

CS 365 Operating Systems & Networking
Assignment #6
Creating Processes in Unix

INSTRUCTIONS

In this challenge you will practice creating processes using the fork system call and coordinating the parent and child execution.

For exercises 1 - 7, pay careful attention to the output of the code and take the time to understand what happens. I highly recommend verifying your understanding by writing, compiling, and executing the code in your environment.

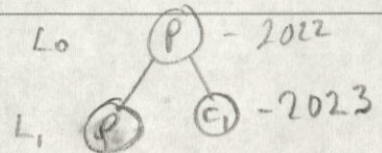
For exercises 8 and 9, write the code and capture your output.

SUBMISSION INSTRUCTIONS

Create a Word document or PDF with your answers and submit to Canvas by the date/time specified.

1. Explain what happens in the following code snippet.

```
1. //fork1.c
2. #include <stdio.h>
3. #include <unistd.h>
4. #include <sys/types.h>
5.
6. int main()
7. {
8.     int id, ret;
9.
10.    ret = fork();
11.    id = getpid();
12.
13.    printf("\n My identifier is ID = [%d]\n", id);
14.
15.    while (1) ;
16.
17.    return 0;
18. }
19.
```



```
*****
Compile:                gcc -o xfork1 fork1.c
Run in background:      ./xfork1 &
List Processes:         ps -f
Kill the processes:     kill -9 process_id1
                       kill -9 process_id2
*****
```

Output (trace the code to understand the output):

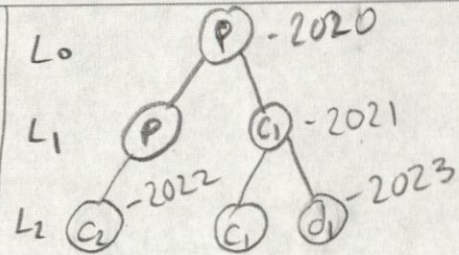
could be swapped

Output

my id is 2022
my id is 2023

2. Explain what happens in the following code snippet.

```
1. // fork2.c
2. #include <stdio.h>
3. #include <unistd.h>
4. #include <sys/types.h>
5.
6. int main()
7. {
8.     int id, ret;
9.
10.    ret = fork();
11.    ret = fork();
12.    id = getpid();
13.
14.    printf("\n My identifier is ID = [%d]\n", id);
15.
16.    while(1) ;
17.
18.    return 0;
19. }
```



```
*****
Compile:                gcc -o xfork2 fork2.c
Run in background:      ./xfork2 &
List Processes:         ps -f
Kill your processes as before
*****
```

Output (trace the code and draw the tree of processes to understand the output):

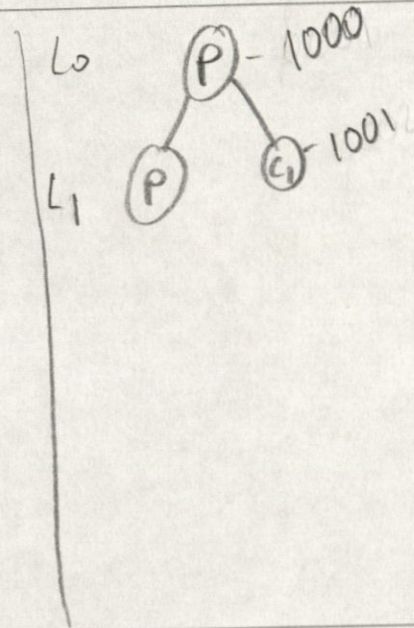
Output

my ID is 2020
my ID is 2021
my ID is 2022
my ID is 2023

Could be any order

3. Explain what happens in the following code snippet.

```
1. // fork3.c
2. #include <stdio.h>
3. #include <unistd.h>
4. #include <sys/types.h>
5.
6. void fork3()
7. {
8.     int ret;
9.
10.    ret = fork();
11.
12.    if (ret == 0)
13.        printf("\n [%d] Hello from child", getpid());
14.    else
15.        printf("\n [%d] Hello from parent", getpid());
16. }
17.
18. int main ()
19. {
20.    fork3();
21.    return 0;
22. }
23.
```



```
*****
Compile:          gcc -o xfork3 fork3.c
Run:              ./xfork3
*****
```

