/\* shell.h : function prototypes for all functions in shell exercise \*/

#define FALSE 0

#define TRUE (!FALSE)

char \*\* parse(char \*); /\* tokenise a string \*/

void free\_argv(char \*\*); /\* free argv array. \*/

void run\_command(char \*\*); /\* do the fork, exec stuff \*/

int is\_background(char \*\*); /\* check for & at end \*/

int is\_builtin(char \*); /\* check for in-built keywords \*/

int do\_builtin(char \*\*); /\* and then do them \*/

int redirect\_out(char \*\*);

int redirect\_in(char \*\*);

int pipe\_present(char \*\*);

void pipe\_and\_exec(char \*\*);

void set\_timer(void);

void stop\_timer(void);