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**19BCE2074**

**CSE2005 – Operating Systems Lab**

**Assessment 1**

**a)Shell Programming**

*Handling Command Line Arguments*

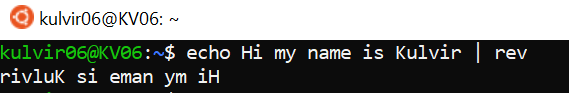
*String Reversal*

Code:

# string reversal

echo Hi my name is Kulvir | rev

Output:



*If-Else, Nested If-Else, Switch Cases*

Code:

#if else

a=6

b=77

if [ $a == $b ]

then

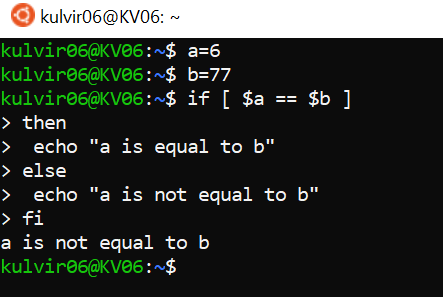
echo "a is equal to b"

else

echo "a is not equal to b"

fi

Output:



Code:

#if else nested

x=40

y=20

z=30

if [ $x > $y ]

then

if [ $x > $z ]

then

echo "x is the greatest"

else

echo "z is the greatest"

fi

else

if [ $y > $z ]

then

echo "y is the greatest"

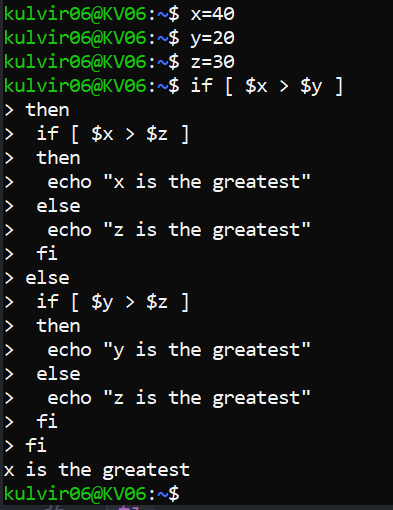
else

echo "z is the greatest"

fi

fi

Output:



Code:

#switch case

bikes="avenger"

case "$bikes" in

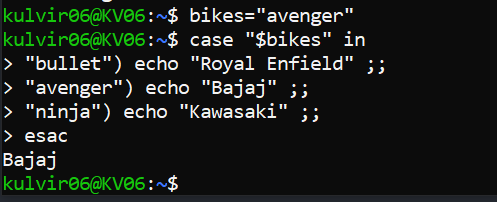
"bullet") echo "Royal Enfield" ;;

"avenger") echo "Bajaj" ;;

"ninja") echo "Kawasaki" ;;

esac

Output:



**b)Parent child process creation using fork() and exec() system call**

*Checking the process identifier*

Code:

#include<stdio.h>

#include<stdlib.h>

#include<unistd.h>

int main() {

printf("\n\n\*\*\*\*OUTPUT\*\*\*\*\n\n");

int pid, pid1, pid2;

pid = fork();

if( pid==0 ) {

sleep(3);

printf("child[1] --> process id = %d and parent process id = %d\n", getpid(), getppid());

}

else {

pid1 = fork();

if( pid1==0 ){

sleep(2);

printf("child[2] --> process id = %d and parent process id = %d\n", getpid(), getppid());

}

else {

pid2 = fork();

if( pid2==0 )

printf("child[3] --> process id = %d and parent process id = %d\n", getpid(), getppid());

else {

sleep(5);

printf("parent --> process id = %d\n", getpid());

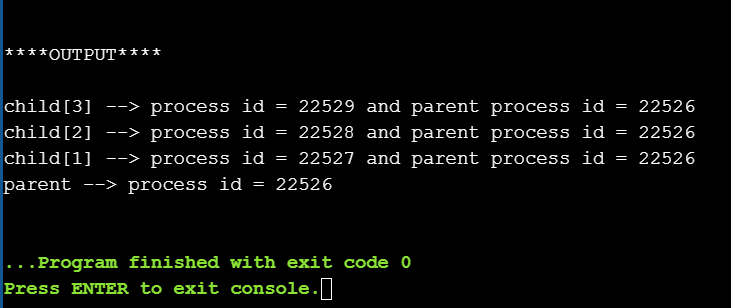
}

}

}

}

Output:



*Assigning new task to the child*

Code:

#include<stdio.h>

#include<sys/types.h>

void ChildProcess();

void ParentProcess();

int main() {

printf("\n\n\*\*\*\*OUTPUT\*\*\*\*\n\n");

pid\_t pid;

pid = fork();

if( pid==0 ) { ChildProcess(); }

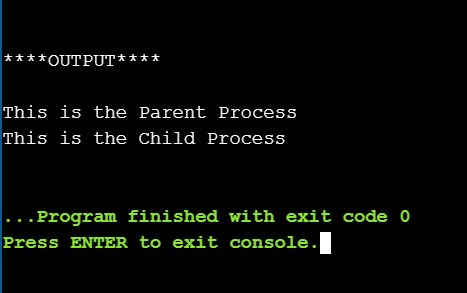
else { ParentProcess(); }

}

void ChildProcess() { printf("This is the Child Process\n"); }

void ParentProcess() { printf("This is the Parent Process\n"); }

Output:



