The background of the slide is a grayscale image of a circuit board. It features a complex network of black lines representing traces, with several circular pads and vias. The layout is symmetrical and technical in appearance.

# COMP304 - Operating Systems Problem Session Project-1

# Project Expectations (Summary)

- Accept an input command
- If valid execute that command
- Following features should be supported by the **myshell**
  - Run the command in background (&) or foreground
  - Implement history feature
  - Implement three new commands **bookmark**, **muzik** and **codesearch**
  - Implement a command of your choice
  - Implement a kernel module that outputs the characteristics of a process
  - Implement that kernel module as a command **processInfo** in myshell

# Creating a process

- In Linux a process is created by calling `fork()`, this will duplicate the existing one.
- process that calls `fork()` is the **parent**, whereas the new process is the **child**.
- The parent resumes execution and the child starts execution at the **same place**, where the call returns.
- Finally, a program exits via the `exit()` system call. This function terminates the process and **freed all its resources**.
- A parent process can inquire about the status of a terminated child via the `waitpid()` system call, which enables a process to wait for the termination of a specific process.

# execv

- Replaces the current process image with a new process image
- `int execv(const char *path, char *const argv[])`
- Execv requires a **full path** to the executable and arguments as string
- You can tokenize the contents of **PATH** environment variable
- Check for the command in all directories included in the PATH
- You can use **access()**.

# Running in background(&)

- Fork a child process
- In the child
  - Execute the command
  - Exit the child process
- In the parent
  - if need to run in background do not wait
  - if foreground process wait for the child process to complete execution

# Linux crontab

The **crontab** is a list of commands that you want to run on a **regular schedule**, and also the name of the command used to manage that list.

Get the crontab:

```
sudo apt-get install gnome-schedule
```

# Using crontab

```
$ sudo crontab -e
```

```
$ 01 04 1 1 1 /usr/bin/somedirectory/somecommand
```

```
// run /usr/bin/somedirectory/somecommand at 4:01am on January 1st plus every  
Monday in January.
```

General format of the commands:

minute (0-59), hour (0-23, 0 = midnight), day (1-31), month (1-12), weekday (0-6, 0 = Sunday)

## \* Asterisk application

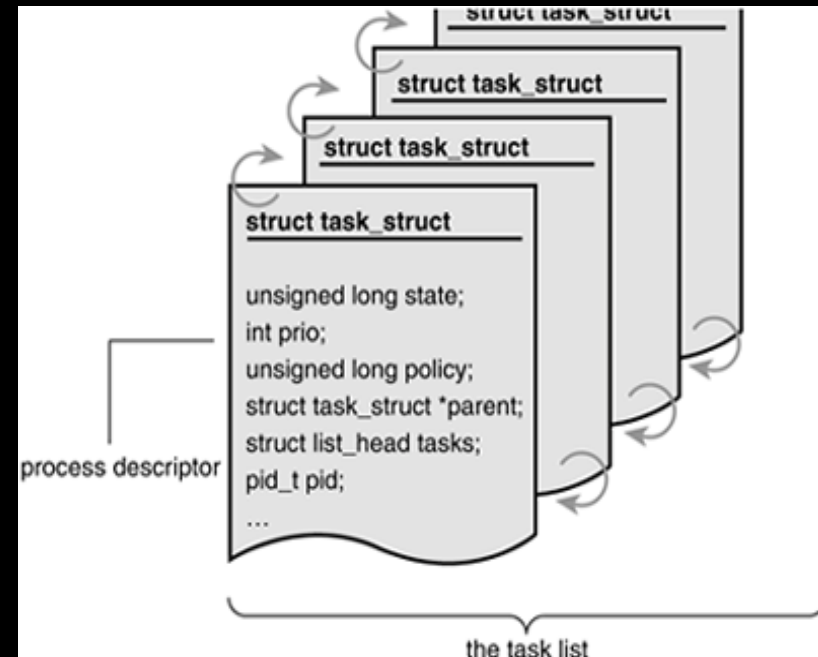
```
$01 04 * * * /usr/bin/somedirectory/somecommand
```

The above example will run `/usr/bin/somedirectory/somecommand` at 4:01am on every day of every month.



# Linux Task Structure

- The kernel stores the list of processes in a circular doubly linked list called the task list
- Each element in the task list is a **process descriptor** of the type **struct task\_struct**, which is defined in **<linux/sched.h>**.



# Linux task\_struct

- Each task\_struct has a pointer to the parent's task\_struct, named parent, and a list of children, named children.

```
struct task_struct parent;
```

```
struct list_head children;
```

- Process id:

```
pid_t pid;
```

- Executables name excluding path

```
char comm[TASK_COMM_LEN];
```

- Scheduling related information

```
int prio, static_prio;      unsigned int policy;
```

# for\_each\_process

```
struct task_struct *task;
```

```
for_each_process(task)
```

```
{
```

```
    /* this prints the name and PID of each task */
```

```
    printk("%s[%d]\n", task->comm, task->pid);
```

```
}
```

# list\_for\_each

```
struct list_head *p;
```

```
list_for_each(p, list) {
```

```
    /* p points to an entry in the list */
```

```
}
```

# list\_entry

*list\_entry(ptr,type,member)*: return a pointer to the structure "type" that contains "member" which is of type of "ptr"

*task1=list\_entry(list,struct task\_struct,children);*

The above call, returns the pointer to the structure "task\_struct" that contains the "children".

Once the pointer to task\_struct is known, we can print the process name and process id using

*task1->comm and task1->pid.*