Output (trace the code and draw the tree of processes to understand the output):

Could be any order

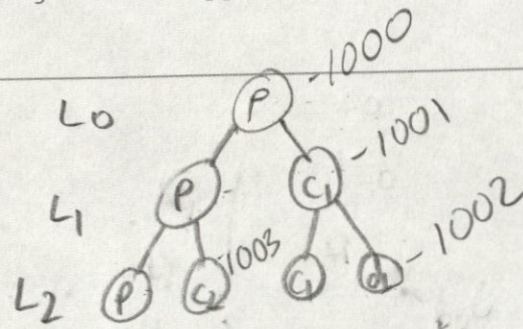
```
graph TD
    P1000((1000 Hello from parent)) --> P1001((1001 Hello from child))
    P1000 --> C1001((1001 Hello from child))
```


4. Explain what happens in the following code snippet.

```

1. // fork4.c
2. #include <stdio.h>
3. #include <unistd.h>
4. #include <sys/types.h>
5.
6. void fork4()
7. {
8.     printf("\n [%d] L0 \n", getpid());
9.     fork();
10.    printf("\n [%d] L1 \n", getpid());
11.    fork();
12.    printf("\n [%d] Bye \n", getpid());
13. }
14.
15. int main ()
16. {
17.     fork4();
18.     return 0;
19. }

```



```

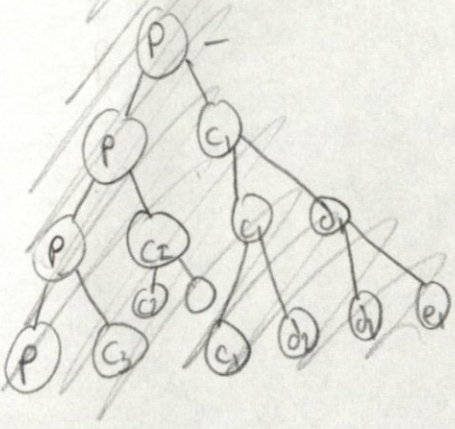
*****
Compile:          gcc -o xfork4 fork4.c
Run:              ./xfork4
*****

```

Output (trace the code and draw the tree of processes to understand the output):

ex)

~~ret = fork();~~
~~ret = fork();~~
~~ret = fork();~~



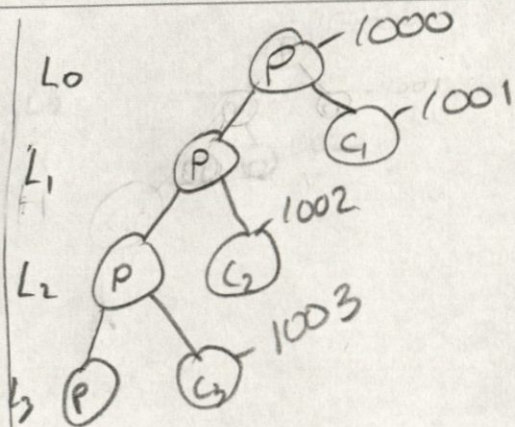
Output
 1000 L0 - Prints first
 1000 L1
 1000 Bye
 1001 L1
 1001 Bye
 1002 Bye
 1003 Bye
 } rest
 Could be any
 order

5. Explain what happens in the following code snippet.

```

1. // fork5.c
2. #include <stdio.h>
3. #include <unistd.h>
4. #include <sys/types.h>
5.
6. void fork5()
7. {
8.     printf("\n[%d] L0\n", getpid());
9.     if (fork() != 0) // if fails/parent
10.    {
11.        printf("\n[%d] L1\n", getpid());
12.        if (fork() != 0)
13.        {
14.            printf("\n[%d] L2\n", getpid());
15.            fork();
16.        }
17.    }
18.    printf("\n[%d] Bye\n", getpid());
19. }
20.
21. int main()
22. {
23.     fork5();
24.     return 0;
25. }
26.

