

PennOS

2.0

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Chapter 1

PennOS

Welcome to PennOS, a project designed to simulate the functionalities of a UNIX-like operating system. This project was created by Aaron Tsui, Matt Park, Joesph Cho, and Maya Huizar.

1.0.1 Overview

PennOS is a UNIX-like operating system that runs as a guest OS within a single process on a host OS. It includes implementations of a basic priority scheduler, a FAT file system (PennFAT), and user shell interactions.

1.0.2 Documentation

- [Kernel Documentation](#): Here is an overview of the Kernel, Scheduler, and Shell, and its related functions and structure.
- [FAT Documentation](#): Here is an overview of the structure of the filesystem, and its related functions.

Chapter 2

fat

Chapter 3

kernel

The kernel side of PennOS consists of three main aspects. They are described in more details on their own subpages below.

1. **The Kernel:** The kernel refers to the collection of system calls, as well as the overall datastructures and control mechanisms used by the scheduler.
2. **The Scheduler:** The scheduler is the main function that is in charge of deciding which process to schedule/run based on priorities, blocking and unblocking processes, and idling.
3. **The Shell:** The shell is simply a priority zero process that is instantiated at start, and continuously checks for user input to spawn new processes, or modify existing ones.

Chapter 4

scheduler

The scheduler is the main function in charge of mediating processes. The scheduler works in terms of quanta, of which each quantum lasts 100 ms. The general structure/timeline of a quantum looks like this.

The start of a new quantum is triggered by the scheduler receiving a SIGALRM signal, which it receives every 100 ms as set by a timer.

After receiving the alarm, the scheduler will suspend the currently running process. It then will check the state and status of all blocked processes, unblocking, or updating them as needed. This may include unblocking a parent whose child has exited, or reducing the number of ticks to sleep for a process that called sleep. These events will be logged if necessary. After that, the process will determine the next process to run by checking the next priority to be run, that has a schedulable (read: running) process available. It will log this, and then unsuspend the processes spthread until the next SIGALRM at the end of the quantum, at which point this cycle will repeat.

Chapter 5

shell

The shell is the main process of pennos. It is declared and defined in shell. It is instantiated at tick 0, or the start of pennos, at priority 0. The shell is then scheduled by the scheduler to take in input from the user, and spawn in additional processes via `s_spawn`.

The commands available to be typed in the shell can be listed by typing "man" in the shell. These are the shell level commands that are specified in the PennOS assignment.

Chapter 6

system

For the system/kernel of PennOS, the most important notion is that of the process control block (PCB).

This can be seen in more detail here: [pcb_t](#).

The main idea of the process control block it represents a process, or thread, that can be in several states. Processes can be running, stopped, blocked, or zombied.

The transitions between processes are mediated via signals sent via [s_kill](#), [s_exit](#), and [s_sleep](#).

The kernel maintains circular linked lists [CircularList](#)'s of processes in each state. There are 6 in total, one for each state: [ZOMBIED](#), [STOPPED](#), [BLOCKED](#), and 3 for [RUNNING](#), one for each priority level.

As a rule, user level functions should not need to and should not mediate process state transitions, as these will be handled by the scheduler or by system calls.

Chapter 7

Data Structure Index

7.1 Data Structures

Here are the data structures with brief descriptions:

CircularList	This structure represents a circular linked list for managing processes	17
directory_entries	This structure stores all required information about the directory entries that are stored in the root directory	18
DynamicPIDArray	Structure for the dynamic array to store child PIDs	19
FD_Bitmap	Structure for managing open file descriptors using a bitmap	20
file_descriptor_st	This structure stores all required information about the file descriptor	21
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Chapter 8

File Index

8.1 File List

Here is a list of all files with brief descriptions:

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Chapter 9

Data Structure Documentation

9.1 CircularList Struct Reference

This structure represents a circular linked list for managing processes.

```
#include <clinkedlist.h>
```

Data Fields

- [Node](#) * [head](#)
- [Node](#) * [tail](#)
- unsigned int [size](#)

9.1.1 Detailed Description

This structure represents a circular linked list for managing processes.

9.1.2 Field Documentation

9.1.2.1 head

```
Node* CircularList::head
```

Pointer to the head (first node) of the list.

9.1.2.2 size

```
unsigned int CircularList::size
```

Number of nodes in the list.

9.1.2.3 tail

```
Node* CircularList::tail
```

Pointer to the tail (last node) of the list.

The documentation for this struct was generated from the following file:

- src/util/[clinkedlist.h](#)

9.2 directory_entries Struct Reference

This structure stores all required information about the directory entries that are stored in the root directory.

```
#include <pennfat_kernel.h>
```

Data Fields

- char [name](#) [32]
32-byte null-terminated file name. name[0] also serves as a special marker 0: end of directory 1: deleted entry; the file is also deleted 2: deleted entry; the file is still being used
- uint32_t [size](#)
4-byte number of bytes in file
- uint16_t [firstBlock](#)
2-byte number indicating the first block number of the file (undefined if size is zero)
- uint8_t [type](#)
1-byte number for the type of the file, which will be one of the following: 0: unknown 1: a regular file 2: a directory file
- uint8_t [perm](#)
file permissions, which will be one of the following: 0: none 2: write only 4: read only 5: read and executable (shell scripts) 6: read and write 7: read, write, and executable
- time_t [mtime](#)
creation/modification time as returned by time(2) in Linux
- uint8_t [reserved](#) [16]

9.2.1 Detailed Description

This structure stores all required information about the directory entries that are stored in the root directory.

9.2.2 Field Documentation

9.2.2.1 firstBlock

```
uint16_t directory_entries::firstBlock
```

4-byte number of bytes in file

9.2.2.2 mtime

```
time_t directory_entries::mtime
```

file permissions, which will be one of the following: 0: none 2: write only 4: read only 5: read and executable (shell scripts) 6: read and write 7: read, write, and executable

9.2.2.3 name

```
char directory_entries::name[32]
```

9.2.2.4 perm

```
uint8_t directory_entries::perm
```

1-byte number for the type of the file, which will be one of the following: 0: unknown 1: a regular file 2: a directory file

9.2.2.5 reserved

```
uint8_t directory_entries::reserved[16]
```

creation/modification time as returned by time(2) in Linux

9.2.2.6 size

```
uint32_t directory_entries::size
```

32-byte null-terminated file name. name[0] also serves as a special marker 0: end of directory 1: deleted entry; the file is also deleted 2: deleted entry; the file is still being used

9.2.2.7 type

```
uint8_t directory_entries::type
```

2-byte number indicating the first block number of the file (undefined if size is zero)

The documentation for this struct was generated from the following file:

- [src/util/pennfat_kernel.h](#)

9.3 DynamicPIDArray Struct Reference

Structure for the dynamic array to store child PIDs.

```
#include <array.h>
```

Data Fields

- `pid_t * array`
- `size_t used`
- `size_t size`

9.3.1 Detailed Description

Structure for the dynamic array to store child PIDs.

9.3.2 Field Documentation

9.3.2.1 array

```
pid_t* DynamicPIDArray::array
```

Pointer to the array of child PIDs.

9.3.2.2 size

```
size_t DynamicPIDArray::size
```

Current allocated size of the array.

9.3.2.3 used

```
size_t DynamicPIDArray::used
```

Number of elements currently used.

The documentation for this struct was generated from the following file:

- `src/util/array.h`

9.4 FD_Bitmap Struct Reference

Structure for managing open file descriptors using a bitmap.

```
#include <bitmap.h>
```

Data Fields

- `uint8_t bits [FD_BITMAP_BYTES]`

9.4.1 Detailed Description

Structure for managing open file descriptors using a bitmap.

9.4.2 Field Documentation

9.4.2.1 bits

```
uint8_t FD_Bitmap::bits[FD_BITMAP_BYTES]
```

Array of bytes to represent the bitmap.

The documentation for this struct was generated from the following file:

- [src/util/bitmap.h](#)

9.5 file_descriptor_st Struct Reference

This structure stores all required information about the file descriptor.

```
#include <pennfat_kernel.h>
```

Data Fields

- `int fd`
File descriptor number. This is also used as the index for the `global_fd_table`.
- `char * fname`
File name.
- `int mode`
Either `F_WRITE`, `F_READ`, `F_OPEN`. Refer to `k_open` for more details.
- `int offset`
Offset from the start of the file.

9.5.1 Detailed Description

This structure stores all required information about the file descriptor.

9.5.2 Field Documentation

9.5.2.1 fd

```
int file_descriptor_st::fd
```

9.5.2.2 fname

```
char* file_descriptor_st::fname
```

File descriptor number. This is also used as the index for the `global_fd_table`.

9.5.2.3 mode

```
int file_descriptor_st::mode
```

File name.

9.5.2.4 offset

```
int file_descriptor_st::offset
```

Either `F_WRITE`, `F_READ`, `F_OPEN`. Refer to `k_open` for more details.

9.5.2.5 ref_cnt

```
int file_descriptor_st::ref_cnt
```

Offset from the start of the file.

The documentation for this struct was generated from the following file:

- [src/util/pennfat_kernel.h](#)

9.6 Node Struct Reference

This structure represents a node in the circular linked list.

```
#include <clinkedlist.h>
```

Data Fields

- [pcb_t](#) * [process](#)
- struct [Node](#) * [next](#)

9.6.1 Detailed Description

This structure represents a node in the circular linked list.

9.6.2 Field Documentation

9.6.2.1 next

```
struct Node* Node::next
```

Pointer to the next node in the list.

9.6.2.2 process

```
pcb_t* Node::process
```

Pointer to the process control block ([pcb_t](#)).

The documentation for this struct was generated from the following file:

- [src/util/clinkedlist.h](#)

9.7 parsed_command Struct Reference

```
#include <parser.h>
```

Data Fields

- bool [is_background](#)
- bool [is_file_append](#)
- const char * [stdin_file](#)
- const char * [stdout_file](#)
- size_t [num_commands](#)
- char ** [commands](#) []

9.7.1 Detailed Description

struct [parsed_command](#) stored all necessary information needed for penn-shell.

9.7.2 Field Documentation

9.7.2.1 commands

```
char** parsed_command::commands[ ]
```

9.7.2.2 is_background

```
bool parsed_command::is_background
```

9.7.2.3 is_file_append

```
bool parsed_command::is_file_append
```

9.7.2.4 num_commands

```
size_t parsed_command::num_commands
```

9.7.2.5 stdin_file

```
const char* parsed_command::stdin_file
```

9.7.2.6 stdout_file

```
const char* parsed_command::stdout_file
```

The documentation for this struct was generated from the following file:

- [src/parser.h](#)

9.8 pcb_t Struct Reference

This structure stores all required information about a running process.

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

Data Fields

- [spthread_t](#) `handle`
This stores a handle to the pthread.
- [pid_t](#) `pid`
This stores the PID of the process.
- [DynamicPIDArray](#) * `child_pids`
This stores the PPID of the process.
- unsigned int `priority`: 2
This stores a pointer to a dynamically sized array of child pid_t's.
- [process_state_t](#) `state`
This the priority level of the process. (0, 1, or 2).
- [FD_Bitmap](#) * `open_fds`
This is an enum storing the process's current state.
- int `input_fd`
This stores a bitmap containing all open file descriptors.
- int `output_fd`
The input i/o that his process reads data from.

- bool [statechanged](#)
The out i/o that his process writes data to.
- int [exit_status](#)
This contains a bool that keeps track of whether or not the process state has changed.
- int [term_signal](#)
Exit status of process, 0 if exited , -1 if not exited.
- bool [waiting_for_change](#)
Signal number that caused process to terminate, -1 if not terminated.
- pid_t [waiting_on_pid](#)
Bool describing whether or not the process is currently waiting on a process.
- unsigned int [ticks_to_wait](#)
PID of the child the process is currently waiting on, or -1 if none.
- char * [processname](#)
Ticks remaining to wait, used only for s_sleep calls.
- bool [bg_done](#)
Name of process, to be used for logging and ps.
- u_int64_t [job_num](#)
To signal whether or not the processor in background is terminated.
- char ** [argv](#)
The command name that this processor has.

9.8.1 Detailed Description

This structure stores all required information about a running process.

9.8.2 Field Documentation

9.8.2.1 argv

```
char** pcb_t::argv
```

The command name that this processor has.

9.8.2.2 bg_done

```
bool pcb_t::bg_done
```

Name of process, to be used for logging and ps.

9.8.2.3 child_pids

```
DynamicPIDArray* pcb_t::child_pids
```

This stores the PPID of the process.

9.8.2.4 exit_status

```
int pcb_t::exit_status
```

This contains a bool that keeps track of whether or not the process state has changed.

9.8.2.5 handle

```
spthread_t pcb_t::handle
```

9.8.2.6 input_fd

```
int pcb_t::input_fd
```

This stores a bitmap containg all open file descriptors.

9.8.2.7 job_num

```
u_int64_t pcb_t::job_num
```

To signal whether or not the processor in background is terminated.

9.8.2.8 open_fds

```
FD_Bitmap* pcb_t::open_fds
```

This is an enum storing the process's current state.

9.8.2.9 output_fd

```
int pcb_t::output_fd
```

The input i/o that his process reads data from.

9.8.2.10 pid

```
pid_t pcb_t::pid
```

This stores a handle to the pthread.

9.8.2.11 ppid

```
pid_t pcb_t::ppid
```

This stores the PID of the process.

9.8.2.12 priority

```
unsigned int pcb_t::priority
```

This stores a pointer to a dynamically sized array of child pid_t's.

9.8.2.13 processname

```
char* pcb_t::processname
```

Ticks remaining to wait, used only for s_sleep calls.

9.8.2.14 state

```
process_state_t pcb_t::state
```

This the priority level of the process. (0, 1, or 2).

9.8.2.15 statechanged

```
bool pcb_t::statechanged
```

The out i/o that his process writes data to.

9.8.2.16 term_signal

```
int pcb_t::term_signal
```

Exit status of process, 0 if exited , -1 if not exited.

9.8.2.17 ticks_to_wait

```
unsigned int pcb_t::ticks_to_wait
```

PID of the child the process is currently waiting on, or -1 if none.

9.8.2.18 waiting_for_change

```
bool pcb_t::waiting_for_change
```

Signal number that caused process to terminate, -1 if not terminated.

9.8.2.19 waiting_on_pid

```
pid_t pcb_t::waiting_on_pid
```

Bool describing whether or not the process is currently waiting on a process.

The documentation for this struct was generated from the following file:

- [src/util/kernel.h](#)

9.9 PList Struct Reference

```
#include <prioritylist.h>
```

Data Fields

- [PNode](#) * [head](#)
- unsigned int [size](#)

9.9.1 Field Documentation

9.9.1.1 head

```
PNode* PList::head
```

Pointer to the head (first node) of the list.

9.9.1.2 size

```
unsigned int PList::size
```

Number of nodes in the list.

The documentation for this struct was generated from the following file:

- [src/util/prioritylist.h](#)

9.10 PNode Struct Reference

```
#include <prioritylist.h>
```

Data Fields

- unsigned int [priority](#): 2
- struct [PNode](#) * [next](#)

9.10.1 Field Documentation

9.10.1.1 next

```
struct PNode* PNode::next
```

Pointer to the next node in the list.

9.10.1.2 priority

```
unsigned int PNode::priority
```

Pointer to the process control block ([pcb_t](#)).

The documentation for this struct was generated from the following file:

- [src/util/prioritylist.h](#)

9.11 spthread_fwd_args_st Struct Reference

Data Fields

- [pthread_fn](#) [actual_routine](#)
- void * [actual_arg](#)
- bool [setup_done](#)
- pthread_mutex_t [setup_mutex](#)
- pthread_cond_t [setup_cond](#)
- [spthread_meta_t](#) * [child_meta](#)

9.11.1 Field Documentation

9.11.1.1 actual_arg

```
void* spthread_fwd_args_st::actual_arg
```

9.11.1.2 actual_routine

```
pthread\_fn spthread_fwd_args_st::actual_routine
```

9.11.1.3 child_meta

```
spthread\_meta\_t* spthread_fwd_args_st::child_meta
```

9.11.1.4 setup_cond

```
pthread_cond_t spthread_fwd_args_st::setup_cond
```

9.11.1.5 setup_done

```
bool spthread_fwd_args_st::setup_done
```

9.11.1.6 setup_mutex

```
pthread_mutex_t spthread_fwd_args_st::setup_mutex
```

The documentation for this struct was generated from the following file:

- [src/util/spthread.c](#)

9.12 spthread_meta_st Struct Reference

Data Fields

- sigset_t [suspend_set](#)
- volatile sig_atomic_t [state](#)
- pthread_mutex_t [meta_mutex](#)

9.12.1 Field Documentation

9.12.1.1 meta_mutex

```
pthread_mutex_t spthread_meta_st::meta_mutex
```

9.12.1.2 state

```
volatile sig_atomic_t spthread_meta_st::state
```

9.12.1.3 suspend_set

```
sigset_t spthread_meta_st::suspend_set
```

The documentation for this struct was generated from the following file:

- [src/util/spthread.c](#)

9.13 `spthread_signal_args_st` Struct Reference

Data Fields

- const int [signal](#)
- volatile sig_atomic_t [ack](#)
- pthread_mutex_t [shutup_mutex](#)

9.13.1 Field Documentation

9.13.1.1 `ack`

```
volatile sig_atomic_t spthread_signal_args_st::ack
```

9.13.1.2 `shutup_mutex`

```
pthread_mutex_t spthread_signal_args_st::shutup_mutex
```

9.13.1.3 `signal`

```
const int spthread_signal_args_st::signal
```

The documentation for this struct was generated from the following file:

- `src/util/spthread.c`

9.14 `spthread_st` Struct Reference

```
#include <spthread.h>
```

Data Fields

- pthread_t [thread](#)
- [spthread_meta_t](#) * [meta](#)

9.14.1 Field Documentation

9.14.1.1 `meta`

```
spthread\_meta\_t* spthread_st::meta
```

9.14.1.2 `thread`

```
pthread_t spthread_st::thread
```

The documentation for this struct was generated from the following file:

- `src/util/spthread.h`

Chapter 10

File Documentation

10.1 doc/fat.md File Reference

10.2 doc/kernel.md File Reference

10.3 doc/README.md File Reference

10.4 doc/scheduler.md File Reference

10.5 doc/shell.md File Reference

10.6 doc/system.md File Reference

10.7 src/parser.h File Reference

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

Data Structures

- struct [parsed_command](#)

Macros

- #define [UNEXPECTED_FILE_INPUT](#) 1
- #define [UNEXPECTED_FILE_OUTPUT](#) 2
- #define [UNEXPECTED_PIPELINE](#) 3
- #define [UNEXPECTED_AMPERSAND](#) 4
- #define [EXPECT_INPUT_FILENAME](#) 5
- #define [EXPECT_OUTPUT_FILENAME](#) 6
- #define [EXPECT_COMMANDS](#) 7

Functions

- int [parse_command](#) (const char *cmd_line, struct [parsed_command](#) **result)
- void [print_parsed_command](#) (FILE *output, const struct [parsed_command](#) *cmd)
- void [print_parser_errcode](#) (FILE *output, int err_code)

10.7.1 Macro Definition Documentation

10.7.1.1 EXPECT_COMMANDS

```
#define EXPECT_COMMANDS 7
```

10.7.1.2 EXPECT_INPUT_FILENAME

```
#define EXPECT_INPUT_FILENAME 5
```

10.7.1.3 EXPECT_OUTPUT_FILENAME

```
#define EXPECT_OUTPUT_FILENAME 6
```

10.7.1.4 UNEXPECTED_AMPERSAND

```
#define UNEXPECTED_AMPERSAND 4
```

10.7.1.5 UNEXPECTED_FILE_INPUT

```
#define UNEXPECTED_FILE_INPUT 1
```

10.7.1.6 UNEXPECTED_FILE_OUTPUT

```
#define UNEXPECTED_FILE_OUTPUT 2
```

10.7.1.7 UNEXPECTED_PIPELINE

```
#define UNEXPECTED_PIPELINE 3
```

10.7.2 Function Documentation

10.7.2.1 parse_command()

```
int parse_command (
    const char * cmd_line,
    struct parsed_command ** result )
```

Arguments: `cmd_line`: a null-terminated string that is the command line result: a non-null pointer to a `struct parsed_command *`

Return value (int): an error code which can be, 0: parser finished succesfully -1: parser encountered a system call error 1-7: parser specific error, see error type above

This function will parse the given `cmd_line` and store the parsed information into a `struct parsed_command`. The memory needed for the struct will be allocated by this function, and the pointer to the memory will be stored into the given `*result`.

