

Screenshots of Terminal

```
laurennikolle@LAPTOP-SPL29JA8:~/SimpleShell$ make
./bin/SimpleShell
(209223) % /bin/date
Fri Dec 6 01:17:31 MST 2024
(209223) % pwd
/home/laurennikolle/SimpleShell
(209223) % ls
Makefile README.md bin include src test_report.txt
(209223) % mkdir directory_name
(209223) % ls
Makefile README.md bin directory_name include src test_report.txt
(209223) % rmdir directory_name
(209223) % ls
Makefile README.md bin include src test_report.txt
(209223) % ls -F
Makefile README.md bin/ include/ src/ test_report.txt
(209223) % cat test_report.txt
```

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CS461
PS5

1. Requirement for Shell
 - a. The Shell must be able to run these commands:

```
/bin/date
cd /usr
pwd
mkdir directory_name
ls -F
cat file_name
% ls -F > output
% wc < input > output
% cat < input > output
% cat dup.cc | grep main
% ls | wc
```
 - b. The shell must operate in an infinite loop.

2. Testing

To ensure that the shell was able to run the above commands, I used these commands:
foo

```
(209223) % cd /usr
(209223) % ls
bin games include lib lib32 lib64 libexec libx32 local sbin share src
```

* Above contains the 6 commands required in PS2 *

```
(273233) % ls -F > lsTest.txt
(273233) % cat lsTest.txt
Makefile
README.md
bin/
catTest.txt
directory_name/
include/
lsTest.txt
output
src/
test_report.txt
tst.txt
wcTest.txt
(273233) % wc < src/SimpleShell.cpp > wcTest.txt
(273233) % cat wcTest.txt
138 373 3453
(273233) % cat < src/SimpleShell.cpp > catTest.txt
(273233) % cat catTest.txt
#include <iostream>
#include <vector>
#include <string>
#include <unistd.h>
#include <sys/wait.h>
#include <fcntl.h>
#include <cstdlib>

using namespace std;
```

* Above contains the 3 commands required in PS3 *

```
(209274) % cat src/SimpleShell.cpp | grep main
int main() {
(209274) % ls | wc
      6      6     51
(209274) % ls
Makefile  README.md  bin  include  src  test  report.txt
```

* Above contains the 2 commands required in PS4 *