*Providing the pathname and program name to exec()*

Code:

#include<stdio.h>

#include<stdlib.h>

#include<unistd.h>

int main()

{

printf("\n\n\*\*\*\*OUTPUT\*\*\*\*\n\n");

char \*args[]={"./EXEC",NULL};

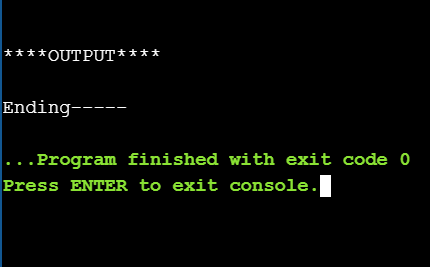
execv(args[0],args);

printf("Ending-----");

return 0;

}

Output:



*Synchronizing parent and child process using wait*

Code:

#include<stdio.h>

#include<sys/wait.h>

#include<unistd.h>

int main()

{

printf("\n\n\*\*\*\*OUTPUT\*\*\*\*\n\n");

if ( fork()== 0 )

printf("Child Process: hello from child\n");

else

{

printf("Parent Process: hello from parent\n");

printf("\*\*\*Waiting for Child Process to execute\*\*\*\n");

wait(NULL);

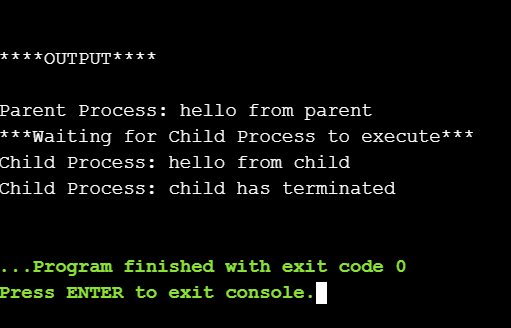
printf("Child Process: child has terminated\n");

}

return 0;

}

Output:



**c)Process and Thread Management**

Code:

#include <stdio.h>

#include <string.h>

#include <pthread.h>

int i = 6;

void\* Thread( void\* p ) {

printf("Value recevied as argument in starting routine: ");

printf("%d\n", \* (int\*)p);

return &i;

}

int main() {

pthread\_t id;

int j = 1;

pthread\_create(&id, NULL, Thread, &j);

int\* ptr;

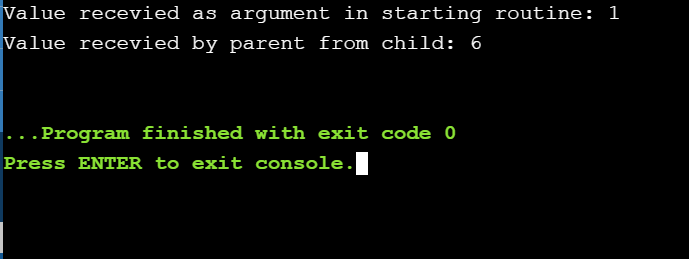
pthread\_join(id, (void\*\*)&ptr);

printf("Value recevied by parent from child: ");

printf("%d\n", \*ptr);

}

Output:



**d)** **Write a program to create a thread to find the factorial of a**

**natural number ‘n’.**

Code:

#include <stdio.h>

#include <string.h>

#include <pthread.h>

int factorial = 1;

void\* Thread( void\* p ) {

int x = \* (int\*)p;

for( int i=1; i<=x; i++ ) {

if( x%i==0 ) {

factorial \*= i;

}

}

return &factorial;

}

int main() {

int num;

printf("enter a number\n");

scanf("%d",&num);

pthread\_t id;

pthread\_create(&id, NULL, Thread, &num);

int\* ptr;

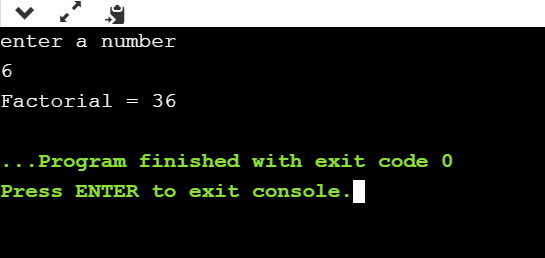
pthread\_join(id, (void\*\*)&ptr);

printf("Factorial = %d",\*ptr);

return 0;

}

Output:



**e) Assume that two processes named client and server running in the system. It is required that these two processes should communicate with each other using shared memory concept. The server writes alphabets from a..z to the shared memory .the client should read the alphabets from the shared memory and convert it to A…Z. Write a program to demonstrate the above mentioned scenario.**

Code:

#include<stdio.h>

#include<sys/wait.h>

#include<unistd.h>

#include<sys/types.h>

void Client();

void Server();

int ch[26];

int main() {

printf("\n\n\*\*\*\*OUTPUT\*\*\*\*\n\n");

pid\_t pid;

pid = fork();

if( pid==0 ) { Client(); }

else {

printf("Data stored by server in memory ------>\n");

