

# Lab: Process API

## Outcomes

- Program Execution and context.
  - Create and Control Processes
  - `fork()`, `wait()`, and `exec()` signal calls
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## Online Resources

- **Operating Systems: Three Easy Pieces:** <https://pages.cs.wisc.edu/~remzi/OSTEP/>
  - **Homework page:** <https://pages.cs.wisc.edu/~remzi/OSTEP/Homework/homework.html>
  - **Process API Reading:** <https://pages.cs.wisc.edu/~remzi/OSTEP/cpu-api.pdf>
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## Questions

### 1. Program Execution and Hardware Elements

- When your program runs, which hardware elements are used?

**Answer:**

### 2. Context During Execution

- Define "context" in terms of program execution. List elements of the context you observed in the online emulator.

**Answer:**

### 3. Switching Programs and Context Handling

- If you pause execution of a program to run another program, how can you return to the previous program?

**Answer:**

- How does the OS handle simultaneous processes that use the same registers?

**Answer:**

- Compare the states you observed in `top` to the states you expected from reading the lecture slides. Are there any differences?

**Answer:**

- Why is stopping a program important? Use `top` outputs to explain.

**Answer:**

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## Task 1

**Read about Process API and run the code examples as you go.**

I have pasted the code segments below so it is easier for you to copy and save.

### p1.c

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

int main(int argc, char *argv[]) {
    printf("hello (pid:%d)\n", (int) getpid());
    int rc = fork();
    if (rc < 0) {
        // fork failed
        fprintf(stderr, "fork failed\n");
        exit(1);
    } else if (rc == 0) {
        // child (new process)
        printf("child (pid:%d)\n", (int) getpid());
    } else {
        // parent goes down this path (main)
        printf("parent of %d (pid:%d)\n",
            rc, (int) getpid());
    }
    return 0;
}
```

### How to Compile and Run:

1. Save the code as p1.c.
2. Compile:  

```
gcc -g -o p1 p1.c
```
3. Run:  

```
./p1
```
4. When there is a prompt in the reading, run the command on your machine.  
For Example:  

```
prompt> ./p1
.....
prompt> cat p4.output
```

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### Understanding the Code

- Open p1.c (and p2.c , p3.c , p4.c) in a text editor (e.g., pico).  

```
pico p1.c
```
- Edit the code and explore.
- Take a screenshot of the output of the prompts from the reading.
- Summarize (briefly) what is happening in each of p1, p2, p3 and p4

**Answer:**

## p2.c

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

int main(int argc, char *argv[]) {
    printf("hello (pid:%d)\n", (int) getpid());
    int rc = fork();
    if (rc < 0) { // fork failed; exit
        fprintf(stderr, "fork failed\n");
        exit(1);
    } else if (rc == 0) { // child (new process)
        printf("child (pid:%d)\n", (int) getpid());
    } else { // parent goes down this path
        int rc_wait = wait(NULL);
        printf("parent of %d (rc_wait:%d) (pid:%d)\n",
            rc, rc_wait, (int) getpid());
    }
    return 0;
}
```

## p3.c

```
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <string.h>
#include <sys/wait.h>

int main(int argc, char *argv[]) {
    printf("hello (pid:%d)\n", (int) getpid());
    int rc = fork();
    if (rc < 0) {
        // fork failed; exit
        fprintf(stderr, "fork failed\n");
        exit(1);
    } else if (rc == 0) { // child (new process)
        printf("child (pid:%d)\n", (int) getpid());
        char *myargs[3];
        myargs[0] = strdup("wc");
        // program: "wc"
        myargs[1] = strdup("p3.c"); // arg: input file
        myargs[2] = NULL;
        // mark end of array
        execvp(myargs[0], myargs); // runs word count
        printf("this shouldn't print out");
    } else {
        // parent goes down this path
        int rc_wait = wait(NULL);
        printf("parent of %d (rc_wait:%d) (pid:%d)\n",
            rc, rc_wait, (int) getpid());
    }
    return 0;
}
```

## p4.c

```
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <string.h>
#include <fcntl.h>
#include <sys/wait.h>

int main(int argc, char *argv[]) {
    int rc = fork();
    if (rc < 0) {
        // fork failed
        fprintf(stderr, "fork failed\n");
        exit(1);
    } else if (rc == 0) {
        // child: redirect standard output to a file
        close(STDOUT_FILENO);
        open("./p4.output", O_CREAT|O_WRONLY|O_TRUNC, S_IRWXU);
        // now exec "wc"...
        char *myargs[3];
        myargs[0] = strdup("wc"); // program: wc
        myargs[1] = strdup("p4.c"); // arg: file to count
        myargs[2] = NULL; // mark end of array
        execvp(myargs[0], myargs); // runs word count
    } else {
        // parent goes down this path (main)
        int rc_wait = wait(NULL);
    }
    return 0;
}
```