

Operating System

22F-3168

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Lab 7

Task 1:

```
#include <linux/module.h>
```

```
#include <linux/kernel.h>
```

```
#include <linux/list.h>
```

```
#include <linux/slab.h>
```

```
#include <linux/init.h>
```

```
struct color {
```

```
    int red;
```

```
    int green;
```

```
    int blue;
```

```
    struct list_head list;
```

```
};
```

```
static LIST_HEAD(color_list);
```

```
static int __init color_list_init(void) {
```

```
    struct color *violet, *green, *yellow, *blue;
```

```
    struct color *ptr;
```

```
violet = kmalloc(sizeof(*violet), GFP_KERNEL);  
violet->red = 135;  
violet->green = 45;  
violet->blue = 225;  
INIT_LIST_HEAD(&violet->list);  
list_add_tail(&violet->list, &color_list);
```

```
green = kmalloc(sizeof(*green), GFP_KERNEL);  
green->red = 0;  
green->green = 255;  
green->blue = 0;  
INIT_LIST_HEAD(&green->list);  
list_add_tail(&green->list, &color_list);
```

```
yellow = kmalloc(sizeof(*yellow), GFP_KERNEL);  
yellow->red = 255;  
yellow->green = 255;  
yellow->blue = 0;  
INIT_LIST_HEAD(&yellow->list);  
list_add_tail(&yellow->list, &color_list);
```

```
blue = kmalloc(sizeof(*blue), GFP_KERNEL);  
blue->red = 0;  
blue->green = 0;  
blue->blue = 255;  
INIT_LIST_HEAD(&blue->list);  
list_add_tail(&blue->list, &color_list);
```

```

printk(KERN_INFO "Color list created and initialized.\n");

list_for_each_entry(ptr, &color_list, list) {
    printk(KERN_INFO "Color: Red = %d, Green = %d, Blue = %d\n", ptr->red, ptr->green, ptr->blue);
}

return 0;
}

static void __exit color_list_exit(void) {
    struct color *ptr, *next;

    list_for_each_entry_safe(ptr, next, &color_list, list) {
        list_del(&ptr->list);
        kfree(ptr);
    }

    printk(KERN_INFO "Color list removed and memory has been freed.\n");
}

module_init(color_list_init);
module_exit(color_list_exit);

MODULE_LICENSE("GPL");
MODULE_AUTHOR("uname");
MODULE_DESCRIPTION("Linux kernel module for color list");
MODULE_VERSION("0.1");

```

By using dmesg command I got this output.

```
[ 6083.474934] Color list created and initialized.  
[ 6083.474934] Color: Red = 135, Green = 45, Blue = 225  
[ 6083.474935] Color: Red = 0, Green = 255, Blue = 0  
[ 6083.474935] Color: Red = 255, Green = 255, Blue = 0  
[ 6083.474935] Color: Red = 0, Green = 0, Blue = 255
```

Task 2(Zombie Task):

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

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

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

```
#include <sys/types.h>
```

```
#include <sys/wait.h>
```

```
int main()
```

```
{
```

```
    pid_t pid;
```

```
    pid = fork();
```

```
    if (pid < 0) {
```

```
        perror("Fork failed");
```

```
        exit(1);
```

```
    }
```

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

```
        printf("Child process (PID: %d) is running...\n", getpid());
```

```
        sleep(3);
```

```
        printf("Child process (PID: %d) is exiting...\n", getpid());
```

```
        exit(0);
```

```
    }
```

```
    else {
```

```
        printf("Parent process with PID: %d created child of PID: %d \n", getpid(), pid);
```

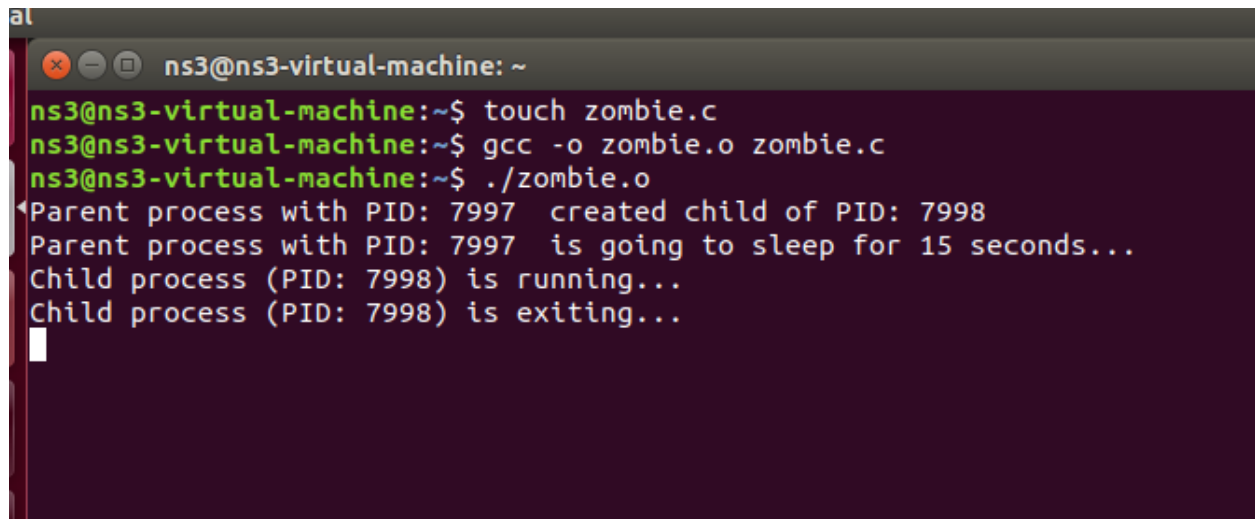
```
        printf("Parent process with PID: %d is going to sleep for 15 seconds...\n", getpid());
```

```
sleep(15);

printf("Parent process with PID: %d is waking up...\n", getpid());

printf("Parent process with PID: %d is exiting...\n", getpid());
}

return 0;
}
```



```
al
ns3@ns3-virtual-machine: ~
ns3@ns3-virtual-machine:~$ touch zombie.c
ns3@ns3-virtual-machine:~$ gcc -o zombie.o zombie.c
ns3@ns3-virtual-machine:~$ ./zombie.o
Parent process with PID: 7997 created child of PID: 7998
Parent process with PID: 7997 is going to sleep for 15 seconds...
Child process (PID: 7998) is running...
Child process (PID: 7998) is exiting...

```