You can directly use the result in system calls. See demo for more information.

If the function returns a successful value (0), a `struct parsed_command` is guaranteed to be allocated and stored in the given `*result`. It is the caller's responsibility to free the given pointer using `free(3)`.

Otherwise, no `struct parsed_command` is allocated and `*result` is unchanged. If a system call error (-1) is returned, the caller can use `errno(3)` or `perror(3)` to gain more information about the error.

10.7.2.2 print_parsed_command()

```
void print_parsed_command (
    FILE * output,
    const struct parsed_command * cmd )
```

10.7.2.3 print_parser_errcode()

```
void print_parser_errcode (
    FILE * output,
    int err_code )
```

10.8 parser.h

[Go to the documentation of this file.](#)

```
00001 /* Penn-Shell Parser
00002     hanbangw, 21fa */
00003
00004 #pragma once
00005
00006 #include <stdbool.h>
00007 #include <stddef.h>
00008 #include <stdio.h>
00009
00010 /* Here defines all possible parser errors */
00011 // parser encountered an unexpected file input token '<'
00012 #define UNEXPECTED_FILE_INPUT 1
00013
00014 // parser encountered an unexpected file output token '>'
00015 #define UNEXPECTED_FILE_OUTPUT 2
00016
```

```

00017 // parser encountered an unexpected pipeline token '|'
00018 #define UNEXPECTED_PIPELINE 3
00019
00020 // parser encountered an unexpected ampersand token '&'
00021 #define UNEXPECTED_AMPERSAND 4
00022
00023 // parser didn't find input filename following '<'
00024 #define EXPECT_INPUT_FILENAME 5
00025
00026 // parser didn't find output filename following '>' or '»'
00027 #define EXPECT_OUTPUT_FILENAME 6
00028
00029 // parser didn't find any commands or arguments where it expects one
00030 #define EXPECT_COMMANDS 7
00031
00032 struct parsed_command {
00033     // indicates the command shall be executed in background
00034     // (ends with an ampersand '&')
00035     bool is_background;
00036
00037     // indicates if the stdout_file shall be opened in append mode
00038     // ignore this value when stdout_file is NULL
00039     bool is_file_append;
00040
00041     // filename for redirecting input from
00042     const char* stdin_file;
00043
00044     // filename for redirecting output to
00045     const char* stdout_file;
00046
00047     // number of commands (pipeline stages)
00048     size_t num_commands;
00049
00050     // an array to a list of arguments
00051     // size of `commands` is `num_commands`
00052     char** commands[];
00053 };
00054
00055 int parse_command(const char* cmd_line, struct parsed_command** result);
00056
00057 /* This is a debugging function used for outputting a parsed command line. */
00058 void print_parsed_command(FILE* output, const struct parsed_command* cmd);
00059
00060 /* a debugging function for printing out what error was encountered */
00061 void print_parser_errcode(FILE* output, int err_code);

```

10.9 src/pennfat.c File Reference

```

#include "pennfat.h"
#include <unistd.h>

```

Functions

- void `prompt` (bool isShell)
Helper function to display the prompt to the user.
- int `read_command` (char **cmds)
Helper function that reads user input and handles CTRL-D.
- void `int_handler` (int signo)
Helper function that handles CTRL-Z.
- void `initialize_global_fd_table` ()
Initializes global fd table with stdin, stdout, and stderr.
- void `mkfs` (const char *fs_name, int blocks_in_fat, int block_size_config)
Creates a "filesystem" (file on host device) with name fs_name with each of the blocks_in_fat blocks of size specified via block_size_config.
- int `mount` (const char *fs_name)
Mounts the file system specified by fs_name via mmap(2)

- int `unmount` ()
Unmounts the currently mounted filesystem.
- int `get_block_size` (int `block_size_config`)
Converts config number to actual blocks size in bytes.
- int `get_fat_size` (int `block_size`, int `blocks_in_fat`)
Computes fat size via `block_size` and number of blocks in fat.
- int `get_num_fat_entries` (int `block_size`, int `blocks_in_fat`)
Computes number of fat entries.
- int `get_data_size` (int `block_size`, int `num_fat_entries`)
Computes size of data region in bytes.
- int `get_offset_size` (int `block_num`, int `offset`)
Gets offset size from start of filesystem to `block_num` with `offset`.
- void `touch` (char **args)
Implements touch function via `k_open`. Opens all files specified in user command.
- void `rm` (char **args)
Implements rm function via `k_unlink`. Removes files specific by user. Errors if file to be removed doesn't exist.
- void `mv` (char **args)
Implements mv function via `k_rename`. For command `mv f1 f2`, `f1` is renamed to `f2` `f2` is removed if it already exists.
- void `chmod` (char **args)
Implements chmod function via `k_change_mode`. Changes mode (file permission) of file directory entry Errors if resulting file permission is invalid.
- void `cat_file_wa` (char **args)
Implements cat functions E.g. `cat f1 -w f2` writes contents of `f1` into `f2`, `cat f1 f2` prints contents of `f1` and `f2` into stdout, `cat f1 -a f2`, appends contents of `f1` into `f2`.
- void `cat_w` (char *output)
Implements cat function that reads from terminal and writes to `output` file. Creates `output` file if it doesn't exist.
- void `cat_a` (char *output)
Implements cat function that reads from terminal and appends to `output` file. Creates `output` file if it doesn't exist.
- void `ls` ()
Implements standard ls function.
- int `cp_within_fat` (char *source, char *dest)
Implements cp function of copying within the fat by calling `k_cp_within_fat` Creates `dest` file if it doesn't exist, `source` must exist.
- int `cp_to_host` (char *source, char *host_dest)
Implements cp function of copying from fat to host by calling `k_cp_to_host` Creates `host_dest` if it doesn't exist, `source` must exist.
- int `cp_from_host` (char *host_source, char *dest)
Implements cp function of copying from the host to fat by calling `k_cp_from_host` Creates `dest` file if it doesn't exist, `host_source` must exist.

10.9.1 Function Documentation

10.9.1.1 `cat_a()`

```
void cat_a (
    char * output )
```

Implements cat function that reads from terminal and appends to `output` file. Creates `output` file if it doesn't exist.

Parameters

<i>output</i>	File to be appended to
---------------	------------------------

10.9.1.2 cat_file_wa()

```
void cat_file_wa (
    char ** args )
```

Implements cat functions E.g. cat f1 -w f2 writes contents of f1 into f2, cat f1 f2 prints contents of f1 and f2 into stdout, cat f1 -a f2, appends contents of f1 into f2.

Parameters

<i>args</i>	user command
-------------	--------------

10.9.1.3 cat_w()

```
void cat_w (
    char * output )
```

Implements cat function that reads from terminal and writes to *output* file. Creates *output* file if it doesn't exist.

Parameters

<i>output</i>	File to be written to
---------------	-----------------------

10.9.1.4 chmod()

```
void chmod (
    char ** args )
```

Implements chmod function via *k_change_mode*. Changes mode (file permission) of file directory entry Errors if resulting file permission is invalid.

Parameters

<i>args</i>	user command
-------------	--------------

10.9.1.5 cp_from_host()

```
int cp_from_host (
    char * host_source,
    char * dest )
```


Implements `cp` function of copying from the host to fat by calling `k_cp_from_host` Creates `dest` file if it doesn't exist, `host_source` must exist.

Parameters

<i>host_source</i>	source file to copy from host
<i>dest</i>	destination file to copy into in fat

Returns

-1 on error, 1 if successful

10.9.1.6 cp_to_host()

```
int cp_to_host (
    char * source,
    char * host_dest )
```

Implements cp function of copying from fat to host by calling k_cp_to_host Creates *host_dest* if it doesn't exist, *source* must exist.

Parameters

<i>source</i>	source file to copy from in fat
<i>host_dest</i>	destination file to copy into in host filesystem

Returns

-1 on error, 1 if successful

10.9.1.7 cp_within_fat()

```
int cp_within_fat (
    char * source,
    char * dest )
```

Implements cp function of copying within the fat by calling k_cp_within_fat Creates *dest* file if it doesn't exist, *source* must exist.

Parameters

<i>source</i>	source file to copy from
<i>dest</i>	destination file to copy into

Returns

-1 on error, 0 if successful

10.9.1.8 get_block_size()

```
int get_block_size (
```

```
int block_size_config )
```

Converts config number to actual blocks size in bytes.

Parameters

<i>block_size_config</i>	The block size config number
--------------------------	------------------------------

Returns

integer representing block size in bytes

10.9.1.9 get_data_size()

```
int get_data_size (
    int block_size,
    int num_fat_entries )
```

Computes size of data region in bytes.

Parameters

<i>block_size</i>	the size in bytes of each block
<i>num_fat_entries</i>	number of fat entries

Returns

integer representing data size in bytes

10.9.1.10 get_fat_size()

```
int get_fat_size (
    int block_size,
    int blocks_in_fat )
```

Computes fat size via block_size and number of blocks in fat.

Parameters

<i>block_size</i>	the size in bytes of each block
<i>blocks_in_fat</i>	number of blocks in fat

Returns

integer representing size of fat in bytes

10.9.1.11 get_num_fat_entries()

```
int get_num_fat_entries (
    int block_size,
    int blocks_in_fat )
```

Computes number of fat entries.

Parameters

<i>block_size</i>	the size in bytes of each block
<i>blocks_in_fat</i>	number of blocks in fat

Returns

integer representing number of fat entries

10.9.1.12 get_offset_size()

```
int get_offset_size (
    int block_num,
    int offset )
```

Gets offset size from start of filesystem to `block_num` with `offset`.

Parameters

<i>block_num</i>	the block number
<i>offset</i>	offset from start if <code>block_num</code>

Returns

total offset size in bytes

10.9.1.13 initialize_global_fd_table()

```
void initialize_global_fd_table ( )
```

Initializes global fd table with stdin, stdout, and stderr.

10.9.1.14 int_handler()

```
void int_handler (
    int signo )
```

Helper function that handles CTRL-Z.

Parameters

<i>signo</i>	Signal for int handler
--------------	------------------------

10.9.1.15 ls()

```
void ls ( )
```

Implements standard ls function.

10.9.1.16 mkfs()

```
void mkfs (
    const char * fs_name,
    int blocks_in_fat,
    int block_size_config )
```

Creates a "filesystem" (file on host device) with name `fs_name` with each of the `blocks_in_fat` blocks of size specified via `block_size_config`.

Parameters

<i>fs_name</i>	Name of the file system to be created
<i>blocks_in_fat</i>	Number of blocks in the fat
<i>block_size_config</i>	Configuration specifying size of each block in fat

10.9.1.17 mount()

```
int mount (
    const char * fs_name )
```

Mounts the file system specified by `fs_name` via `mmap(2)`

Parameters

<i>fs_name</i>	Name of the file system to be mounted
----------------	---------------------------------------

Returns

Returns 0 if successful and -1 if error

10.9.1.18 mv()

```
void mv (
    char ** args )
```

Implements mv function via `k_rename`. For command `mv f1 f2`, `f1` is renamed to `f2` `f2` is removed if it already exists.

Parameters

<i>args</i>	user command
-------------	--------------

10.9.1.19 prompt()

```
void prompt (
    bool shell )
```

Helper function to display the prompt to the user.

Parameters

<i>shell</i>	true if shell prompt, false otherwise
--------------	---------------------------------------

10.9.1.20 read_command()

```
int read_command (
    char ** cmds )
```

Helper function that reads user input and handles CTRL-D.

10.9.1.21 rm()

```
void rm (
    char ** args )
```

Implements rm function via k_unlink. Removes files specific by user. Errors if file to be removed doesn't exist.

Parameters

<i>args</i>	user command
-------------	--------------

10.9.1.22 touch()

```
void touch (
    char ** args )
```

Implements touch function via k_open. Opens all files specified in user command.

Parameters

<i>args</i>	user command
-------------	--------------

10.9.1.23 unmount()

```
int unmount ( )
```

Unmounts the currently mounted filesystem.

Returns

Returns 0 if successful and -1 if error

10.10 src/pennfat.h File Reference

```
#include <fcntl.h>
#include <signal.h>
#include <stdarg.h>
#include <stdbool.h>
#include <stdint.h>
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <sys/mman.h>
#include <time.h>
#include "parser.h"
#include "util/pennfat_kernel.h"
```

Macros

- #define `MAX_LEN` 4096

Functions

- void `mkfs` (const char *fs_name, int blocks_in_fat, int block_size_config)
Creates a "filesystem" (file on host device) with name fs_name with each of the blocks_in_fat blocks of size specified via block_size_config.
- int `mount` (const char *fs_name)
Mounts the file system specified by fs_name via mmap(2)
- int `unmount` ()
Unmounts the currently mounted filesystem.
- void `prompt` (bool shell)
Helper function to display the prompt to the user.
- int `read_command` (char **cmds)
Helper function that reads user input and handles CTRL-D.
- void `int_handler` (int signo)
Helper function that handles CTRL-Z.
- int `get_block_size` (int block_size_config)
Converts config number to actual blocks size in bytes.
- int `get_fat_size` (int block_size, int blocks_in_fat)
Computes fat size via block_size and number of blocks in fat.
- int `get_num_fat_entries` (int block_size, int blocks_in_fat)

- Computes number of fat entries.*

 - int `get_data_size` (int `block_size`, int `num_fat_entries`)

Computes size of data region in bytes.
- int `get_offset_size` (int `block_num`, int `offset`)

Gets offset size from start of filesystem to `block_num` with `offset`.
- void `initialize_global_fd_table` ()

Initializes global fd table with `stdin`, `stdout`, and `stderr`.
- void `touch` (char **args)

Implements touch function via `k_open`. Opens all files specified in user command.
- void `rm` (char **args)

Implements rm function via `k_unlink`. Removes files specific by user. Errors if file to be removed doesn't exist.
- void `mv` (char **args)

Implements mv function via `k_rename`. For command `mv f1 f2`, `f1` is renamed to `f2` `f2` is removed if it already exists.
- void `chmod` (char **args)

Implements chmod function via `k_change_mode`. Changes mode (file permission) of file directory entry Errors if resulting file permission is invalid.
- void `cat_file_wa` (char **args)

Implements cat functions E.g. `cat f1 -w f2` writes contents of `f1` into `f2`, `cat f1 f2` prints contents of `f1` and `f2` into `stdout`, `cat f1 -a f2`, appends contents of `f1` into `f2`.
- void `ls` ()

Implements standard ls function.
- int `cp_within_fat` (char *source, char *dest)

Implements cp function of copying within the fat by calling `k_cp_within_fat` Creates `dest` file if it doesn't exist, `source` must exist.
- int `cp_to_host` (char *source, char *host_dest)

Implements cp function of copying from fat to host by calling `k_cp_to_host` Creates `host_dest` if it doesn't exist, `source` must exist.
- int `cp_from_host` (char *host_source, char *dest)

Implements cp function of copying from the host to fat by calling `k_cp_from_host` Creates `dest` file if it doesn't exist, `host_source` must exist.
- void `cat_w` (char *output)

Implements cat function that reads from terminal and writes to `output` file. Creates `output` file if it doesn't exist.
- void `cat_a` (char *output)

Implements cat function that reads from terminal and appends to `output` file. Creates `output` file if it doesn't exist.

10.10.1 Macro Definition Documentation

10.10.1.1 MAX_LEN

```
#define MAX_LEN 4096
```

10.10.2 Function Documentation

10.10.2.1 cat_a()

```
void cat_a (
    char * output )
```

Implements cat function that reads from terminal and appends to `output` file. Creates `output` file if it doesn't exist.

Parameters

<i>output</i>	File to be appended to
---------------	------------------------

10.10.2.2 cat_file_wa()

```
void cat_file_wa (
    char ** args )
```

Implements cat functions E.g. cat f1 -w f2 writes contents of f1 into f2, cat f1 f2 prints contents of f1 and f2 into stdout, cat f1 -a f2, appends contents of f1 into f2.

Parameters

<i>args</i>	user command
-------------	--------------

10.10.2.3 cat_w()

```
void cat_w (
    char * output )
```

Implements cat function that reads from terminal and writes to *output* file. Creates *output* file if it doesn't exist.

