

Program - 21

21 Write a program to create, writes to, and reads from a pipe. Also write a program to create a pipe from the parent to child and send data down the pipe.

Program: (pgm21.c)

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
#include <unistd.h>
```

```
#include <unistd.h>
```

```
#include <unistd.h>
```

```
using namespace std;
```

```
int main()
```

```
{
```

```
    int pfd[2];
```

```
    char buf[30];
```

```
    if (pipe(pfd) == -1)
```

```
{
```

```
        perror("pipe");
```

```
        exit(1);
```

```
}
```

```
    cout << "writing to file descriptor #" << pfd[1]  
    << endl;
```

```
    write(pfd[1], "test", 5);
```

```
    cout << "reading from file descriptor #" << pfd[0]  
    << endl;
```

```
    read(pfd[0], buf, 5);
```


15-000000

Output of the Program:- (pgm2.asm)

writing to file descriptor #4
 reading from file descriptor #3
 read : test

[test] test
 [test] test
 (0-255) (0-255) (0-255)
 (0-255) (0-255) (0-255)


```
cout << "read : " << buf << endl;  
return 0;  
}
```

Program to create a pipe from parent to child and send data down the pipe.

Program :- (pgm21a.c)

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

```
using namespace std;
```

```
int main()
```

```
{
```

```
    int n, p[1024];
```

```
    char buf[30];
```

```
    pid_t pid;
```

```
    if (pipe(p) == -1)
```

```
{
```

```
        perror("pipe");
```

```
        exit(1);
```

```
}
```

```
    if (Cpid = fork() == -1)
```

```
{
```

```
        perror("Fork Error");
```



```
return 0;  
}
```

```
if (pid > 0) //parent
```

```
    close (pfd[0]);  
    write (pfd[1], "hello\n", 7);  
}
```

```
if (pid == 0)
```

```
    close (pfd[1]);  
    n = read (pfd[0], buf, 7);  
    write (1, buf, n);  
}
```

```
return 0;  
}
```


Output of the program: (pgm02.cph)

hello hello hello hello hello hello hello

...

^C
signal handler: caught signal num is => 2

Program-22

22. Write a C/C++ program to catch, ignore and accept the signal, SIGINT.

1) Catch the signal

Program:- (qcm22.cpp)

#include <signal.h>

#include <iostream.h>

#include <unistd.h>

#include <stdlib.h>

#include <iostream>

using namespace std;

void handler(int signo)

{

cout << "\n signal handler: caught signal number
=> "

<< signo << endl;

exit(0);

}

int main()

{

signal(SIGINT, handler);

while (1)

cout << "hello \n";

}

Output of the program: (hgm200.cpp)

hello hello hello hello hello hello hello

```
! b a x o g i , b a t a s k e p p a r t i t i o n s k r e e n s s  
:  
ac
```

```
! b a t a s k e p p a r t i t i o n s k r e e n s s  
:  
ac
```

Output of the program: (hgm200.cpp)

hello hello hello hello hello hello hello

```
! b a t a s k e p p a r t i t i o n s k r e e n s s  
:  
ac
```

```
! b a t a s k e p p a r t i t i o n s k r e e n s s  
:  
ac
```

```
! b a t a s k e p p a r t i t i o n s k r e e n s s  
:  
ac
```


ii) Taking default action

```
Program:- (hgmdd.o.cpp)
#include <signal.h>
#include <unistd.h>
#include <iostream>
```

```
int main()
{
    signal(SIGINT, SIG_DFL);
    while(1)
        cout << "hello |t";
}
```

iii) Ignore the signal

```
Program:- (hgmdd.o.cpp)
#include <signal.h>
#include <iostream>
#include <unistd.h>
```

```
int main()
{
    signal(SIGINT, SIG_IGN);
    while(1)
        cout << "hello |t";
}
```


