

Operating Systems

Grado en Informática. Course 2017-2018

Lab assignment 0: Introduction to C programing language

START to code a shell, coding of this shell will be continued in next lab assignments. Well start with a nearly empty shell, which is only a loop that

- prints a *prompt*
- reads a command (with its arguments) form the standard input
- separates the command and its arguments
- processes the comand (with its argumnets)

and understands only the following commands

autores [-l|-n] Prints the names and logins of the program authors. **autores -l** prints only the logins and **autores -n** prints the names

pid [-p] Prints the pid of the process executing the shell **pid -p** prints the pid of its parent process.

fin Ends the shell

end Ends the shell

exit Ends the shell

- This program should compile cleanly (produce no warnings even when compiling with `gcc -Wall`)
- **NO RUNTIME ERROR WILL BE ALLOWED** (**segmentation, bus error ...**), unless where explicitly spcified. Programs with runtime errors will yield no score.
- This program can have no memory leaks
- When the program cannot perform its task (for whatever reason, for example, lack of privileges) it should inform the user
- All input and output is done through the standard input and output

Information on the system calls and library functions needed to code this program is available through man: (*printf, gets, read, write, exit, getpid, getppid ...*).

WORK SUBMISSION

- Work must be done in pairs.

- The source code will be submitted to the subversion repository under a directory named **P0**
- The name of the main program file will be `p0.c`. Program must be able to be compiled with `gcc p0.c` Alternatively a **Makefile** can be supplied so that the program can be compiled with just `make`
- Only one of the members of the workgroup will submit the source code. The names and logins of all the members of the group should be in the source code of the main program (at the top of the file)

DEADLINE: SEPTEMBER FRIDAY 22ND, 2017

ASSESSMENT: SEPTEMBER, 25TH THROUGH 29TH

CLUES

A shell is basically a loop

```
while (!terminado){
    imprimirPrompt();
    leerEntrada();
    procesarEntrada();
}
```

imprimirPrompt() and *leerEntrada()* can be as simple as calls to `printf` y `gets`

The first step when processing the input string is splitting it into words. For this, the `strtok` library function comes in handy. Please notice that `strtok` nor allocates memory neither does copy strings, it just breaks the input string by inserting end of string (`'\0'`) characters. The following function splits the string pointed by *cadena* (supposedly not null) into a NULL terminated array of pointers (*trozos*). The function returns the number of words that were in *cadena*

```
int TrocearCadena(char * cadena, char * trozos[])
{
    int i=1;

    if ((trozos[0]=strtok(cadena, " \n\t"))==NULL)
        return 0;
    while ((trozos[i]=strtok(NULL, " \n\t"))!=NULL)
        i++;
    return i;
}
```