Parameters

<i>output</i>	File to be written to
---------------	-----------------------

10.10.2.4 chmod()

```
void chmod (
    char ** args )
```

Implements chmod function via *k_change_mode*. Changes mode (file permission) of file directory entry Errors if resulting file permission is invalid.

Parameters

<i>args</i>	user command
-------------	--------------

10.10.2.5 cp_from_host()

```
int cp_from_host (
    char * host_source,
    char * dest )
```

Implements `cp` function of copying from the host to fat by calling `k_cp_from_host` Creates `dest` file if it doesn't exist, `host_source` must exist.

Parameters

<i>host_source</i>	source file to copy from host
<i>dest</i>	destination file to copy into in fat

Returns

-1 on error, 1 if successful

10.10.2.6 cp_to_host()

```
int cp_to_host (
    char * source,
    char * host_dest )
```

Implements cp function of copying from fat to host by calling k_cp_to_host Creates *host_dest* if it doesn't exist, *source* must exist.

Parameters

<i>source</i>	source file to copy from in fat
<i>host_dest</i>	destination file to copy into in host filesystem

Returns

-1 on error, 1 if successful

10.10.2.7 cp_within_fat()

```
int cp_within_fat (
    char * source,
    char * dest )
```

Implements cp function of copying within the fat by calling k_cp_within_fat Creates *dest* file if it doesn't exist, *source* must exist.

Parameters

<i>source</i>	source file to copy from
<i>dest</i>	destination file to copy into

Returns

-1 on error, 0 if successful

10.10.2.8 get_block_size()

```
int get_block_size (
```

```
int block_size_config )
```

Converts config number to actual blocks size in bytes.

Parameters

<i>block_size_config</i>	The block size config number
--------------------------	------------------------------

Returns

integer representing block size in bytes

10.10.2.9 get_data_size()

```
int get_data_size (
    int block_size,
    int num_fat_entries )
```

Computes size of data region in bytes.

Parameters

<i>block_size</i>	the size in bytes of each block
<i>num_fat_entries</i>	number of fat entries

Returns

integer representing data size in bytes

10.10.2.10 get_fat_size()

```
int get_fat_size (
    int block_size,
    int blocks_in_fat )
```

Computes fat size via block_size and number of blocks in fat.

Parameters

<i>block_size</i>	the size in bytes of each block
<i>blocks_in_fat</i>	number of blocks in fat

Returns

integer representing size of fat in bytes

10.10.2.11 get_num_fat_entries()

```
int get_num_fat_entries (
    int block_size,
    int blocks_in_fat )
```

Computes number of fat entries.

Parameters

<i>block_size</i>	the size in bytes of each block
<i>blocks_in_fat</i>	number of blocks in fat

Returns

integer representing number of fat entries

10.10.2.12 get_offset_size()

```
int get_offset_size (
    int block_num,
    int offset )
```

Gets offset size from start of filesystem to *block_num* with *offset*.

Parameters

<i>block_num</i>	the block number
<i>offset</i>	offset from start if <i>block_num</i>

Returns

total offset size in bytes

10.10.2.13 initialize_global_fd_table()

```
void initialize_global_fd_table ( )
```

Initializes global fd table with stdin, stdout, and stderr.

10.10.2.14 int_handler()

```
void int_handler (
    int signo )
```

Helper function that handles CTRL-Z.

Parameters

<i>signo</i>	Signal for int handler
--------------	------------------------

10.10.2.15 ls()

```
void ls ( )
```

Implements standard ls function.

10.10.2.16 mkfs()

```
void mkfs (
    const char * fs_name,
    int blocks_in_fat,
    int block_size_config )
```

Creates a "filesystem" (file on host device) with name `fs_name` with each of the `blocks_in_fat` blocks of size specified via `block_size_config`.

Parameters

<i>fs_name</i>	Name of the file system to be created
<i>blocks_in_fat</i>	Number of blocks in the fat
<i>block_size_config</i>	Configuration specifying size of each block in fat

10.10.2.17 mount()

```
int mount (
    const char * fs_name )
```

Mounts the file system specified by `fs_name` via `mmap(2)`

Parameters

<i>fs_name</i>	Name of the file system to be mounted
----------------	---------------------------------------

Returns

Returns 0 if successful and -1 if error

10.10.2.18 mv()

```
void mv (
    char ** args )
```

Implements mv function via `k_rename`. For command `mv f1 f2`, f1 is renamed to f2 f2 is removed if it already exists.

Parameters

<i>args</i>	user command
-------------	--------------

10.10.2.19 prompt()

```
void prompt (
    bool shell )
```

Helper function to display the prompt to the user.

Parameters

<i>shell</i>	true if shell prompt, false otherwise
--------------	---------------------------------------

10.10.2.20 read_command()

```
int read_command (
    char ** cmds )
```

Helper function that reads user input and handles CTRL-D.

10.10.2.21 rm()

```
void rm (
    char ** args )
```

Implements rm function via k_unlink. Removes files specific by user. Errors if file to be removed doesn't exist.

Parameters

<i>args</i>	user command
-------------	--------------

10.10.2.22 touch()

```
void touch (
    char ** args )
```

Implements touch function via k_open. Opens all files specified in user command.

Parameters

<i>args</i>	user command
-------------	--------------

10.10.2.23 unmount()

```
int unmount ( )
```

Unmounts the currently mounted filesystem.

Returns

Returns 0 if successful and -1 if error

10.11 pennfat.h

[Go to the documentation of this file.](#)

```
00001 #ifndef PENNFAT_H
00002 #define PENNFAT_H
00003
00004 #include <fcntl.h>
00005 #include <signal.h>
00006 #include <stdarg.h>
00007 #include <stdbool.h>
00008 #include <stdint.h>
00009 #include <stdio.h>
00010 #include <stdlib.h>
00011 #include <string.h>
00012 #include <sys/mman.h>
00013 #include <time.h>
00014
00015 #include "parser.h"
00016 #include "util/pennfat_kernel.h"
00017 #ifndef PROMPT_PENN_FAT
00018 #define PROMPT_PENN_FAT "penn-fat> "
00019 #endif
00020 #ifndef PROMPT_SHELL
00021 #define PROMPT_SHELL "$ "
00022 #endif
00023 #define MAX_LEN 4096
00024 #endif
00025
00037 void mkfs(const char* fs_name, int blocks_in_fat, int block_size_config);
00038
00047 int mount(const char* fs_name);
00048
00055 int unmount();
00056
00063 void prompt(bool shell);
00064
00069 int read_command(char** cmds);
00070
00077 void int_handler(int signo);
00078
00087 int get_block_size(int block_size_config);
00088
00098 int get_fat_size(int block_size, int blocks_in_fat);
00099
00109 int get_num_fat_entries(int block_size, int blocks_in_fat);
00110
00120 int get_data_size(int block_size, int num_fat_entries);
00121
00132 int get_offset_size(int block_num, int offset);
00133
00138 void initialize_global_fd_table();
00139
00147 void touch(char** args);
00148
00156 void rm(char** args);
00157
00166 void mv(char** args);
00167
00176 void chmod(char** args);
00177
00187 void cat_file_wa(char** args);
00188
00193 void ls();
00194
00206 int cp_within_fat(char* source, char* dest);
00207
```



```

00219 int cp_to_host(char* source, char* host_dest);
00220
00232 int cp_from_host(char* host_source, char* dest);
00233
00240 void cat_w(char* output);
00241
00248 void cat_a(char* output);

```

10.12 src/pennos.c File Reference

```

#include "pennos.h"
#include "fcntl.h"
#include "parser.h"
#include "pennfat.h"
#include "sys/time.h"
#include "unistd.h"
#include "util/kernel.h"
#include "util/prioritylist.h"
#include <signal.h>

```

Functions

- void [print_queue](#) ()
- int [b_output_redir](#) (struct [parsed_command](#) *parsed)
handles edge case output redirection
- void [scheduler](#) (char *logfile)
- void [cancel_and_join](#) ([spthread_t](#) thread)
- int [main](#) (int argc, char **argv)

Variables

- [PList](#) * [priority](#)

10.12.1 Function Documentation

10.12.1.1 [b_output_redir](#)()

```

int b_output_redir (
    struct parsed\_command * parsed )

```

handles edge case output redirection

Parameters

<i>parsed</i>	parsed user command
---------------	---------------------

Returns

-1 if not output redirection, fd number if file is opened

10.12.1.2 `cancel_and_join()`

```
void cancel_and_join (
    pthread_t thread )
```

10.12.1.3 `main()`

```
int main (
    int argc,
    char ** argv )
```

10.12.1.4 `print_queue()`

```
void print_queue ( )
```

10.12.1.5 `scheduler()`

```
void scheduler (
    char * logfile )
```

10.12.2 Variable Documentation

10.12.2.1 `priority`

```
PList* priority
```

10.13 `src/pennos.h` File Reference

```
#include <fcntl.h>
#include <stdio.h>
#include <stdlib.h>
#include "parser.h"
#include "pennfat.h"
#include "util/globals.h"
#include "util/kernel.h"
#include "util/shellbuiltins.h"
#include "util/sys_call.h"
#include "util/stress.h"
```

Macros

- `#define _POSIX_C_SOURCE` 200809L
- `#define _DEFAULT_SOURCE` 1
- `#define PROMPT` "penn-os> "
- `#define _XOPEN_SOURCE` 700
- `#define MAX_LEN` 4096
- `#define STDIN_FILENO` 0
- `#define STDOUT_FILENO` 1
- `#define STDERR_FILENO` 2

Functions

- int [b_output_redir](#) (struct [parsed_command](#) *parsed)
handles edge case output redirection

10.13.1 Macro Definition Documentation

10.13.1.1 _DEFAULT_SOURCE

```
#define _DEFAULT_SOURCE 1
```

10.13.1.2 _POSIX_C_SOURCE

```
#define _POSIX_C_SOURCE 200809L
```

10.13.1.3 _XOPEN_SOURCE

```
#define _XOPEN_SOURCE 700
```

10.13.1.4 MAX_LEN

```
#define MAX_LEN 4096
```

10.13.1.5 PROMPT

```
#define PROMPT "penn-os> "
```

10.13.1.6 STDERR_FILENO

```
#define STDERR_FILENO 2
```

10.13.1.7 STDIN_FILENO

```
#define STDIN_FILENO 0
```

10.13.1.8 STDOUT_FILENO

```
#define STDOUT_FILENO 1
```

10.13.2 Function Documentation

10.13.2.1 b_output_redir()

```
int b_output_redir (  
    struct parsed\_command * parsed )
```

handles edge case output redirection

Parameters

<i>parsed</i>	parsed user command
---------------	---------------------

Returns

-1 if not output redirection, fd number if file is opened

10.14 pennos.h

[Go to the documentation of this file.](#)

```

00001 #ifndef PENNOS_H
00002 #define PENNOS_H
00003
00004 #ifndef _POSIX_C_SOURCE
00005 #define _POSIX_C_SOURCE 200809L
00006 #endif
00007
00008 #ifndef _DEFAULT_SOURCE
00009 #define _DEFAULT_SOURCE 1
00010 #endif
00011
00012 #undef PROMPT
00013
00014 #ifndef PROMPT
00015 #define PROMPT "penn-os> "
00016 #endif
00017
00018 #define _XOPEN_SOURCE 700
00019
00020 #ifndef MAX_LEN
00021 #define MAX_LEN 4096
00022 #endif
00023
00024 #define STDIN_FILENO 0
00025 #define STDOUT_FILENO 1
00026 #define STDERR_FILENO 2
00027
00028 #include <fcntl.h>
00029 #include <stdio.h>
00030 #include <stdlib.h>
00031 #include "parser.h"
00032 #include "pennfat.h"
00033 #include "util/globals.h"
00034 #include "util/kernel.h"
00035 #include "util/shellbuiltins.h"
00036 #include "util/sys_call.h"
00037 #include "util/stress.h"
00038
00039 static bool done = false;
00040
00041 static pthread_mutex_t done_lock;
00042
00051 int b_output_redir(struct parsed_command* parsed);
00052
00053 #endif

```

10.15 src/standalonefat.c File Reference

```

#include <errno.h>
#include "pennfat.h"

```

Functions

- int [main](#) (int argc, char *argv[])

10.15.1 Function Documentation

10.15.1.1 main()

```
int main (
    int argc,
    char * argv[ ] )
```

10.16 src/util/array.c File Reference

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

Functions

- [DynamicPIDArray * dynamic_pid_array_create](#) (size_t initial_size)
Initializes a new dynamic array for PIDs with an initial size.
- void [dynamic_pid_array_destroy](#) (DynamicPIDArray *array)
Destroys a dynamic PID array, freeing its resources.
- bool [dynamic_pid_array_add](#) (DynamicPIDArray *array, pid_t pid)
Adds a PID to the dynamic array, resizing if necessary.
- bool [dynamic_pid_array_remove](#) (DynamicPIDArray *array, pid_t pid)
Removes a PID from the dynamic array.
- bool [dynamic_pid_array_contains](#) (const DynamicPIDArray *array, pid_t pid)
Checks if a PID exists in the dynamic array.

10.16.1 Function Documentation

10.16.1.1 dynamic_pid_array_add()

```
bool dynamic_pid_array_add (
    DynamicPIDArray * array,
    pid_t pid )
```

Adds a PID to the dynamic array, resizing if necessary.

Parameters

<i>array</i>	A pointer to the dynamic PID array.
<i>pid</i>	The PID to add to the array.

Returns

true on success, false on failure (e.g., if memory allocation fails).

10.16.1.2 `dynamic_pid_array_contains()`

```
bool dynamic_pid_array_contains (
    const DynamicPIDArray * array,
    pid_t pid )
```

Checks if a PID exists in the dynamic array.

Parameters

<i>array</i>	A pointer to the dynamic PID array.
<i>pid</i>	The PID to check for in the array.

Returns

true if the PID exists in the array, false otherwise.

10.16.1.3 `dynamic_pid_array_create()`

```
DynamicPIDArray * dynamic_pid_array_create (
    size_t initial_size )
```

Initializes a new dynamic array for PIDs with an initial size.

Parameters

<i>initial_size</i>	The initial size of the dynamic array.
---------------------	--

Returns

DynamicPIDArray* A pointer to the newly created dynamic array structure.

10.16.1.4 `dynamic_pid_array_destroy()`

```
void dynamic_pid_array_destroy (
    DynamicPIDArray * array )
```

Destroys a dynamic PID array, freeing its resources.

Parameters

<i>array</i>	A pointer to the dynamic PID array to be destroyed.
--------------	---

10.16.1.5 `dynamic_pid_array_remove()`

```
bool dynamic_pid_array_remove (
```

```
DynamicPIDArray * array,
pid_t pid )
```

Removes a PID from the dynamic array.

Parameters

<i>array</i>	A pointer to the dynamic PID array.
<i>pid</i>	The PID to remove from the array.

Returns

true if the PID was successfully removed, false if the PID was not found.

10.17 src/util/array.h File Reference

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

Data Structures

- struct [DynamicPIDArray](#)
Structure for the dynamic array to store child PIDs.

Functions

- [DynamicPIDArray * dynamic_pid_array_create](#) (size_t initial_size)
Initializes a new dynamic array for PIDs with an initial size.
- void [dynamic_pid_array_destroy](#) (DynamicPIDArray *array)
Destroys a dynamic PID array, freeing its resources.
- bool [dynamic_pid_array_add](#) (DynamicPIDArray *array, pid_t pid)
Adds a PID to the dynamic array, resizing if necessary.
- bool [dynamic_pid_array_remove](#) (DynamicPIDArray *array, pid_t pid)
Removes a PID from the dynamic array.
- bool [dynamic_pid_array_contains](#) (const DynamicPIDArray *array, pid_t pid)
Checks if a PID exists in the dynamic array.

10.17.1 Function Documentation

10.17.1.1 dynamic_pid_array_add()

```
bool dynamic_pid_array_add (
    DynamicPIDArray * array,
    pid_t pid )
```

Adds a PID to the dynamic array, resizing if necessary.

Parameters

<i>array</i>	A pointer to the dynamic PID array.
<i>pid</i>	The PID to add to the array.

Returns

true on success, false on failure (e.g., if memory allocation fails).

10.17.1.2 dynamic_pid_array_contains()

```
bool dynamic_pid_array_contains (
    const DynamicPIDArray * array,
    pid_t pid )
```

Checks if a PID exists in the dynamic array.

Parameters

<i>array</i>	A pointer to the dynamic PID array.
<i>pid</i>	The PID to check for in the array.

Returns

true if the PID exists in the array, false otherwise.

10.17.1.3 dynamic_pid_array_create()

```
DynamicPIDArray * dynamic_pid_array_create (
    size_t initial_size )
```

Initializes a new dynamic array for PIDs with an initial size.

Parameters

<i>initial_size</i>	The initial size of the dynamic array.
---------------------	--

Returns

[DynamicPIDArray](#)* A pointer to the newly created dynamic array structure.

10.17.1.4 dynamic_pid_array_destroy()

```
void dynamic_pid_array_destroy (
    DynamicPIDArray * array )
```

Destroys a dynamic PID array, freeing its resources.

Parameters

<i>array</i>	A pointer to the dynamic PID array to be destroyed.
--------------	---

10.17.1.5 `dynamic_pid_array_remove()`

```
bool dynamic_pid_array_remove (
    DynamicPIDArray * array,
    pid_t pid )
```

Removes a PID from the dynamic array.

Parameters

<i>array</i>	A pointer to the dynamic PID array.
<i>pid</i>	The PID to remove from the array.

Returns

true if the PID was successfully removed, false if the PID was not found.