Server();

printf("Client accessing the same memory location\n");

wait(NULL);

}

}

void Server() {

int k = 97;

for(int i=0;i<26;i++) {

ch[i] = k;

k++;

printf("%c",ch[i]);

}

printf("\n");

}

void Client() {

printf("Data modified by client------>\n");

int k=65;

for(int i=0;i<26;i++) {

ch[i] = k;

k++;

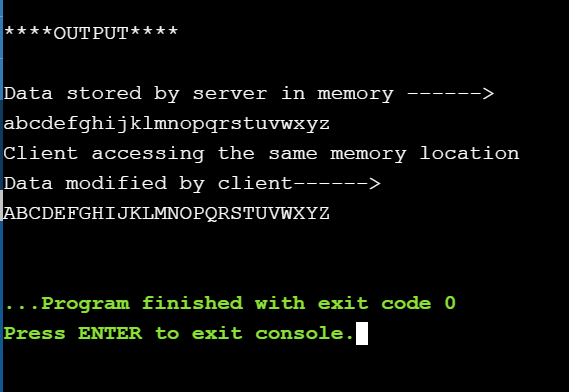
printf("%c",ch[i]);

}

printf("\n");

}

Output:



**f) The Collatz conjecture concerns what happens when we take any positive integer n and apply the following algorithm: n = n/2, if n is even n = 3 × n + 1, if n is odd the conjecture states that when this algorithm is continually applied, all positive integers will eventually reach 1. For example, if n = 35, the sequence is 35, 106, 53, 160, 80, 40, 20, 10, 5, 16, 8, 4, 2, 1.Write a C program using the fork () system call that generates this sequence in the child process. The starting number will be provided from the command line. For example, if 8 is passed as a parameter on the Command line, the child process will output 8, 4, 2, 1. Because the parent and child processes have their own copies of the data, it will be necessary for the child to output the sequence. Have the parent invoke the wait () call to wait for the child process to complete before exiting the program**

Code:

#include<stdio.h>

#include<sys/wait.h>

#include<unistd.h>

#include<sys/types.h>

void ChildProcess();

int main( int args ) {

printf("\n\n\*\*\*\*OUTPUT\*\*\*\*\n\n");

pid\_t pid;

pid = fork();

if( pid==0 ) { ChildProcess( args ); }

else {

printf("Waiting for child process to complete\n");

wait(NULL);

}

}

void ChildProcess( int n ) {

while( n!=1 ) {

if( n%2 == 0 ) {

printf("%d ", n);

n = n/2;

}

else {

printf("%d ", n);

n = 3\*n + 1;

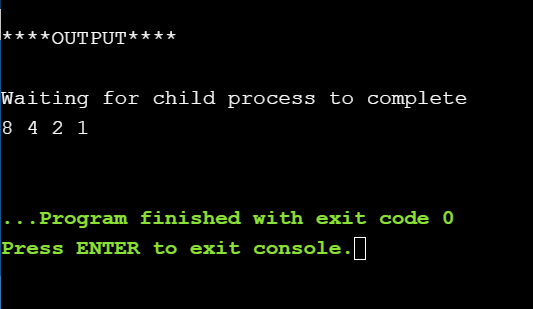
}

}

printf("1\n");

}

Output:



**g) Write a multithreaded program that calculates various statistical values for a list of numbers. This program will be passed a series of numbers on the command line and will then create three separate worker threads. One thread will determine the average of the numbers, the second will determine the**

**maximum value, and the third will determine the minimum value. For example, suppose your program is passed the integers 90 81 78 95 79 72 85 , the program will report the average value as 82. The minimum value as 72. The maximum value as 95. The variables representing the average, minimum, and maximum**

**values will be stored globally. The worker threads will set these values, and the parent thread will output the values once the workers have exited.**

Code:

#include <stdio.h>

#include <string.h>

#include <pthread.h>

int avg, max, min;

void\* avgThread( int p[] ) {

int length = sizeof(p);

int sum = 0;

for(int i=0; i<length; i++)

sum += p[i];

avg = sum/(length+1);

return &avg;

}

void\* maxThread( int p[] ) {

int length = sizeof(p);

for(int i=0; i<length; i++)

if(p[i]>max)

max = p[i];

return &max;

}

void\* minThread( int p[] ) {

min = p[0];

int length = sizeof(p);

for(int i=0; i<length; i++)

if(p[i]<min)

min = p[i];

return &min;

}

int main(int args[]) {

pthread\_t id,id1,id2;

pthread\_create(&id, NULL, avgThread, &args);

pthread\_create(&id1, NULL, maxThread, &args);

pthread\_create(&id2, NULL, minThread, &args);

int\* ptr;

int\* ptr1;

int\* ptr2;

pthread\_join(id, (void\*\*)&ptr);

pthread\_join(id1, (void\*\*)&ptr1);

pthread\_join(id2, (void\*\*)&ptr2);

printf("Average = %d\n", \*ptr);

printf("Maximum = %d\n",\*ptr1);

printf("Minimum = %d\n", \*ptr2);

}

Output:

