process_list);` : go over the process list, and for each process check if it is done, you can use `waitpid` with the option `WNOHANG`. `WNOHANG` does not block the calling process, the process returns from the call to `waitpid` immediately. If no process with the given process id exists, then `waitpid` returns -1.  
**In order to learn if a process was stopped (SIGTSTP), resumed (SIGCONT) or terminated (SIGINT), It's highly essential you read and understand how to use waitpid(2) before implementing this function**
- `void updateProcessStatus(process* process_list, int pid, int status)` : find the process with the given id in the `process_list` and change its status to the received status.
- `update void printProcessList(process** process_list);`
  - Run `updateProcessList()` at the beginning of the function.
  - If a process was "freshly" terminated, delete it after printing it.

### Task 2c - Manipulating the Processes

In this task you will manipulate processes, using one of the following commands:

- `suspend <process id>` - suspends a running process. Send `SIGTSTP` to the respective process. This is similar to typing `CTRL-Z` in the shell when running the process.
- `kill <process id>` - terminates a running/sleeping process. Send `SIGINT` to the respective process. This is similar to typing `CTRL-C` in the shell when running a process.
- `wake <process id>` - wakes up a sleeping process. Send `SIGCONT` to the respective process. This is similar to typing `fg` in a standard shell, right after typing `CTRL-Z`.

Use `kill()`, see `man 2 kill`, to send the relevant signal to the given process id. Check if `kill()` succeeded and print an appropriate message. Remember to update the status of the process in the `process_list`.

Test your shell using your `looper` code from `task0b` in the following scenario:

```
#> ./looper&
#> ./looper&
#> ./looper&
#> procs
PID          Command    STATUS
18170        ./looper    Running
18171        ./looper    Running
18174        ./looper    Running
#> kill 18170
#> Looper handling SIGINT          # Message from the child process

#> suspend 18174
#> Looper handling SIGTSTP         # Message from the child process
```

```
procs
PID      Command    STATUS
18170    ./looper    Terminated
18171    ./looper    Running
18174    ./looper    Suspended
#> wake 18174
#> Looper handling SIGCONT      # Message from the child process

#> wake 18171  # What will happen to the process? (it is already running)
#> Looper handling SIGCONT      # Message from the child process
procs
PID      Command    STATUS
18171    ./looper    Running
18174    ./looper    Running
```

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## Deliverables:

Tasks1 and 2a must be completed during the regular lab. Tasks 2b and 2c may be done in a completion lab, but only if you run out of time during the regular lab. The deliverables must be submitted until the end of the lab session.

You must submit source files for task 1, and task 2 and makefiles that compile it. The source files must be named task1.c, task2.c, makefile1 (for task1), and makefile2 (for task2)

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## Submission instructions

- Create a zip file with the relevant files (only).
- Upload zip file to the submission system.
- Download the zip file from the submission system and extract its content to an empty folder.
- Compile and test the code to make sure that it still works.