10.18 `array.h`

[Go to the documentation of this file.](#)

```
00001 #ifndef ARRAY_H
00002 #define ARRAY_H
00003
00004 #include <stdbool.h>    // For bool type
00005 #include <stddef.h>    // For size_t
00006 #include <sys/types.h> //needed for ssize_t, if we use ints, can remove
00007
00011 typedef struct {
00012     pid_t* array;
00013     size_t used;
00014     size_t size;
00015 } DynamicPIDArray;
00016
00024 DynamicPIDArray* dynamic_pid_array_create(size_t initial_size);
00025
00031 void dynamic_pid_array_destroy(DynamicPIDArray* array);
00032
00040 bool dynamic_pid_array_add(DynamicPIDArray* array, pid_t pid);
00041
00050 bool dynamic_pid_array_remove(DynamicPIDArray* array, pid_t pid);
00051
00059 bool dynamic_pid_array_contains(const DynamicPIDArray* array, pid_t pid);
00060
00061 #endif
```

10.19 `src/util/bitmap.c` File Reference

```
#include "bitmap.h"
#include <string.h>
```

Functions

- void `fd_bitmap_initialize` (`FD_Bitmap` *bitmap)
Initializes the bitmap to all zeros, indicating that no file descriptors are in use.
- bool `fd_bitmap_set` (`FD_Bitmap` *bitmap, uint32_t fd)
Sets the bit for a given file descriptor, indicating it is now in use.
- bool `fd_bitmap_clear` (`FD_Bitmap` *bitmap, uint32_t fd)
Clears the bit for a given file descriptor, indicating it is no longer in use.
- bool `fd_bitmap_test` (const `FD_Bitmap` *bitmap, uint32_t fd)
Tests whether the bit for a given file descriptor is set, indicating whether it is in use.

10.19.1 Function Documentation

10.19.1.1 `fd_bitmap_clear()`

```
bool fd_bitmap_clear (  
    FD_Bitmap * bitmap,  
    uint32_t fd )
```

Clears the bit for a given file descriptor, indicating it is no longer in use.

Parameters

<i>bitmap</i>	A pointer to the file descriptor bitmap.
<i>fd</i>	The file descriptor to mark as not in use.

Returns

bool True if the operation was successful, false if the fd is out of range.

10.19.1.2 `fd_bitmap_initialize()`

```
void fd_bitmap_initialize (  
    FD_Bitmap * bitmap )
```

Initializes the bitmap to all zeros, indicating that no file descriptors are in use.

Parameters

<i>bitmap</i>	A pointer to the file descriptor bitmap to initialize.
---------------	--

10.19.1.3 `fd_bitmap_set()`

```
bool fd_bitmap_set (  
    FD_Bitmap * bitmap,  
    uint32_t fd )
```

Sets the bit for a given file descriptor, indicating it is now in use.

Parameters

<i>bitmap</i>	A pointer to the file descriptor bitmap.
<i>fd</i>	The file descriptor to mark as in use.

Returns

bool True if the operation was successful, false if the fd is out of range.

10.19.1.4 fd_bitmap_test()

```
bool fd_bitmap_test (
    const FD_Bitmap * bitmap,
    uint32_t fd )
```

Tests whether the bit for a given file descriptor is set, indicating whether it is in use.

Parameters

<i>bitmap</i>	A pointer to the file descriptor bitmap.
<i>fd</i>	The file descriptor to check.

Returns

bool True if the file descriptor is in use, false otherwise.

10.20 src/util/bitmap.h File Reference

```
#include <stdbool.h>
#include <stdint.h>
```

Data Structures

- struct [FD_Bitmap](#)
Structure for managing open file descriptors using a bitmap.

Macros

- #define [FD_BITMAP_SIZE](#) 1024
- #define [FD_BITMAP_BYTES](#) (FD_BITMAP_SIZE / 8)

Functions

- void `fd_bitmap_initialize` (`FD_Bitmap` *bitmap)
Initializes the bitmap to all zeros, indicating that no file descriptors are in use.
- bool `fd_bitmap_set` (`FD_Bitmap` *bitmap, uint32_t fd)
Sets the bit for a given file descriptor, indicating it is now in use.
- bool `fd_bitmap_clear` (`FD_Bitmap` *bitmap, uint32_t fd)
Clears the bit for a given file descriptor, indicating it is no longer in use.
- bool `fd_bitmap_test` (const `FD_Bitmap` *bitmap, uint32_t fd)
Tests whether the bit for a given file descriptor is set, indicating whether it is in use.

10.20.1 Macro Definition Documentation

10.20.1.1 FD_BITMAP_BYTES

```
#define FD_BITMAP_BYTES (FD_BITMAP_SIZE / 8)
```

10.20.1.2 FD_BITMAP_SIZE

```
#define FD_BITMAP_SIZE 1024
```

10.20.2 Function Documentation

10.20.2.1 fd_bitmap_clear()

```
bool fd_bitmap_clear (
    FD_Bitmap * bitmap,
    uint32_t fd )
```

Clears the bit for a given file descriptor, indicating it is no longer in use.

Parameters

<i>bitmap</i>	A pointer to the file descriptor bitmap.
<i>fd</i>	The file descriptor to mark as not in use.

Returns

bool True if the operation was successful, false if the fd is out of range.

10.20.2.2 fd_bitmap_initialize()

```
void fd_bitmap_initialize (
    FD_Bitmap * bitmap )
```

Initializes the bitmap to all zeros, indicating that no file descriptors are in use.

Parameters

<i>bitmap</i>	A pointer to the file descriptor bitmap to initialize.
---------------	--

10.20.2.3 fd_bitmap_set()

```
bool fd_bitmap_set (
    FD_Bitmap * bitmap,
    uint32_t fd )
```

Sets the bit for a given file descriptor, indicating it is now in use.

Parameters

<i>bitmap</i>	A pointer to the file descriptor bitmap.
<i>fd</i>	The file descriptor to mark as in use.

Returns

bool True if the operation was successful, false if the fd is out of range.

10.20.2.4 fd_bitmap_test()

```
bool fd_bitmap_test (
    const FD_Bitmap * bitmap,
    uint32_t fd )
```

Tests whether the bit for a given file descriptor is set, indicating whether it is in use.

Parameters

<i>bitmap</i>	A pointer to the file descriptor bitmap.
<i>fd</i>	The file descriptor to check.

Returns

bool True if the file descriptor is in use, false otherwise.

10.21 bitmap.h

[Go to the documentation of this file.](#)

```
00001 #ifndef OPENFD_BITMAP_H
00002 #define OPENFD_BITMAP_H
00003
00004 #include <stdbool.h> // For bool type
00005 #include <stdint.h> // For uint8_t, uint32_t types
00006
00007 #define FD_BITMAP_SIZE 1024 // Maximum number of file descriptors
00008 #define FD_BITMAP_BYTES (FD_BITMAP_SIZE / 8) // Number of bytes needed
```

```

00009
00013 typedef struct {
00014     uint8_t bits[FD_BITMAP_BYTES];
00015 } FD_Bitmap;
00016
00023 void fd_bitmap_initialize(FD_Bitmap* bitmap);
00024
00033 bool fd_bitmap_set(FD_Bitmap* bitmap, uint32_t fd);
00034
00044 bool fd_bitmap_clear(FD_Bitmap* bitmap, uint32_t fd);
00045
00054 bool fd_bitmap_test(const FD_Bitmap* bitmap, uint32_t fd);
00055
00056 #endif

```

10.22 src/util/clinkedlist.c File Reference

```

#include "clinkedlist.h"
#include <stdlib.h>
#include "kernel.h"

```

Functions

- [CircularList * init_list](#) (void)
- [int add_process](#) ([CircularList *list](#), [pcb_t *process](#))
- [void add_process_front](#) ([CircularList *list](#), [pcb_t *process](#))
- [bool remove_process](#) ([CircularList *list](#), [pid_t pid](#))
- [pcb_t * find_process](#) ([CircularList *list](#), [pid_t pid](#))
- [pcb_t * find_process_job_id](#) ([CircularList *list](#), [u_int64_t index](#))

10.22.1 Function Documentation

10.22.1.1 add_process()

```

int add_process (
    CircularList * list,
    pcb_t * process )

```

Adds a new process to the circular linked list.

Parameters

<i>list</i>	Pointer to the circular linked list.
<i>process</i>	Pointer to the process control block (pcb_t) to add.

10.22.1.2 add_process_front()

```

void add_process_front (
    CircularList * list,
    pcb_t * process )

```

Adds a new process to the front of circular linked list.

Parameters

<i>list</i>	Pointer to the circular linked list.
<i>process</i>	Pointer to the process control block (pcb_t) to add.

10.22.1.3 find_process()

```
pcb_t * find_process (
    CircularList * list,
    pid_t pid )
```

Finds a process in the circular linked list by its PID.

Parameters

<i>list</i>	Pointer to the circular linked list.
<i>pid</i>	PID of the process to find.

Returns

pcb_t* Pointer to the found process control block, or NULL if not found.

10.22.1.4 find_process_job_id()

```
pcb_t * find_process_job_id (
    CircularList * list,
    u_int64_t index )
```

Finds a process in the circular linked list by its Job ID.

Parameters

<i>list</i>	Pointer to the circular linked list.
<i>index</i>	Job Id specified by user.

Returns

pcb_t* Pointer to the found process control block, or NULL if not found.

10.22.1.5 init_list()

```
CircularList * init_list (
    void )
```

Initializes a circular linked list.

Returns

CircularList* Pointer to the newly initialized list.

10.22.1.6 remove_process()

```
bool remove_process (
    CircularList * list,
    pid_t pid )
```

Removes a process from the circular linked list by its PID.

Parameters

<i>list</i>	Pointer to the circular linked list.
<i>pid</i>	PID of the process to remove.

Returns

bool true if the process was successfully removed, false otherwise.

10.23 src/util/clinkedlist.h File Reference

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

Data Structures

- struct [Node](#)
This structure represents a node in the circular linked list.
- struct [CircularList](#)
This structure represents a circular linked list for managing processes.

Typedefs

- typedef struct pcb_t [pcb_t](#)
- typedef struct Node [Node](#)

Functions

- [CircularList](#) * [init_list](#) (void)
- int [add_process](#) ([CircularList](#) *list, [pcb_t](#) *process)
- void [add_process_front](#) ([CircularList](#) *list, [pcb_t](#) *process)
- bool [remove_process](#) ([CircularList](#) *list, pid_t pid)
- [pcb_t](#) * [find_process](#) ([CircularList](#) *list, pid_t pid)
- [pcb_t](#) * [find_process_job_id](#) ([CircularList](#) *list, u_int64_t index)

10.23.1 Typedef Documentation

10.23.1.1 Node

```
typedef struct Node Node
```


10.23.1.2 pcb_t

```
typedef struct pcb_t pcb_t
```

10.23.2 Function Documentation

10.23.2.1 add_process()

```
int add_process (
    CircularList * list,
    pcb_t * process )
```

Adds a new process to the circular linked list.

Parameters

<i>list</i>	Pointer to the circular linked list.
<i>process</i>	Pointer to the process control block (pcb_t) to add.

10.23.2.2 add_process_front()

```
void add_process_front (
    CircularList * list,
    pcb_t * process )
```

Adds a new process to the front of circular linked list.

Parameters

<i>list</i>	Pointer to the circular linked list.
<i>process</i>	Pointer to the process control block (pcb_t) to add.

10.23.2.3 find_process()

```
pcb_t * find_process (
    CircularList * list,
    pid_t pid )
```

Finds a process in the circular linked list by its PID.

Parameters

<i>list</i>	Pointer to the circular linked list.
<i>pid</i>	PID of the process to find.

Returns

pcb_t* Pointer to the found process control block, or NULL if not found.

10.23.2.4 find_process_job_id()

```
pcb_t * find_process_job_id (
    CircularList * list,
    u_int64_t index )
```

Finds a process in the circular linked list by its Job ID.

Parameters

<i>list</i>	Pointer to the circular linked list.
<i>index</i>	Job Id specified by user.

Returns

pcb_t* Pointer to the found process control block, or NULL if not found.

10.23.2.5 init_list()

```
CircularList * init_list (
    void )
```

Initializes a circular linked list.

Returns

CircularList* Pointer to the newly initialized list.

10.23.2.6 remove_process()

```
bool remove_process (
    CircularList * list,
    pid_t pid )
```

Removes a process from the circular linked list by its PID.

Parameters

<i>list</i>	Pointer to the circular linked list.
<i>pid</i>	PID of the process to remove.

Returns

bool true if the process was successfully removed, false otherwise.

10.24 clinkedlist.h

[Go to the documentation of this file.](#)

```
00001 #ifndef SCHEDULER_LIST_H
00002 #define SCHEDULER_LIST_H
00003
00004 #include <stdbool.h>
00005 #include <sys/types.h>
00006
00007 typedef struct pcb_t pcb_t;
00008
00013 typedef struct Node {
00014     pcb_t* process;
00015     struct Node* next;
00016 } Node;
00017
00023 typedef struct {
00024     Node* head;
00025     Node* tail;
00026     unsigned int size;
00027 } CircularList;
00028
00033 CircularList* init_list(void);
00034
00040 int add_process(CircularList* list, pcb_t* process);
00041
00047 void add_process_front(CircularList* list, pcb_t* process);
00048
00055 bool remove_process(CircularList* list, pid_t pid);
00056
00064 pcb_t* find_process(CircularList* list, pid_t pid);
00065
00073 pcb_t* find_process_job_id(CircularList* list, u_int64_t index);
00074
00075 #endif // SCHEDULER_LIST_H
```

10.25 src/util/error.c File Reference

```
#include "error.h"
```

Functions

- void [u_perror](#) (char *message)

This is an analogue of the perror(3) function. This allows the shell or other function to pass in a message describing what error occurred, which the function then concatenates to the default error message based on your errno value. The filesystem and kernel will both set errno and return -1 on system calls if they fail, after which [u_perror\(\)](#) can be called.

10.25.1 Function Documentation

10.25.1.1 u_perror()

```
void u_perror (
    char * message )
```

This is an analogue of the perror(3) function. This allows the shell or other function to pass in a message describing what error occurred, which the function then concatenates to the default error message based on your errno value. The filesystem and kernel will both set errno and return -1 on system calls if they fail, after which [u_perror\(\)](#) can be called.

Parameters

<code>message</code>	This is the message that will be concatenated to the default error message.
----------------------	---

10.26 src/util/error.h File Reference

```
#include "unistd.h"
#include "errno.h"
#include "stdio.h"
#include <string.h>
```

Macros

- `#define EPCBCREATE 0`
- `#define ENOARGS 1`
- `#define EADDPROC 2`
- `#define ETHREADCREATE 3`
- `#define EBITMAP 4`
- `#define EINVARG 5`

Functions

- void `u_perror` (char *message)

This is an analogue of the `perror(3)` function. This allows the shell or other function to pass in a message describing what error occurred, which the function then concatenates to the default error message based on your `errno` value. The filesystem and kernel will both set `errno` and return -1 on system calls if they fail, after which `u_perror()` can be called.

Variables

- int `errno`

10.26.1 Macro Definition Documentation

10.26.1.1 EADDPROC

```
#define EADDPROC 2
```

10.26.1.2 EBITMAP

```
#define EBITMAP 4
```

10.26.1.3 EINVARG

```
#define EINVARG 5
```

10.26.1.4 ENOARGS

```
#define ENOARGS 1
```

10.26.1.5 EPCBCREATE

```
#define EPCBCREATE 0
```

10.26.1.6 ETHREADCREATE

```
#define ETHREADCREATE 3
```

10.26.2 Function Documentation

10.26.2.1 u_perror()

```
void u_perror (
    char * message )
```

This is an analogue of the perror(3) function. This allows the shell or other function to pass in a message describing what error occurred, which the function then concatenates to the default error message based on your errno value. The filesystem and kernel will both set errno and return -1 on system calls if they fail, after which [u_perror\(\)](#) can be called.

Parameters

<i>message</i>	This is the message that will be concatenated to the default error message.
----------------	---

10.26.3 Variable Documentation

10.26.3.1 errno

```
int errno [extern]
```

This is an integer that can be set by various functions to denote the kind of error that occurred. This is similar to that defined by errno.h, except that it is a custom definition.

10.27 error.h

[Go to the documentation of this file.](#)

```
00001 #include "unistd.h"
00002 #include "errno.h"
00003 #include "stdio.h"
00004 #include <string.h>
00005
00006
00007 #ifndef ERROR
00008 #define ERROR
00015 extern int errno;
00016
00017 // KERNEL LEVEL ERRORS
00018
00019 // S_SPAWN ERRORS
00020 #define EPCBCREATE 0
00021 #define ENOARGS 1
00022 #define EADDPROC 2
00023 #define ETHREADCREATE 3
00024 #define EBITMAP 4
00025
00026
00027 // S_SLEEP ERRORS
00028 #define EINVAR 5
00029
00030
00031 // FAT LEVEL ERRORS
00042 void u_perror(char* message);
00043
00044 #endif
```

10.28 src/util/globals.c File Reference

```
#include "globals.h"
```

Variables

- [CircularList](#) * [processes](#) [3]
- [CircularList](#) * [blocked](#)
- [CircularList](#) * [stopped](#)
- [CircularList](#) * [zombied](#)
- [CircularList](#) * [bg_list](#)
- [pcb_t](#) * [current](#) = NULL
- [pid_t](#) [next_pid](#) = 1
- [uint64_t](#) [job_id](#) = 1
- [int](#) [logfiledescriptor](#) = 0
- [unsigned int](#) [tick](#) = 0

10.28.1 Variable Documentation

10.28.1.1 bg_list

```
CircularList* bg\_list
```

A global pointer to the process list of background processes. The processes enter this list when

10.28.1.2 blocked

```
CircularList* blocked
```

A global pointer to the process list of blocked processes. Processes enter this list via [s_waitpid\(\)](#) or [s_sleep\(\)](#).

10.28.1.3 current

```
pcb_t* current = NULL
```

This is the currently scheduled process. It can be accessed by any method to easily access the current method.

10.28.1.4 job_id

```
uint64_t job_id = 1
```

This is to keep track of the job numbers from processes that are in the background or stopped.

10.28.1.5 logfiledescriptor

```
int logfiledescriptor = 0
```

This is the int representing the file descriptor of the log file, to be used for writing purposes for the logging of events.

10.28.1.6 next_pid

```
pid_t next_pid = 1
```

This the next pid to be used, by [k_proc_create\(\)](#), to ensure that PIDs are not duplicated. This may be rewritten later to reuse/reallocate old processes that have been exited/terminated. I have no strong desire to do so, but do so if you wish.

10.28.1.7 processes

```
CircularList* processes[3]
```

A global array of pointers to the process lists. Each priority level can be accessed via `processes[priority]`. Processes enter this list after creation or via [s_kill](#) after receiving `P_SIGCONT` when stopped.

10.28.1.8 stopped

```
CircularList* stopped
```

A global pointer to the process list of stopped processes. Processes enter this list via [s_kill\(\)](#) after receiving a `P_SIGTERM` signal.

