An Example Using execup System Call

Note: The following example uses three system calls, namely, fork, wait and execvp. The child process sets up an argument array (for the "ls" command with the "-l") option and calls execvp. After the fork system call, the parent process waits for the child to complete. When you run this program, the output produced by the "ls -l" command from the child will appear first and then the output produced by the parent.

```
#include <stdio.h>
#include <sys/types.h>
#include <sys/wait.h>
#include <unistd.h>
#include <string.h>
int main(void) {
 pid t child;
        cstatus; /* Exit status of child. */
 int
                  /* Pid of child to be returned by wait. */
 pid t c;
                 /* List of arguments for the child process. */
 char *args[3];
  /* Set up arguments to run an exec in the child process. */
  /* (This example runs the "ls" program with "-1" option.) */
  args[0] = "ls";
                   args[1] = "-l";
  args[2] = NULL;
                  /* Indicates the end of arguments. */
  if ((child = fork()) == 0) { /* Child process. */
    printf("Child: PID of Child = %ld\n", (long) getpid());
     execvp(args[0], args); /* arg[0] has the command name. */
     /* If the child process reaches this point, then
                                                        */
     /* execvp must have failed.
                                                        */
     fprintf(stderr, "Child process could not do execvp.\n");
     exit(1);
  }
  else { /* Parent process. */
     if (child == (pid t) (-1)) {
        fprintf(stderr, "Fork failed.\n"); exit(1);
     else {
        c = wait(&cstatus); /* Wait for child to complete. */
        printf("Parent: Child %ld exited with status = %d\n",
               (long) c, cstatus);
     }
  }
  return 0;
} /* End of main. */
```