```



ex)
of a fail
why would
it fail?

```

*****
Compile:          gcc -o xfork5 fork5.c
Run:              ./xfork5
*****

```

Output (trace the code and draw the tree of processes to understand the output):

output

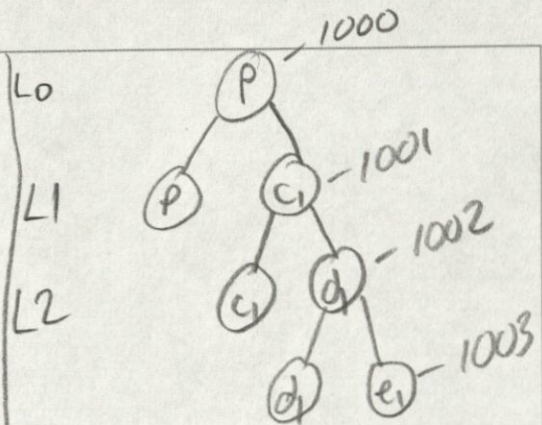
1000	L0	← Prints first rest prints any order?
1001	Bye	
1000	L1	
1002	Bye	
1000	L2	
1000	Bye	
1003	Bye	

6. Explain what happens in the following code snippet.

```

1. // fork6.c
2. #include <stdio.h>
3. #include <unistd.h>
4. #include <sys/types.h>
5.
6. void fork6()
7. {
8.     printf("\n[%d] L0 \n", getpid());
9.     if (fork() == 0)
10.    {
11.        printf("\n[%d] L1 \n", getpid());
12.        if (fork() == 0)
13.        {
14.            printf("\n[%d] L2 \n", getpid());
15.            fork();
16.        }
17.    }
18.    printf("\n[%d] Bye \n", getpid());
19. }
20.
21. int main()
22. {
23.     fork6();
24.     return 0;
25. }
26.

```



```

*****
Compile:          gcc -o xfork6 fork6.c
Run:              ./xfork6
*****

```

Output (trace the code and draw the tree of processes to understand the output):

Output

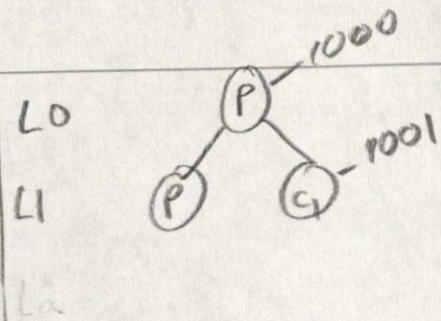
1000	L0	← prints first rest print Any order
1000	Bye	
1001	L1	
1001	Bye	
1002	L2	
1002	Bye	
1003	Bye	

7. Explain what happens in the following code snippet.

```

1. // fork7.c
2. #include <stdio.h>
3. #include <unistd.h>
4. #include <sys/types.h>
5. #include <sys/wait.h>
6.
7. void fork7()
8. {
9.     int ret;
10.    ret = fork();
11.
12.    if (ret == 0)
13.    {
14.        printf("\n [%d] Running Child \n", getpid());
15.        sleep(2);
16.        printf("\n [%d] Ending Child \n", getpid());
17.    }
18.    else
19.    {
20.        printf("\n [%d] Waiting Parent \n", getpid());
21.        wait(NULL);
22.        printf("\n [%d] Ending Parent \n", getpid());
23.    }
24. }
25.
26. int main()
27. {
28.     fork7();
29.     return 0;
30. }
31.

```



```

*****
Compile:      gcc -o xfork7 fork6.c
Run:          ./xfork7
*****

```

Output (trace the code and draw the tree of processes to understand the output):

Output

1001	Running Child	} Any order and possibly 1001 also
1000	Waiting Parent	
1001	Ending Child	
1000	Ending Parent	← might come after "1000 waiting parent" depends on how long sleep takes

← will be last
since it must wait for 1001 (child) to terminate.