10.28.1.9 tick

```
unsigned int tick = 0
```

This is an int representing the current tick of pennos, to be used for logging purposes.

10.28.1.10 zombied

```
CircularList* zombied
```

A global pointer to the process list of zombied/terminated processes. These processes enter this list via [s_exit\(\)](#) or [s_kill\(\)](#), with the P_SIGTERM signal.

10.29 src/util/globals.h File Reference

```
#include "clinkedlist.h"
#include "kernel.h"
#include "prioritylist.h"
```

Variables

- [CircularList](#) * [processes](#) [3]
- [CircularList](#) * [blocked](#)
- [CircularList](#) * [stopped](#)
- [CircularList](#) * [zombied](#)
- [CircularList](#) * [bg_list](#)
- [pcb_t](#) * [current](#)
- [pid_t](#) [next_pid](#)
- [uint64_t](#) [job_id](#)
- [int](#) [logfiledescriptor](#)
- [unsigned int](#) [tick](#)

10.29.1 Variable Documentation

10.29.1.1 bg_list

```
CircularList* bg_list [extern]
```

A global pointer to the process list of background processes. The processes enter this list when

10.29.1.2 blocked

```
CircularList* blocked [extern]
```

A global pointer to the process list of blocked processes. Processes enter this list via [s_waitpid\(\)](#) or [s_sleep\(\)](#).

10.29.1.3 current

```
pcb_t* current [extern]
```

This is the currently scheduled process. It can be accessed by any method to easily access the current method.

10.29.1.4 job_id

```
uint64_t job_id [extern]
```

This is to keep track of the job numbers from processes that are in the background or stopped.

10.29.1.5 logfiledescriptor

```
int logfiledescriptor [extern]
```

This is the int representing the file descriptor of the log file, to be used for writing purposes for the logging of events.

10.29.1.6 next_pid

```
pid_t next_pid [extern]
```

This the next pid to be used, by [k_proc_create\(\)](#), to ensure that PIDs are not duplicated. This may be rewritten later to reuse/reallocate old processes that have been exited/terminated. I have no strong desire to do so, but do so if you wish.

10.29.1.7 processes

```
CircularList* processes[3] [extern]
```

A global array of pointers to the process lists. Each priority level can be accessed via `processes[priority]`. Processes enter this list after creation or via `s_kill` after receiving `P_SIGCONT` when stopped.

10.29.1.8 stopped

```
CircularList* stopped [extern]
```

A global pointer to the process list of stopped processes. Processes enter this list via `s_kill()` after receiving a `P_SIGTERM` signal.

10.29.1.9 tick

```
unsigned int tick [extern]
```

This is an int representing the current tick of pennos, to be used for logging purposes.

10.29.1.10 zombied

`CircularList* zombied [extern]`

A global pointer to the process list of zombied/terminated processes. These processes enter this list via `s_exit()` or `s_kill()`, with the `P_SIGTERM` signal.

10.30 globals.h

[Go to the documentation of this file.](#)

```
00001 #ifndef GLOBALS_H
00002 #define GLOBALS_H
00003
00004 #include "clinkedlist.h"
00005 #include "kernel.h"
00006 #include "prioritylist.h"
00007
00014 extern CircularList* processes[3];
00015
00020 extern CircularList* blocked;
00021
00026 extern CircularList* stopped;
00027
00033 extern CircularList* zombied;
00034
00039 extern CircularList* bg_list;
00040
00046 extern pcb_t* current;
00047
00055 extern pid_t next_pid;
00056
00062 extern uint64_t job_id;
00063
00069 extern int logfiledescriptor;
00070
00076 extern unsigned int tick;
00077
00078 #endif
```

10.31 src/util/kernel.c File Reference

```
#include "kernel.h"
#include "stdio.h"
```

Functions

- `pcb_t* k_proc_create (pcb_t *parent)`
Create a new child process, inheriting applicable properties from the parent.
- `void k_proc_cleanup (pcb_t *proc)`
Clean up a terminated/finished thread's resources. This may include freeing the PCB, handling children, etc.

10.31.1 Function Documentation

10.31.1.1 k_proc_cleanup()

```
void k_proc_cleanup (
    pcb_t * proc )
```

Clean up a terminated/finished thread's resources. This may include freeing the PCB, handling children, etc.

Parameters

<code>proc</code>	This is a pointer to the process control block of a process that has terminated.
-------------------	--

need to kill all children

10.31.1.2 k_proc_create()

```
pcb_t * k_proc_create (
    pcb_t * parent )
```

Create a new child process, inheriting applicable properties from the parent.

Parameters

<code>parent</code>	This is a pointer to the process control block of the parent, from which it inherits.
---------------------	---

Returns

Reference to the child PCB.

10.32 src/util/kernel.h File Reference

```
#include <sys/types.h>
#include "array.h"
#include "bitmap.h"
#include "clinkedlist.h"
#include "globals.h"
#include "spthread.h"
#include "stdlib.h"
#include "syscall.h"
```

Data Structures

- struct `pcb_t`

This structure stores all required information about a running process.

Macros

- #define `P_SIGSTOP 0`

This is the STOP signal definition to be used by `s_kill()`. Running processes (ONLY) that receive the `P_SIGSTOP` signal will become stopped and have their state and process list adjusted accordingly. Note that statechanged will NOT be changed, as this state transition does NOT cause `s_waitpid()` to return/unblock.

- #define `P_SIGCONT 1`

This is the CONTINUE signal definition to be used by `s_kill()`. Stopped processes (ONLY) that receive the `P_SIGCONT` signal will become running and have their state and process list adjusted accordingly. Note that statechanged will NOT be changed, as this state transition does NOT cause `s_waitpid()` to return/unblock.

- #define `P_SIGTER 2`

This is the TERMINATE signal definition to be used by `s_kill()`. Any process that receives the `P_SIGTER` signal will become zombied and have their state and process list adjusted accordingly. Note that statechanged WILL be changed, as this state transition DOES cause `s_waitpid()` to return/unblock.

Typedefs

- typedef struct pcb_t [pcb_t](#)

Enumerations

- enum [process_state_t](#) { [RUNNING](#) , [STOPPED](#) , [BLOCKED](#) , [ZOMBIED](#) }

Defines the possible states of a process in the system.

Functions

- [pcb_t](#) * [k_proc_create](#) ([pcb_t](#) *parent)
Create a new child process, inheriting applicable properties from the parent.
- void [k_proc_cleanup](#) ([pcb_t](#) *proc)
Clean up a terminated/finished thread's resources. This may include freeing the PCB, handling children, etc.

10.32.1 Macro Definition Documentation

10.32.1.1 P_SIGCONT

```
#define P_SIGCONT 1
```

This is the CONTINUE signal definition to be used by [s_kill\(\)](#). Stopped processes (ONLY) that receive the P_↔SIGCONT signal will become running and have their state and process list adjusted accordingly. Note that state-changed will NOT be changed, as this state transition does NOT cause [s_waitpid\(\)](#) to return/unblock.

10.32.1.2 P_SIGSTOP

```
#define P_SIGSTOP 0
```

This is the STOP signal definition to be used by [s_kill\(\)](#). Running processes (ONLY) that receive the P_SIGSTOP signal will become stopped and have their state and process list adjusted accordingly. Note that statechanged will NOT be changed, as this state transition does NOT cause [s_waitpid\(\)](#) to return/unblock.

10.32.1.3 P_SIGTER

```
#define P_SIGTER 2
```

This is the TERMINATE signal definition to be used by [s_kill\(\)](#). Any process that receives the P_SIGTER signal will become zombied and have their state and process list adjusted accordingly. Note that statechanged WILL be changed, as this state transition DOES cause [s_waitpid\(\)](#) to return/unblock.

10.32.2 Typedef Documentation

10.32.2.1 pcb_t

```
typedef struct pcb_t pcb_t
```

10.32.3 Enumeration Type Documentation

10.32.3.1 process_state_t

```
enum process\_state\_t
```

Defines the possible states of a process in the system.

This enumeration lists all the possible states that a process could be in at any given time. It is used within the [pcb_t](#) structure to track the current state of each process.

Enumerator

RUNNING	Process is currently executing. A process enters the RUNNING state when the scheduler selects it for execution, typically from the READY state.
STOPPED	Process is not executing, but can be resumed. A process should only become STOPPED if signaled by <code>s_kill</code> , receiving the <code>P_SIGSTOP</code> signal.
BLOCKED	Process is not executing, waiting for an event to occur. A process should only be blocked if it made a call to either <code>s_waitpid</code> or <code>s_sleep</code> .
ZOMBIED	Process has finished execution but awaits resource cleanup. A process enters the ZOMBIED state after it has finished its execution and is waiting for the parent process to read its exit status. If the parent process ever exits prior to reading exit status, this process should immediately cleaned up.

10.32.4 Function Documentation

10.32.4.1 k_proc_cleanup()

```
void k_proc_cleanup (
    pcb_t * proc )
```

Clean up a terminated/finished thread's resources. This may include freeing the PCB, handling children, etc.

Parameters

<i>proc</i>	This is a pointer to the process control block of a process that has terminated.
-------------	--

need to kill all children

10.32.4.2 k_proc_create()

```
pcb_t * k_proc_create (
    pcb_t * parent )
```

Create a new child process, inheriting applicable properties from the parent.

Parameters

<i>parent</i>	This is a pointer to the process control block of the parent, from which it inherits.
---------------	---

Returns

Reference to the child PCB.

10.33 kernel.h

[Go to the documentation of this file.](#)

```

00001 #ifndef KERNEL_H
00002 #define KERNEL_H
00003
00004 #include <sys/types.h> //needed for ssize_t, if we use ints, can remove
00005 #include "array.h"
00006 #include "bitmap.h"
00007 #include "clinkedlist.h"
00008 #include "globals.h"
00009 #include "spthread.h"
00010 #include "stdlib.h"
00011 #include "syscall.h"
00012
00021 typedef enum {
00022     RUNNING,
00026     STOPPED,
00031     BLOCKED,
00036     ZOMBIED
00043 } process_state_t;
00044
00053 #define P_SIGSTOP 0
00054
00062 #define P_SIGCONT 1
00063
00071 #define P_SIGTER 2
00072
00078 typedef struct pcb_t {
00079     spthread_t handle;
00080     pid_t pid;
00081     pid_t ppid;
00082     DynamicPIDArray* child_pids;
00084     unsigned int priority : 2;
00086     process_state_t
00087         state;
00088     FD_Bitmap* open_fds;
00091     int input_fd;
00093     int output_fd;
00095     bool statechanged;
00098     int exit_status;
00100     int term_signal;
00102     bool waiting_for_change;
00104     pid_t waiting_on_pid;
00106     unsigned int ticks_to_wait;
00109     char* processname;
00111     bool bg_done;
00114     u_int64_t job_num;
00116     char** argv;
00117 } pcb_t;
00118
00126 pcb_t* k_proc_create(pcb_t* parent);
00127
00134 void k_proc_cleanup(pcb_t* proc);
00135
00136 #endif

```

10.34 src/util/pennfat_kernel.c File Reference

```

#include "pennfat_kernel.h"
#include "unistd.h"

```

Functions

- void [zero_out_helper](#) (int curr)
- int [k_open](#) (const char *fname, int mode)
Open file name fname with the mode mode, and return a file descriptor to that file.
- bool [is_file_name_valid](#) (char *name)
Checks whether the filename follows the POSIX standard.
- struct [directory_entries](#) * [does_file_exist](#) (const char *fname)
helper that traverses root directory block by block to check if fname file exists return: the directory entry struct with name fname (NULL if not found) also moves fs_fd to the end of the root directory
- void [move_to_open_de](#) (bool found)

- Change the offset to the fs_fd to the first open directory entry.*
- `off_t does_file_exist2` (const char *fname)
Helper function that given a files name, it outputs the offset to the directory entry or negative number if the file isn't found.
 - `int get_first_empty_fat_index` ()
Finds and returns the first empty fat index marked as 0x0000.
 - `void lseek_to_root_directory` ()
lseek the file system's offset to the start of the root directory.
 - `struct file_descriptor_st * get_file_descriptor` (int fd)
Return the file descriptor struct for the given file descriptor number.
 - `struct file_descriptor_st * create_file_descriptor` (int fd, char *fname, int mode, int offset)
Creates a new file_descriptor_st struct, initialized with the values provided by the parameters. For more information of the parameters, refer to struct file_descriptor_st.
 - `struct directory_entries * create_directory_entry` (const char *name, uint32_t size, uint16_t firstBlock, uint8_t type, uint8_t perm, time_t mtime)
Creates a new directory_entries struct, initialized with the values provided by the parameters. For more information of the parameters, refer to struct directory_entries.
 - `ssize_t k_read` (int fd, int n, char *buf)
Read n bytes from the file referenced by fd. On return, k_read returns the number of bytes read, 0 if EOF is reached, or a negative number on error.
 - `void extend_fat` (int start_index, int empty_fat_index)
Extend the fat region of the given file (marked by the start_index) by one block.
 - `void write_one_byte_in_while` (int bytes_left, int size, int true_offset, int *size_increment, int *bytes_written, int *current_offset, const char *str, uint16_t firstBlock)
 - `void update_directory_entry_after_write` (struct directory_entries *curr_de, char *fname, int bytes_written)
 - `ssize_t k_write` (int fd, const char *str, int n)
Write n bytes of the string referenced by str to the file fd and increment the file pointer by n. On return, k_write returns the number of bytes written, or a negative value on error.
 - `int k_count_fd_num` (const char *name)
Returns the number of currently open in the global_fd_table with the name as the fname.
 - `int k_close` (int fd)
Close the file fd and return 0 on success, or a negative value on failure.
 - `int k_unlink` (const char *fname)
Remove the file by freeing the FAT table and zeroing out previously existing data.
 - `off_t k_lseek` (int fd, int offset, int whence)
Reposition the file pointer for fd to the offset relative to whence. Refer to lseek(2) for how whence interacts with the file offset. If the newly calculated offset is greater than the current size of the file, the file expands to match that offset with the newly allocated space filled with 0s.
 - `void generate_permission` (uint8_t perm, char **permissions)
 - `char * formatTime` (time_t t)
 - `void k_ls` (const char *filename, int fd)
List the file filename in the current directory. If filename is NULL, list all files in the current directory.
 - `int k_update_timestamp` (const char *source)
Change the timestamp of the file to the current time.
 - `int k_rename` (const char *source, const char *dest)
Rename source to dest.
 - `int k_change_mode` (const char *change, const char *filename)
Change file mode bits.
 - `char * k_read_all` (const char *filename, int *read_num)
Reads all contents from the file with the file name filename. Outputs the contents as well as update read_num to the number of bytes read.
 - `char * k_get_fname_from_fd` (int fd)
Returns the filename for the given file descriptor number.

- int [k_cp_within_fat](#) (char *source, char *dest)
Copies the contents from source to dest. Both source and dest must be files within the PENNFAT system.
- int [k_cp_to_host](#) (char *source, char *host_dest)
Copies the contents from source to host_dest source must be a file within the PENNFAT system. host_↔dest is a host system file.
- int [k_cp_from_host](#) (char *host_source, char *dest)
Copies the contents from host_source to dest. dest must be a file within the PENNFAT system. host_↔source is a host system file.

Variables

- uint16_t * [fat](#) = NULL
PennFAT filesystem that has been mounted to memory using the mmap(2).
- struct [file_descriptor_st](#) ** [global_fd_table](#) = NULL
Kernel level global file descriptor table that stores all file descriptor that has been created through out the program's runtime.
- int [fs_fd](#) = -1
File descriptor number (host system level) for the filesystem that has been mounted to the program.
- int [block_size](#) = 0
Block size of the currently mounted filesystem that is defined during the mkfs process.
- int [fat_size](#) = 0
FAT region size of the currently mounted filesystem.
- int [num_fat_entries](#) = 0
Calculated value of the total number of FAT entries within the currently mounted filesystem.
- int [data_size](#) = 0
Calculated data region size of the currently mounted filesystem.
- int [fd_counter](#) = 3

10.34.1 Function Documentation

10.34.1.1 create_directory_entry()

```
struct directory\_entries * create_directory_entry (
    const char * name,
    uint32_t size,
    uint16_t firstBlock,
    uint8_t type,
    uint8_t perm,
    time_t mtime )
```

Creates a new [directory_entries](#) struct, initialized with the values provided by the parameters. For more information of the parameters, refer to struct [directory_entries](#).

Parameters

<i>name</i>	Name of the file.
<i>size</i>	Size of the current file.
<i>firstBlock</i>	First FAT block number.
<i>type</i>	Type of the file.
<i>perm</i>	Permission of the file.
<i>mtime</i>	Last modified time.

Returns

A newly created [directory_entries](#) struct. NULL on memory allocation error.

10.34.1.2 create_file_descriptor()

```
struct file_descriptor_st * create_file_descriptor (
    int fd,
    char * fname,
    int mode,
    int offset )
```

Creates a new [file_descriptor_st](#) struct, initialized with the values provided by the parameters. For more information of the parameters, refer to struct [file_descriptor_st](#).

Parameters

<i>fd</i>	File descriptor number.
<i>fname</i>	Name of the file.
<i>mode</i>	Either F_WRITE, F_READ, F_APPEND.
<i>offset</i>	Offset to the start of the file.

Returns

A newly created [file_descriptor_st](#) struct. NULL on memory allocation error.

10.34.1.3 does_file_exist()

```
struct directory_entries * does_file_exist (
    const char * fname )
```

helper that traverses root directory block by block to check if fname file exists return: the directory entry struct with name fname (NULL if not found) also moves fs_fd to the end of the root directory

Parameters

<i>fname</i>	Name of the file that we want to check.
--------------	---

10.34.1.4 does_file_exist2()

```
off_t does_file_exist2 (
    const char * fname )
```

Helper function that given a files name, it outputs the offset to the directory entry or negative number if the file isn't found.

Parameters

<i>fname</i>	Name of the file that we want to check.
--------------	---

10.34.1.5 extend_fat()

```
void extend_fat (
    int start_index,
    int empty_fat_index )
```

Extend the fat region of the given file (marked by the `start_index`) by one block.

Parameters

<i>start_index</i>	Start fat index for the given file.
<i>empty_fat_index</i>	The first empty index of the current FAT table. Should be calculated using get_first_empty_fat_index() .

10.34.1.6 formatTime()

```
char * formatTime (
    time_t t )
```

10.34.1.7 generate_permission()

```
void generate_permission (
    uint8_t perm,
    char ** permissions )
```

10.34.1.8 get_file_descriptor()

```
struct file_descriptor_st * get_file_descriptor (
    int fd )
```

Return the file descriptor struct for the given file descriptor number.

Parameters

<i>fd</i>	File descriptor number.
-----------	-------------------------

10.34.1.9 get_first_empty_fat_index()

```
int get_first_empty_fat_index ( )
```

Finds and returns the first empty fat index marked as 0x0000.

Returns

first empty fat index.

10.34.1.10 is_file_name_valid()

```
bool is_file_name_valid (
    char * name )
```

Checks whether the filename follows the POSIX standard.

Parameters

<i>name</i>	Filename.
-------------	-----------

Returns

True if valid. False otherwise.

10.34.1.11 k_change_mode()

```
int k_change_mode (
    const char * change,
    const char * filename )
```

Change file mode bits.

The operator + causes the selected file mode bits to be added to the existing file mode bits of each file; - causes them to be removed.

Parameters

<i>change</i>	String that determines how the bits are modified.
<i>filename</i>	Name of the file.

Returns

1 on success. Negative number on failure.

10.34.1.12 k_close()

```
int k_close (
    int fd )
```

Close the file fd and return 0 on success, or a negative value on failure.

Parameters

<i>fd</i>	File descriptor number that needs to be closed
-----------	--

Returns

0 on success, or a negative value on failure.

10.34.1.13 k_count_fd_num()

```
int k_count_fd_num (
    const char * name )
```

Returns the number of currently open in the `global_fd_table` with the `name` as the fname.

Parameters

<i>name</i>	Name of the file that we want to check.
-------------	---

10.34.1.14 k_cp_from_host()

```
int k_cp_from_host (
    char * host_source,
    char * dest )
```

Copies the contents from `host_source` to `dest`. `dest` must be a file within the PENNFAT system. `host_source` is a host system file.

`host_source` must exist. If `dest` does not exist, it will be newly created.

Parameters

<i>host_source</i>	File name of source. Must be a host system file.
<i>dest</i>	File name of dest. Must be a PennFAT file.

Returns

1 on success. Negative number on failure.

10.34.1.15 k_cp_to_host()

```
int k_cp_to_host (
    char * source,
    char * host_dest )
```

Copies the contents from `source` to `host_dest` `source` must be a file within the PENNFAT system. `host_dest` is a host system file.

`source` must exist. If `host_dest` does not exist, it will be newly created.

Parameters

<i>source</i>	File name of source. Must be a PennFAT file.
<i>host_dest</i>	File name of dest. Must be a host system file.

Returns

1 on success. Negative number on failure.

10.34.1.16 k_cp_within_fat()

```
int k_cp_within_fat (
    char * source,
    char * dest )
```

Copies the contents from `source` to `dest`. Both `source` and `dest` must be files within the PENNFAT system.

`source` must exist. If `dest` does not exist, it will be newly created.

Parameters

<i>source</i>	File name of source. Must be a PennFAT file.
<i>dest</i>	File name of dest. Must be a PennFAT file.

Returns

1 on success. Negative number on failure.

10.34.1.17 k_get_fname_from_fd()

```
char * k_get_fname_from_fd (
    int fd )
```

Returns the filename for the given file descriptor number.

Parameters

<i>fd</i>	The file descriptor number.
-----------	-----------------------------

Returns

The file name of the `fd`. NULL if `fd` is invalid.

10.34.1.18 k_ls()

```
void k_ls (
    const char * filename,
    int fd )
```

List the file filename in the current directory. If filename is NULL, list all files in the current directory.

Similar to posix ls.

Parameters

<i>filename</i>	Optional parameter. If specified, ls data for the specified file is printed
<i>fd</i>	The file descriptor you want to write the result of k_ls to

10.34.1.19 k_lseek()

```
off_t k_lseek (
    int fd,
    int offset,
    int whence )
```

Reposition the file pointer for *fd* to the offset relative to *whence*. Refer to `lseek(2)` for how *whence* interacts with the file offset. If the newly calculated offset is greater than the current size of the file, the file expands to match that offset with the newly allocated space filled with 0s.

Parameters

<i>fd</i>	File descriptor number
<i>offset</i>	Offset value
<i>whence</i>	F_SEEK_SET, F_SEEK_CUR, and F_SEEK_END. Follows the <code>lseek(2)</code> <i>whence</i> mode.

Returns

`off_t` Newly calculated offset for *fd*

10.34.1.20 k_open()

```
int k_open (
    const char * fname,
    int mode )
```

Open file name *fname* with the mode *mode*, and return a file descriptor to that file.

This function opens a file specified by the file name *fname* in the mode specified by *mode* and returns a file descriptor associated with the open file that can be used for subsequent file operations.

Parameters

<i>fname</i>	The name of the file to open. See POSIX standard for allowed names.
<i>mode</i>	The mode with which to open the file. This should specify the access mode (e.g., read, write) and other flags as defined by the operating system. Allowed modes are: write (F_WRITE), read (F_READ), and append (F_APPEND).

Returns

`int` A non-negative file descriptor on success, or -1 on error and `errno` set.

Note

The `mode` parameter may only be `F_WRITE`, `F_READ`, or `F_APPEND`. Note that despite their names, write and append support both reading and writing. `F_APPEND`'s file pointer will point to the end of the file rather than the beginning. Both `F_WRITE` and `F_APPEND` will create the named file if it does not already exist.

See also

<https://www.ibm.com/docs/en/zos/3.1.0?topic=locales-posix-portable-file-name-charac>

Possible values of `errno` are:

- `EACCES` :// need to fill these in, will expand as further progress
- `ENAMETOOLONG` :

10.34.1.21 k_read()

```
ssize_t k_read (
    int fd,
    int n,
    char * buf )
```

Read `n` bytes from the file referenced by `fd`. On return, `k_read` returns the number of bytes read, 0 if EOF is reached, or a negative number on error.

Parameters

<i>fd</i>	File descriptor number we are reading from
<i>n</i>	Number of bytes we are reading from <code>fd</code>
<i>buf</i>	Buffer where we store the read value

Returns

`ssize_t` the number of bytes read, 0 if EOF is reached, or a negative number on error

10.34.1.22 k_read_all()

```
char * k_read_all (
    const char * filename,
    int * read_num )
```

Reads all contents from the file with the file name `filename`. Outputs the contents as well as update `read_num` to the number of bytes read.

Parameters

<i>filename</i>	Name of the file we want to read from.
<i>read_num</i>	Pointer to an integer variable that will store the number of bytes read.

Returns

All contents of `filename` in `char*` format.

10.34.1.23 k_rename()

```
int k_rename (
    const char * source,
    const char * dest )
```

Rename `source` to `dest`.

Parameters

<i>source</i>	Source file name.
<i>dest</i>	Destination file name.

Returns

1 on success. Negative number on failure.

10.34.1.24 k_unlink()

```
int k_unlink (
    const char * fname )
```

Remove the file by freeing the FAT table and zeroing out previously existing data.

Parameters

<i>fname</i>	Name of the file we want to remove.
--------------	-------------------------------------

Returns

1 on success. Negative value of failure.

10.34.1.25 k_update_timestamp()

```
int k_update_timestamp (
    const char * source )
```

Change the timestamp of the file to the current time.

Parameters

<i>source</i>	Source file name.
---------------	-------------------

Returns

1 on success. Negative number on failure.

10.34.1.26 k_write()

```
ssize_t k_write (
    int fd,
    const char * str,
    int n )
```

Write *n* bytes of the string referenced by *str* to the file *fd* and increment the file pointer by *n*. On return, *k_write* returns the number of bytes written, or a negative value on error.

Parameters

<i>fd</i>	File descriptor number we are reading to
<i>str</i>	Provided string we want to write to <i>fd</i>
<i>n</i>	Number of bytes we are writing

Returns

ssize_t number of bytes written, or a negative value on error.

10.34.1.27 lseek_to_root_directory()

```
void lseek_to_root_directory ( )
```

lseek the file system's offset to the start of the root directory.

10.34.1.28 move_to_open_de()

```
void move_to_open_de (
    bool found )
```

Change the offset to the *fs_fd* to the first open directory entry.

Parameters

<i>found</i>	
--------------	--

10.34.1.29 update_directory_entry_after_write()

```
void update_directory_entry_after_write (
    struct directory_entries * curr_de,
    char * fname,
    int bytes_written )
```

10.34.1.30 write_one_byte_in_while()

```
void write_one_byte_in_while (
    int bytes_left,
    int size,
    int true_offset,
    int * size_increment,
    int * bytes_written,
    int * current_offset,
    const char * str,
    uint16_t firstBlock )
```

10.34.1.31 zero_out_helper()

```
void zero_out_helper (
    int curr )
```

10.34.2 Variable Documentation

10.34.2.1 block_size

```
int block_size = 0
```

Block size of the currently mounted filesystem that is defined during the mkfs process.

10.34.2.2 data_size

```
int data_size = 0
```

Calculated data region size of the currently mounted filesystem.

10.34.2.3 fat

```
uint16_t* fat = NULL
```

PennFAT filesystem that has been mounted to memory using the mmap(2).

10.34.2.4 fat_size

```
int fat_size = 0
```

FAT region size of the currently mounted filesystem.

10.34.2.5 fd_counter

```
int fd_counter = 3
```

10.34.2.6 fs_fd

```
int fs_fd = -1
```

File descriptor number (host system level) for the filesystem that has been mounted to the program.

10.34.2.7 global_fd_table

```
struct file_descriptor_st** global_fd_table = NULL
```

Kernel level global file descriptor table that stores all file descriptor that has been created through out the program's runtime.

10.34.2.8 num_fat_entries

```
int num_fat_entries = 0
```

Calculated value of the total number of FAT entries within the currently mounted filesystem.

10.35 src/util/pennfat_kernel.h File Reference

```
#include <stdint.h>
#include <sys/types.h>
#include "../pennfat.h"
#include "spthread.h"
```

Data Structures

- struct [directory_entries](#)
This structure stores all required information about the directory entries that are stored in the root directory.
- struct [file_descriptor_st](#)
This structure stores all required information about the file descriptor.

Macros

- #define [F_READ](#) 0
open the file for reading only
- #define [F_WRITE](#) 1
writing and reading, truncates if the file exists, or creates it if it does not exist. Only one instance of a file can be opened in F_WRITE mode; error if attempted to open a file in F_WRITE mode more than once
- #define [F_APPEND](#) 2
open the file for reading and writing but does not truncate the file if exists; additionally, the file pointer references the end of the file.
- #define [MAX_FD_NUM](#) 1024
Size of the global_fd_table.
- #define [FILE_NOT_FOUND](#) -1

- Error number for when there does not exist a file with the given file name.*

 - #define `INVALID_FILE_NAME` -2
- Error number for when the file name doesn't follow the POSIX standard.*

 - #define `MULTIPLE_F_WRITE` -3
- Error number for when trying to open more than one file descriptor in `F_WRITE` / `F_APPEND` mode.*

 - #define `WRONG_PERMISSION` -4
- Error number for when trying to use the file descriptor in an invalid way such as writing to `F_READ` file descriptor.*

 - #define `SYSTEM_ERROR` -5
- Error number for when C level system function fails.*

 - #define `FILE_DELETED` -6
- Error number for when trying to access or use a deleted file.*

 - #define `INVALID_FILE_DESCRIPTOR` -7
- Error number for when trying to access or use a invalid file descriptor.*

 - #define `FILE_IN_USE` -8
- Error number for when delete a file that is used by some other processes.*

 - #define `INVALID_PARAMETERS` -9
- Error number for when the parameter given to the function is invalid.*

 - #define `FS_NOT_MOUNTED` -10
- Error number for when the filesystem is not mounted but tries to access or use the file system.*

Enumerations

- enum `Whence` { `F_SEEK_SET` , `F_SEEK_CUR` , `F_SEEK_END` }

Defines how the offset will be calculated when using the `k_lseek` method. For more detail, refer to `lseek(2)`.

Functions

- struct `file_descriptor_st` * `create_file_descriptor` (int fd, char *fname, int mode, int offset)

Creates a new `file_descriptor_st` struct, initialized with the values provided by the parameters. For more information of the parameters, refer to struct `file_descriptor_st`.
- struct `directory_entries` * `create_directory_entry` (const char *name, uint32_t size, uint16_t firstBlock, uint8_t type, uint8_t perm, time_t mtime)

Creates a new `directory_entries` struct, initialized with the values provided by the parameters. For more information of the parameters, refer to struct `directory_entries`.
- void `lseek_to_root_directory` ()

lseek the file system's offset to the start of the root directory.
- void `extend_fat` (int start_index, int empty_fat_index)

Extend the fat region of the given file (marked by the `start_index`) by one block.
- int `get_first_empty_fat_index` ()

Finds and returns the first empty fat index marked as 0x0000.
- void `move_to_open_de` (bool found)

Change the offset to the `fs_fd` to the first open directory entry.
- struct `directory_entries` * `does_file_exist` (const char *fname)

helper that traverses root directory block by block to check if fname file exists return: the directory entry struct with name fname (NULL if not found) also moves `fs_fd` to the end of the root directory
- off_t `does_file_exist2` (const char *fname)

Helper function that given a files name, it outputs the offset to the directory entry or negative number if the file isn't found.
- int `k_count_fd_num` (const char *name)

Returns the number of currently open in the `global_fd_table` with the `name` as the `fname`.
- struct `file_descriptor_st` * `get_file_descriptor` (int fd)

- Return the file descriptor struct for the given file descriptor number.*
- int [k_open](#) (const char *fname, int mode)
 - Open file name `fname` with the mode `mode`, and return a file descriptor to that file.*
- ssize_t [k_read](#) (int fd, int n, char *buf)
 - Read `n` bytes from the file referenced by `fd`. On return, `k_read` returns the number of bytes read, 0 if EOF is reached, or a negative number on error.*
- ssize_t [k_write](#) (int fd, const char *str, int n)
 - Write `n` bytes of the string referenced by `str` to the file `fd` and increment the file pointer by `n`. On return, `k_write` returns the number of bytes written, or a negative value on error.*
- int [k_close](#) (int fd)
 - Close the file `fd` and return 0 on success, or a negative value on failure.*
- int [k_unlink](#) (const char *fname)
 - Remove the file by freeing the FAT table and zeroing out previously existing data.*
- off_t [k_lseek](#) (int fd, int offset, int whence)
 - Reposition the file pointer for `fd` to the offset relative to `whence`. Refer to `lseek(2)` for how `whence` interacts with the file offset. If the newly calculated offset is greater than the current size of the file, the file expands to match that offset with the newly allocated space filled with 0s.*
- void [k_ls](#) (const char *filename, int fd)
 - List the file filename in the current directory. If filename is NULL, list all files in the current directory.*
- int [k_rename](#) (const char *source, const char *dest)
 - Rename `source` to `dest`.*
- int [k_update_timestamp](#) (const char *source)
 - Change the timestamp of the file to the current time.*
- int [k_change_mode](#) (const char *change, const char *filename)
 - Change file mode bits.*
- char * [k_read_all](#) (const char *filename, int *read_num)
 - Reads all contents from the file with the file name `filename`. Outputs the contents as well as update `read_num` to the number of bytes read.*
- bool [is_file_name_valid](#) (char *name)
 - Checks whether the filename follows the POSIX standard.*
- char * [k_get_fname_from_fd](#) (int fd)
 - Returns the filename for the given file descriptor number.*
- int [k_cp_within_fat](#) (char *source, char *dest)
 - Copies the contents from `source` to `dest`. Both `source` and `dest` must be files within the PENNFAT system.*
- int [k_cp_to_host](#) (char *source, char *host_dest)
 - Copies the contents from `source` to `host_dest` `source` must be a file within the PENNFAT system. `host_dest` is a host system file.*
- int [k_cp_from_host](#) (char *host_source, char *dest)
 - Copies the contents from `host_source` to `dest`. `dest` must be a file within the PENNFAT system. `host_source` is a host system file.*

Variables

- uint16_t * [fat](#)
 - PennFAT filesystem that has been mounted to memory using the `mmap(2)`.*
- struct [file_descriptor_st](#) ** [global_fd_table](#)
 - Kernel level global file descriptor table that stores all file descriptor that has been created through out the program's runtime.*
- int [fs_fd](#)
 - File descriptor number (host system level) for the filesystem that has been mounted to the program.*
- int [block_size](#)
 - Block size of the currently mounted filesystem that is defined during the `mkfs` process.*

- int `fat_size`
FAT region size of the currently mounted filesystem.
- int `num_fat_entries`
Calculated value of the total number of FAT entries within the currently mounted filesystem.
- int `data_size`
Calculated data region size of the currently mounted filesystem.

10.35.1 Macro Definition Documentation

10.35.1.1 `F_APPEND`

```
#define F_APPEND 2
```

open the file for reading and writing but does not truncate the file if exists; additionally, the file pointer references the end of the file.

10.35.1.2 `F_READ`

```
#define F_READ 0
```

open the file for reading only

10.35.1.3 `F_WRITE`

```
#define F_WRITE 1
```

writing and reading, truncates if the file exists, or creates it if it does not exist. Only one instance of a file can be opened in `F_WRITE` mode; error if attempted to open a file in `F_WRITE` mode more than once

10.35.1.4 `FILE_DELETED`

```
#define FILE_DELETED -6
```

Error number for when trying to access or use a deleted file.

10.35.1.5 `FILE_IN_USE`

```
#define FILE_IN_USE -8
```

Error number for when delete a file that is used by some other processes.

10.35.1.6 `FILE_NOT_FOUND`

```
#define FILE_NOT_FOUND -1
```

Error number for when there does not exist a file with the given file name.

10.35.1.7 FS_NOT_MOUNTED

```
#define FS_NOT_MOUNTED -10
```

Error number for when the filesystem is not mounted but tries to access or use the file system.

10.35.1.8 INVALID_FILE_DESCRIPTOR

```
#define INVALID_FILE_DESCRIPTOR -7
```

Error number for when trying to access or use a invalid file descriptor.

10.35.1.9 INVALID_FILE_NAME

```
#define INVALID_FILE_NAME -2
```

Error number for when the file name doesn't follow the POSIX standard.

10.35.1.10 INVALID_PARAMETERS

```
#define INVALID_PARAMETERS -9
```

Error number for when the parameter given to the function is invalid.

10.35.1.11 MAX_FD_NUM

```
#define MAX_FD_NUM 1024
```

Size of the global_fd_table.

10.35.1.12 MULTIPLE_F_WRITE

```
#define MULTIPLE_F_WRITE -3
```

Error number for when trying to open more than one file descriptor in F_WRITE / F_APPEND mode.

10.35.1.13 SYSTEM_ERROR

```
#define SYSTEM_ERROR -5
```

Error number for when C level system function fails.

10.35.1.14 WRONG_PERMISSION

```
#define WRONG_PERMISSION -4
```

Error number for when trying to use the file descriptor in an invalid way such as writing to F_READ file descriptor.

10.35.2 Enumeration Type Documentation

10.35.2.1 Whence

```
enum Whence
```

Defines how the offset will be calculated when using the k_lseek method. For more detail, refer to lseek(2).

Enumerator

F_SEEK_SET	
F_SEEK_CUR	
F_SEEK_END	

10.35.3 Function Documentation

10.35.3.1 create_directory_entry()

```
struct directory\_entries * create_directory_entry (
    const char * name,
    uint32_t size,
    uint16_t firstBlock,
    uint8_t type,
    uint8_t perm,
    time_t mtime )
```

Creates a new [directory_entries](#) struct, initialized with the values provided by the parameters. For more information of the parameters, refer to struct [directory_entries](#).

Parameters

<i>name</i>	Name of the file.
<i>size</i>	Size of the current file.
<i>firstBlock</i>	First FAT block number.
<i>type</i>	Type of the file.
<i>perm</i>	Permission of the file.
<i>mtime</i>	Last modified time.

Returns

A newly created [directory_entries](#) struct. NULL on memory allocation error.

10.35.3.2 create_file_descriptor()

```
struct file\_descriptor\_st * create_file_descriptor (
    int fd,
    char * fname,
    int mode,
    int offset )
```

Creates a new [file_descriptor_st](#) struct, initialized with the values provided by the parameters. For more information of the parameters, refer to struct [file_descriptor_st](#).

Parameters

<i>fd</i>	File descriptor number.
<i>fname</i>	Name of the file.
<i>mode</i>	Either F_WRITE, F_READ, F_APPEND.
<i>offset</i>	Offset to the start of the file.

Returns

A newly created [file_descriptor_st](#) struct. NULL on memory allocation error.

10.35.3.3 does_file_exist()

```
struct directory_entries * does_file_exist (
    const char * fname )
```

helper that traverses root directory block by block to check if fname file exists return: the directory entry struct with name fname (NULL if not found) also moves fs_fd to the end of the root directory

Parameters

<i>fname</i>	Name of the file that we want to check.
--------------	---

10.35.3.4 does_file_exist2()

```
off_t does_file_exist2 (
    const char * fname )
```

Helper function that given a files name, it outputs the offset to the directory entry or negative number if the file isn't found.

Parameters

<i>fname</i>	Name of the file that we want to check.
--------------	---

10.35.3.5 extend_fat()

```
void extend_fat (
    int start_index,
    int empty_fat_index )
```

Extend the fat region of the given file (marked by the `start_index`) by one block.

Parameters

<i>start_index</i>	Start fat index for the given file.
<i>empty_fat_index</i>	The first empty index of the current FAT table. Should be calculated using get_first_empty_fat_index() .

10.35.3.6 get_file_descriptor()

```
struct file_descriptor_st * get_file_descriptor (
    int fd )
```

Return the file descriptor struct for the given file descriptor number.

Parameters

<i>fd</i>	File descriptor number.
-----------	-------------------------

10.35.3.7 get_first_empty_fat_index()

```
int get_first_empty_fat_index ( )
```

Finds and returns the first empty fat index marked as 0x0000.

Returns

first empty fat index.

10.35.3.8 is_file_name_valid()

```
bool is_file_name_valid (
    char * name )
```

Checks whether the filename follows the POSIX standard.

Parameters

<i>name</i>	Filename.
-------------	-----------

Returns

True if valid. False otherwise.

10.35.3.9 k_change_mode()

```
int k_change_mode (
    const char * change,
    const char * filename )
```

Change file mode bits.

The operator + causes the selected file mode bits to be added to the existing file mode bits of each file; - causes them to be removed.

Parameters

<i>change</i>	String that determines how the bits are modified.
<i>filename</i>	Name of the file.

Returns

1 on success. Negative number on failure.

10.35.3.10 k_close()

```
int k_close (
    int fd )
```

Close the file `fd` and return 0 on success, or a negative value on failure.

Parameters

<i>fd</i>	File descriptor number that needs to be closed
-----------	--

Returns

0 on success, or a negative value on failure.

10.35.3.11 k_count_fd_num()

```
int k_count_fd_num (
    const char * name )
```

Returns the number of currently open in the `global_fd_table` with the `name` as the fname.

Parameters

<i>name</i>	Name of the file that we want to check.
-------------	---

10.35.3.12 k_cp_from_host()

```
int k_cp_from_host (
    char * host_source,
    char * dest )
```

Copies the contents from `host_source` to `dest`. `dest` must be a file within the PENNFAT system. `host_source` is a host system file.

`host_source` must exist. If `dest` does not exist, it will be newly created.

Parameters

<i>host_source</i>	File name of source. Must be a host system file.
<i>dest</i>	File name of dest. Must be a PennFAT file.

Returns

1 on success. Negative number on failure.

10.35.3.13 k_cp_to_host()

```
int k_cp_to_host (
    char * source,
    char * host_dest )
```

Copies the contents from `source` to `host_dest` `source` must be a file within the PENNFAT system. `host_dest` is a host system file.

`source` must exist. If `host_dest` does not exist, it will be newly created.

Parameters

<i>source</i>	File name of source. Must be a PennFAT file.
<i>host_dest</i>	File name of dest. Must be a host system file.

Returns

1 on success. Negative number on failure.

10.35.3.14 k_cp_within_fat()

```
int k_cp_within_fat (
    char * source,
    char * dest )
```

Copies the contents from `source` to `dest`. Both `source` and `dest` must be files within the PENNFAT system.

`source` must exist. If `dest` does not exist, it will be newly created.

Parameters

<i>source</i>	File name of source. Must be a PennFAT file.
<i>dest</i>	File name of dest. Must be a PennFAT file.

Returns

1 on success. Negative number on failure.

10.35.3.15 k_get_fname_from_fd()

```
char * k_get_fname_from_fd (
    int fd )
```

Returns the filename for the given file descriptor number.

Parameters

<i>fd</i>	The file descriptor number.
-----------	-----------------------------

Returns

The file name of the *fd*. NULL is *fd* is invalid.

10.35.3.16 k_ls()

```
void k_ls (
    const char * filename,
    int fd )
```

List the file filename in the current directory. If filename is NULL, list all files in the current directory.

Similar to posix ls.

Parameters

<i>filename</i>	Optional parameter. If specified, ls data for the specified file is printed
<i>fd</i>	The file descriptor you want to write the result of k_ls to

10.35.3.17 k_lseek()

```
off_t k_lseek (
    int fd,
    int offset,
    int whence )
```

Reposition the file pointer for *fd* to the offset relative to *whence*. Refer to lseek(2) for how *whence* interacts with the file offset. If the newly calculated offset is greater than the current size of the file, the file expands to match that offset with the newly allocated space filled with 0s.

Parameters

<i>fd</i>	File descriptor number
<i>offset</i>	Offset value
<i>whence</i>	F SEEK_SET, F SEEK_CUR, and F SEEK_END. Follows the lseek(2) whence mode.

Returns

off_t Newly calculated offset for *fd*

10.35.3.18 k_open()

```
int k_open (
    const char * fname,
    int mode )
```

Open file name `fname` with the mode `mode`, and return a file descriptor to that file.

This function opens a file specified by the file name `fname` in the mode specified by `mode` and returns a file descriptor associated with the open file that can be used for subsequent file operations.

Parameters

<i>fname</i>	The name of the file to open. See POSIX standard for allowed names.
<i>mode</i>	The mode with which to open the file. This should specify the access mode (e.g., read, write) and other flags as defined by the operating system. Allowed modes are: write (<code>F_WRITE</code>), read (<code>F_READ</code>), and append (<code>F_APPEND</code>).

Returns

int A non-negative file descriptor on success, or -1 on error and `errno` set.

Note

The `mode` parameter may only be `F_WRITE`, `F_READ`, or `F_APPEND`. Note that despite their names, write and append support both reading and writing. `F_APPEND`'s file pointer will point to the end of the file rather than the beginning. Both `F_WRITE` and `F_APPEND` will create the named file if it does not already exist.

See also

<https://www.ibm.com/docs/en/zos/3.1.0?topic=locales-posix-portable-file-name-charac>

Possible values of `errno` are:

- `EACCES` : // need to fill these in, will expand as further progress
- `ENAMETOOLONG` :

10.35.3.19 k_read()

```
ssize_t k_read (
    int fd,
    int n,
    char * buf )
```

Read `n` bytes from the file referenced by `fd`. On return, `k_read` returns the number of bytes read, 0 if EOF is reached, or a negative number on error.

Parameters

<i>fd</i>	File descriptor number we are reading from
<i>n</i>	Number of bytes we are reading from <code>fd</code>
<i>buf</i>	Buffer where we store the read value

Returns

ssize_t the number of bytes read, 0 if EOF is reached, or a negative number on error

10.35.3.20 k_read_all()

```
char * k_read_all (
    const char * filename,
    int * read_num )
```

Reads all contents from the file with the file name `filename`. Outputs the contents as well as update `read_num` to the number of bytes read.

Parameters

<i>filename</i>	Name of the file we want to read from.
<i>read_num</i>	Pointer to an integer variable that will store the number of bytes read.

Returns

All contents of `filename` in `char*` format.

10.35.3.21 k_rename()

```
int k_rename (
    const char * source,
    const char * dest )
```

Rename `source` to `dest`.

Parameters

<i>source</i>	Source file name.
<i>dest</i>	Destination file name.

Returns

1 on success. Negative number on failure.

10.35.3.22 k_unlink()

```
int k_unlink (
    const char * fname )
```

Remove the file by freeing the FAT table and zeroing out previously existing data.

Parameters

<i>fname</i>	Name of the file we want to remove.
--------------	-------------------------------------

Returns

1 on success. Negative value of failure.

10.35.3.23 k_update_timestamp()

```
int k_update_timestamp (
    const char * source )
```

Change the timestamp of the file to the current time.

Parameters

<i>source</i>	Source file name.
---------------	-------------------

Returns

1 on success. Negative number on failure.

10.35.3.24 k_write()

```
ssize_t k_write (
    int fd,
    const char * str,
    int n )
```

Write *n* bytes of the string referenced by *str* to the file *fd* and increment the file pointer by *n*. On return, *k_write* returns the number of bytes written, or a negative value on error.

Parameters

<i>fd</i>	File descriptor number we are reading to
<i>str</i>	Provided string we want to write to <i>fd</i>
<i>n</i>	Number of bytes we are writing

Returns

ssize_t number of bytes written, or a negative value on error.

10.35.3.25 lseek_to_root_directory()

```
void lseek_to_root_directory ( )
```

lseek the file system's offset to the start of the root directory.

10.35.3.26 move_to_open_de()

```
void move_to_open_de (
    bool found )
```

Change the offset to the *fs_fd* to the first open directory entry.

Parameters

<i>found</i>	
--------------	--

10.35.4 Variable Documentation

10.35.4.1 block_size

```
int block_size [extern]
```

Block size of the currently mounted filesystem that is defined during the mkfs process.

10.35.4.2 data_size

```
int data_size [extern]
```

Calculated data region size of the currently mounted filesystem.

10.35.4.3 fat

```
uint16_t* fat [extern]
```

PennFAT filesystem that has been mounted to memory using the mmap(2).

10.35.4.4 fat_size

```
int fat_size [extern]
```

FAT region size of the currently mounted filesystem.

10.35.4.5 fs_fd

```
int fs_fd [extern]
```

File descriptor number (host system level) for the filesystem that has been mounted to the program.

10.35.4.6 global_fd_table

```
struct file_descriptor_st** global_fd_table [extern]
```

Kernel level global file descriptor table that stores all file descriptor that has been created through out the program's runtime.

10.35.4.7 num_fat_entries

```
int num_fat_entries [extern]
```

Calculated value of the total number of FAT entries within the currently mounted filesystem.

10.36 pennfat_kernel.h

[Go to the documentation of this file.](#)

```
00001 #ifndef PENNFAT_KERNEL_H
00002 #define PENNFAT_KERNEL_H
00003
00004 #include <stdint.h>
00005 #include <sys/types.h> //needed for ssize_t, if we use ints, can remove
00006 #include "../pennfat.h"
00007 #include "spthread.h"
00008
00009 /*****
00010  * PENNFAT MACRO DEFINITION
00011  *****/
00012
00017 #define F_READ 0
00018
00024 #define F_WRITE 1
00025
00030 #define F_APPEND 2
00031
00035 #define MAX_FD_NUM 1024
00036
00041 #define FILE_NOT_FOUND -1
00042
00046 #define INVALID_FILE_NAME -2
00047
00052 #define MULTIPLE_F_WRITE -3
00053
00058 #define WRONG_PERMISSION -4
00059
00063 #define SYSTEM_ERROR -5
00064
00068 #define FILE_DELETED -6
00069
00074 #define INVALID_FILE_DESCRIPTOR -7
00075
00080 #define FILE_IN_USE -8
00081
00085 #define INVALID_PARAMETERS -9
00086
00091 #define FS_NOT_MOUNTED -10
00092
00098 enum Whence { F_SEEK_SET, F_SEEK_CUR, F_SEEK_END };
00099
00102 extern uint16_t* fat;
00103
00106 extern struct file_descriptor_st** global_fd_table;
00107
00110 extern int fs_fd;
00111
00114 extern int block_size;
00115
00117 extern int fat_size;
00118
00121 extern int num_fat_entries;
00122
00124 extern int data_size;
00125
00131 struct directory_entries {
00132     char name[32];
00136     uint32_t size;
00138     uint16_t firstBlock;
00141     uint8_t type;
00144     uint8_t perm;
00148     time_t mtime;
00151     uint8_t reserved[16];
00152 };
00153
00159 struct file_descriptor_st {
00160     int fd;
00162     char* fname;
```

```

00163     int mode;
00165     int offset;
00166     int ref_cnt;
00168 };
00169
00183 struct file_descriptor_st* create_file_descriptor(int fd,
00184                                                  char* fname,
00185                                                  int mode,
00186                                                  int offset);
00187
00203 struct directory_entries* create_directory_entry(const char* name,
00204                                                  uint32_t size,
00205                                                  uint16_t firstBlock,
00206                                                  uint8_t type,
00207                                                  uint8_t perm,
00208                                                  time_t mtime);
00209
00214 void lseek_to_root_directory();
00215
00225 void extend_fat(int start_index, int empty_fat_index);
00226
00232 int get_first_empty_fat_index();
00233
00239 void move_to_open_de(bool found);
00240
00248 struct directory_entries* does_file_exist(const char* fname);
00249
00256 off_t does_file_exist2(const char* fname);
00257
00264 int k_count_fd_num(const char* name);
00265
00272 struct file_descriptor_st* get_file_descriptor(int fd);
00273
00274 /*****
00275  * PENNFAT KERNEL LEVEL FUNCTIONS
00276  *****/
00277
00313 int k_open(const char* fname, int mode);
00314
00326 ssize_t k_read(int fd, int n, char* buf);
00327
00339 ssize_t k_write(int fd, const char* str, int n);
00340
00348 int k_close(int fd);
00349
00358 int k_unlink(const char* fname);
00359
00373 off_t k_lseek(int fd, int offset, int whence);
00374
00385 void k_ls(const char* filename, int fd);
00386
00395 int k_rename(const char* source, const char* dest);
00396
00404 int k_update_timestamp(const char* source);
00405
00417 int k_change_mode(const char* change, const char* filename);
00418
00430 char* k_read_all(const char* filename, int* read_num);
00431
00439 bool is_file_name_valid(char* name);
00440
00448 char* k_get_fname_from_fd(int fd);
00449
00461 int k_cp_within_fat(char* source, char* dest);
00462
00475 int k_cp_to_host(char* source, char* host_dest);
00476
00489 int k_cp_from_host(char* host_source, char* dest);
00490
00491 #endif

```

10.37 src/util/prioritylist.c File Reference

```

#include "prioritylist.h"
#include <stdlib.h>

```

Functions

- [PList * init_priority](#) (void)

- void `add_priority` (`PList *list`, unsigned int `priority`)
- bool `remove_priority` (`PList *list`, unsigned int `priority`)

10.37.1 Function Documentation

10.37.1.1 `add_priority()`

```
void add_priority (
    PList * list,
    unsigned int priority )
```

Adds a new process to the circular linked list.

Parameters

<i>list</i>	Pointer to the circular linked list.
<i>process</i>	Pointer to the process control block (<code>pcb_t</code>) to add.

10.37.1.2 `init_priority()`

```
PList * init_priority (
    void )
```

Initializes a circular linked list.

Returns

CircularList* Pointer to the newly initialized list.

10.37.1.3 `remove_priority()`

```
bool remove_priority (
    PList * list,
    unsigned int priority )
```

Removes a process from the circular linked list by its PID.

Parameters

<i>list</i>	Pointer to the circular linked list.
<i>pid</i>	PID of the process to remove.

Returns

bool true if the process was successfully removed, false otherwise.

10.38 src/util/prioritylist.h File Reference

```
#include <stdbool.h>
```

Data Structures

- struct [PNode](#)
- struct [PList](#)

Typedefs

- typedef struct PNode [PNode](#)

Functions

- [PList](#) * [init_priority](#) (void)
- void [add_priority](#) ([PList](#) *list, unsigned int [priority](#))
- bool [remove_priority](#) ([PList](#) *list, unsigned int [priority](#))

10.38.1 Typedef Documentation

10.38.1.1 PNode

```
typedef struct PNode PNode
```

10.38.2 Function Documentation

10.38.2.1 add_priority()

```
void add_priority (
    PList * list,
    unsigned int priority )
```

Adds a new process to the circular linked list.

Parameters

<i>list</i>	Pointer to the circular linked list.
<i>process</i>	Pointer to the process control block (pcb_t) to add.

10.38.2.2 init_priority()

```
PList * init_priority (
    void )
```

Initializes a circular linked list.

Returns

CircularList* Pointer to the newly initialized list.

10.38.2.3 remove_priority()

```
bool remove_priority (
    PList * list,
    unsigned int priority )
```

Removes a process from the circular linked list by its PID.

Parameters

<i>list</i>	Pointer to the circular linked list.
<i>pid</i>	PID of the process to remove.

Returns

bool true if the process was successfully removed, false otherwise.

10.39 prioritylist.h

[Go to the documentation of this file.](#)

```
00001 #ifndef PLIST_H
00002 #define PLIST_H
00003
00004 #include <stdbool.h>
00005
00010 typedef struct PNode {
00011     unsigned int
00012         priority : 2;
00013     struct PNode* next;
00014 } PNode;
00015
00021 typedef struct {
00022     PNode* head;
00023     unsigned int size;
00024 } PList;
00025
00030 PList* init_priority(void);
00031
00037 void add_priority(PList* list, unsigned int priority);
00038
00045 bool remove_priority(PList* list, unsigned int priority);
00046
00047 #endif // SCHEDULER_LIST_H
```

10.40 src/util/shellbuiltins.c File Reference

```
#include "shellbuiltins.h"
#include <stdio.h>
#include <string.h>
#include <sys/types.h>
#include "errno.h"
#include "pennos.h"
#include "sys_call.h"
#include "unistd.h"
```

Functions

- void * [b_background_poll](#) (void *arg)
For each shell run, the background processors are checked and signaled.
- void * [b_sleep](#) (void *arg)
*Sleep for *n* seconds.*
- void * [b_busy](#) (void *arg)
Busy wait indefinitely. It can only be interrupted via signals.
- void * [b_kill](#) (void *arg)
Sends a specified signal to a list of processes. If a signal name is not specified, default to "term". Valid signals are -term, -stop, and -cont.
- void * [b_ps](#) (void *arg)
List all processes on PennOS, displaying PID, PPID, priority, status, and command name.
- void * [b_jobs](#) (void *arg)
Lists all jobs.
- void * [b_fg](#) (void *arg)
*Brings the most recently stopped or background job to the foreground, or the job specified by *job_id*.*
- void * [b_bg](#) (void *arg)
*Resumes the most recently stopped job in the background, or the job specified by *job_id*.*
- void * [b_man](#) (void *arg)
Lists all available commands.
- void * [b_nice](#) (void *arg)
*Spawn a new process for *command* and set its priority to *priority*.*
- void * [b_nice_pid](#) (void *arg)
Adjust the priority level of an existing process.
- void * [b_orphan_child](#) (void *arg)
Helper for orphanify.
- void * [b_orphanify](#) (void *arg)
Used to test orphanifying functionality of your kernel.
- void * [b_zombie_child](#) (void *arg)
Helper for zombify.
- void * [b_zombify](#) (void *arg)
Used to test zombifying functionality of your kernel.
- void * [b_logout](#) (void *arg)
Exits the shell and shutdowns PennOS.
- void * [b_clear](#) (void *arg)
Clears the terminal.
- void * [b_ls](#) (void *arg)
Lists all files in the working directory. For extra credit, it should support relative and absolute file paths.

- void * `b_echo` (void *arg)
Echo back an input string.
- void * `b_cat` (void *arg)
The usual `cat` program.
- void * `b_touch` (void *arg)
For each file, create an empty file if it doesn't exist, else update its timestamp.
- void * `b_mv` (void *arg)
Rename a file. If the `dst_file` file already exists, overwrite it.
- void * `b_rm` (void *arg)
Remove a list of files. Treat each file in the list as a separate transaction. (i.e. if removing `file1` fails, still attempt to remove `file2`, `file3`, etc.)
- void * `b_chmod` (void *arg)
Change permissions of a file. There's no need to error if a permission being added already exists, or if a permission being removed is already not granted.
- void * `b_cp` (void *arg)

10.40.1 Function Documentation

10.40.1.1 `b_background_poll()`

```
void * b_background_poll (
    void * arg )
```

For each shell run, the background processors are checked and signaled.

10.40.1.2 `b_bg()`

```
void * b_bg (
    void * arg )
```

Resumes the most recently stopped job in the background, or the job specified by `job_id`.

Example Usage: `bg` Example Usage: `bg 2` (`job_id` is 2) error: PID with specified number does not exist

error: there are no stopped jobs

10.40.1.3 `b_busy()`

```
void * b_busy (
    void * arg )
```

Busy wait indefinitely. It can only be interrupted via signals.

Example Usage: `busy`

10.40.1.4 `b_cat()`

```
void * b_cat (
    void * arg )
```

The usual `cat` program.

If `files arg` is provided, concatenate these files and print to stdout. If `files arg` is *not* provided, read from stdin and print back to stdout.

Example Usage: `cat f1 f2` (concatenates `f1` and `f2` and print to stdout) Example Usage: `cat f1 f2 < f3` (concatenates `f1` and `f2` and prints to stdout, ignores `f3`) Example Usage: `cat < f3` (concatenates `f3`, prints to stdout)

10.40.1.5 `b_chmod()`

```
void * b_chmod (
    void * arg )
```

Change permissions of a file. There's no need to error if a permission being added already exists, or if a permission being removed is already not granted.

Print appropriate error message if:

- `file` is not a file that exists
- `perms` is invalid

Example Usage: `chmod +x file` (adds executable permission to file) Example Usage: `chmod +rw file` (adds read + write permissions to file) Example Usage: `chmod -wx file` (removes write + executable permissions from file)

10.40.1.6 `b_clear()`

```
void * b_clear (
    void * arg )
```

Clears the terminal.

Example Usage: `clear`

10.40.1.7 `b_cp()`

```
void * b_cp (
    void * arg )
```

Copy a file. If the `dst_file` file already exists, overwrite it.

Print appropriate error message if:

- `src_file` is not a file that exists
- `src_file` does not have read permissions
- `dst_file` file already exists but does not have write permissions

Example Usage: `cp src_file dst_file`

10.40.1.8 **b_echo()**

```
void * b_echo (
    void * arg )
```

Echo back an input string.

Example Usage: echo Hello World

10.40.1.9 **b_fg()**

```
void * b_fg (
    void * arg )
```

Brings the most recently stopped or background job to the foreground, or the job specified by job_id.

Example Usage: fg Example Usage: fg 2 (job_id is 2) TODO: immediate send to tcprescp

TODO: immediate send to tcprescp

error: PID with specified number does not exist

TODO: immediate send to tcprescp

TODO: immediate send to tcprescp

10.40.1.10 **b_jobs()**

```
void * b_jobs (
    void * arg )
```

Lists all jobs.

Example Usage: jobs

10.40.1.11 **b_kill()**

```
void * b_kill (
    void * arg )
```

Sends a specified signal to a list of processes. If a signal name is not specified, default to "term". Valid signals are -term, -stop, and -cont.

Example Usage: kill 1 2 3 (sends term to processes 1, 2, and 3) Example Usage: kill -term 1 2 (sends term to processes 1 and 2) Example Usage: kill -stop 1 2 (sends stop to processes 1 and 2) Example Usage: kill -cont 1 (sends cont to process 1)

10.40.1.12 b_logout()

```
void * b_logout (
    void * arg )
```

Exits the shell and shutdowns PennOS.

Example Usage: logout

10.40.1.13 b_ls()

```
void * b_ls (
    void * arg )
```

Lists all files in the working directory. For extra credit, it should support relative and absolute file paths.

Example Usage: ls (regular credit) Example Usage: ls ../../foo/./bar/sample (only for EC)

10.40.1.14 b_man()

```
void * b_man (
    void * arg )
```

Lists all available commands.

Example Usage: man

10.40.1.15 b_mv()

```
void * b_mv (
    void * arg )
```

Rename a file. If the `dst_file` file already exists, overwrite it.

Print appropriate error message if:

- `src_file` is not a file that exists
- `src_file` does not have read permissions
- `dst_file` file already exists but does not have write permissions

Example Usage: mv `src_file` `dst_file`

10.40.1.16 b_nice()

```
void * b_nice (
    void * arg )
```

Spawn a new process for `command` and set its priority to `priority`.

1. Adjust the priority level of an existing process.

Example Usage: nice 2 cat f1 f2 f3 (spawns cat with priority 2)

10.40.1.17 `b_nice_pid()`

```
void * b_nice_pid (
    void * arg )
```

Adjust the priority level of an existing process.

Example Usage: `nice_pid 0 123` (sets priority 0 to PID 123)

10.40.1.18 `b_orphan_child()`

```
void * b_orphan_child (
    void * arg )
```

Helper for orphanify.

10.40.1.19 `b_orphanify()`

```
void * b_orphanify (
    void * arg )
```

Used to test orphanifying functionality of your kernel.

Example Usage: `orphanify`

10.40.1.20 `b_ps()`

```
void * b_ps (
    void * arg )
```

List all processes on PennOS, displaying PID, PPID, priority, status, and command name.

Example Usage: `ps` not sure if order has to change

10.40.1.21 `b_rm()`

```
void * b_rm (
    void * arg )
```

Remove a list of files. Treat each file in the list as a separate transaction. (i.e. if removing file1 fails, still attempt to remove file2, file3, etc.)

Print appropriate error message if:

- `file` is not a file that exists

Example Usage: `rm f1 f2 f3 f4 f5`

10.40.1.22 `b_sleep()`

```
void * b_sleep (
    void * arg )
```

Sleep for *n* seconds.

Note that you'll have to convert the number of seconds to the correct number of ticks.

Example Usage: `sleep 10`

10.40.1.23 `b_touch()`

```
void * b_touch (
    void * arg )
```

For each file, create an empty file if it doesn't exist, else update its timestamp.

Example Usage: `touch f1 f2 f3 f4 f5`

10.40.1.24 `b_zombie_child()`

```
void * b_zombie_child (
    void * arg )
```

Helper for `zombify`.

10.40.1.25 `b_zombify()`

```
void * b_zombify (
    void * arg )
```

Used to test zombifying functionality of your kernel.

Example Usage: `zombify`

10.41 src/util/shellbuiltins.h File Reference

```
#include "error.h"
```

Functions

- void * [b_background_poll](#) (void *arg)
For each shell run, the background processors are checked and signaled.
- void * [b_cat](#) (void *arg)
The usual `cat` program.
- void * [b_sleep](#) (void *arg)
Sleep for `n` seconds.
- void * [b_busy](#) (void *arg)
Busy wait indefinitely. It can only be interrupted via signals.
- void * [b_echo](#) (void *arg)
Echo back an input string.
- void * [b_ls](#) (void *arg)
Lists all files in the working directory. For extra credit, it should support relative and absolute file paths.
- void * [b_touch](#) (void *arg)
For each file, create an empty file if it doesn't exist, else update its timestamp.
- void * [b_mv](#) (void *arg)
Rename a file. If the `dst_file` file already exists, overwrite it.
- void * [b_cp](#) (void *arg)
- void * [b_rm](#) (void *arg)
Remove a list of files. Treat each file in the list as a separate transaction. (i.e. if removing `file1` fails, still attempt to remove `file2`, `file3`, etc.)
- void * [b_chmod](#) (void *arg)
Change permissions of a file. There's no need to error if a permission being added already exists, or if a permission being removed is already not granted.
- void * [b_ps](#) (void *arg)
List all processes on PennOS, displaying PID, PPID, priority, status, and command name.
- void * [b_kill](#) (void *arg)
Sends a specified signal to a list of processes. If a signal name is not specified, default to "term". Valid signals are -term, -stop, and -cont.
- void * [b_nice](#) (void *arg)
Spawn a new process for `command` and set its priority to `priority`.
- void * [b_nice_pid](#) (void *arg)
Adjust the priority level of an existing process.
- void * [b_man](#) (void *arg)
Lists all available commands.
- void * [b_bg](#) (void *arg)
Resumes the most recently stopped job in the background, or the job specified by `job_id`.
- void * [b_fg](#) (void *arg)
Brings the most recently stopped or background job to the foreground, or the job specified by `job_id`.
- void * [b_jobs](#) (void *arg)
Lists all jobs.
- void * [b_logout](#) (void *arg)
Exits the shell and shutdowns PennOS.
- void * [b_clear](#) (void *arg)
Clears the terminal.
- void * [b_zombify](#) (void *arg)
Used to test zombifying functionality of your kernel.
- void * [b_zombie_child](#) (void *arg)
Helper for zombify.
- void * [b_orphanify](#) (void *arg)
Used to test orphanifying functionality of your kernel.
- void * [b_orphan_child](#) (void *arg)
Helper for orphanify.

10.41.1 Function Documentation

10.41.1.1 `b_background_poll()`

```
void * b_background_poll (
    void * arg )
```

For each shell run, the background processors are checked and signaled.

10.41.1.2 `b_bg()`

```
void * b_bg (
    void * arg )
```

Resumes the most recently stopped job in the background, or the job specified by `job_id`.

Example Usage: `bg` Example Usage: `bg 2` (`job_id` is 2) error: PID with specified number does not exist

error: there are no stopped jobs

10.41.1.3 `b_busy()`

```
void * b_busy (
    void * arg )
```

Busy wait indefinitely. It can only be interrupted via signals.

Example Usage: `busy`

10.41.1.4 `b_cat()`

```
void * b_cat (
    void * arg )
```

The usual `cat` program.

If `files` arg is provided, concatenate these files and print to stdout If `files` arg is *not* provided, read from stdin and print back to stdout

Example Usage: `cat f1 f2` (concatenates `f1` and `f2` and print to stdout) Example Usage: `cat f1 f2 < f3` (concatenates `f1` and `f2` and prints to stdout, ignores `f3`) Example Usage: `cat < f3` (concatenates `f3`, prints to stdout)

10.41.1.5 `b_chmod()`

```
void * b_chmod (
    void * arg )
```

Change permissions of a file. There's no need to error if a permission being added already exists, or if a permission being removed is already not granted.

Print appropriate error message if:

- `file` is not a file that exists
- `perms` is invalid

Example Usage: `chmod +x file` (adds executable permission to file) Example Usage: `chmod +rw file` (adds read + write permissions to file) Example Usage: `chmod -wx file` (removes write + executable permissions from file)

10.41.1.6 `b_clear()`

```
void * b_clear (
    void * arg )
```

Clears the terminal.

Example Usage: `clear`

10.41.1.7 `b_cp()`

```
void * b_cp (
    void * arg )
```

Copy a file. If the `dst_file` file already exists, overwrite it.

Print appropriate error message if:

- `src_file` is not a file that exists
- `src_file` does not have read permissions
- `dst_file` file already exists but does not have write permissions

Example Usage: `cp src_file dst_file`

10.41.1.8 `b_echo()`

```
void * b_echo (
    void * arg )
```

Echo back an input string.

Example Usage: `echo Hello World`

10.41.1.9 `b_fg()`

```
void * b_fg (
    void * arg )
```

Brings the most recently stopped or background job to the foreground, or the job specified by `job_id`.

Example Usage: `fg` Example Usage: `fg 2` (`job_id` is 2) TODO: immediate send to `tcprescp`

TODO: immediate send to `tcprescp`

error: PID with specified number does not exist

TODO: immediate send to `tcprescp`

TODO: immediate send to `tcprescp`

10.41.1.10 b_jobs()

```
void * b_jobs (
    void * arg )
```

Lists all jobs.

Example Usage: jobs

10.41.1.11 b_kill()

```
void * b_kill (
    void * arg )
```

Sends a specified signal to a list of processes. If a signal name is not specified, default to "term". Valid signals are -term, -stop, and -cont.

Example Usage: kill 1 2 3 (sends term to processes 1, 2, and 3) Example Usage: kill -term 1 2 (sends term to processes 1 and 2) Example Usage: kill -stop 1 2 (sends stop to processes 1 and 2) Example Usage: kill -cont 1 (sends cont to process 1)

10.41.1.12 b_logout()

```
void * b_logout (
    void * arg )
```

Exits the shell and shutdowns PennOS.

Example Usage: logout

10.41.1.13 b_ls()

```
void * b_ls (
    void * arg )
```

Lists all files in the working directory. For extra credit, it should support relative and absolute file paths.

Example Usage: ls (regular credit) Example Usage: ls ../../foo../bar/sample (only for EC)

10.41.1.14 b_man()

```
void * b_man (
    void * arg )
```

Lists all available commands.

Example Usage: man

10.41.1.15 `b_mv()`

```
void * b_mv (
    void * arg )
```

Rename a file. If the `dst_file` file already exists, overwrite it.

Print appropriate error message if:

- `src_file` is not a file that exists
- `src_file` does not have read permissions
- `dst_file` file already exists but does not have write permissions

Example Usage: `mv src_file dst_file`

10.41.1.16 `b_nice()`

```
void * b_nice (
    void * arg )
```

Spawn a new process for `command` and set its priority to `priority`.

1. Adjust the priority level of an existing process.

Example Usage: `nice 2 cat f1 f2 f3` (spawns cat with priority 2)

10.41.1.17 `b_nice_pid()`

```
void * b_nice_pid (
    void * arg )
```

Adjust the priority level of an existing process.

Example Usage: `nice_pid 0 123` (sets priority 0 to PID 123)

10.41.1.18 `b_orphan_child()`

```
void * b_orphan_child (
    void * arg )
```

Helper for orphanify.

10.41.1.19 `b_orphanify()`

```
void * b_orphanify (
    void * arg )
```

Used to test orphanifying functionality of your kernel.

Example Usage: `orphanify`

10.41.1.20 `b_ps()`

```
void * b_ps (
    void * arg )
```

List all processes on PennOS, displaying PID, PPID, priority, status, and command name.

Example Usage: ps not sure if order has to change

10.41.1.21 `b_rm()`

```
void * b_rm (
    void * arg )
```

Remove a list of files. Treat each file in the list as a separate transaction. (i.e. if removing file1 fails, still attempt to remove file2, file3, etc.)

Print appropriate error message if:

- `file` is not a file that exists

Example Usage: rm f1 f2 f3 f4 f5

10.41.1.22 `b_sleep()`

```
void * b_sleep (
    void * arg )
```

Sleep for `n` seconds.

Note that you'll have to convert the number of seconds to the correct number of ticks.

Example Usage: sleep 10

10.41.1.23 `b_touch()`

```
void * b_touch (
    void * arg )
```

For each file, create an empty file if it doesn't exist, else update its timestamp.

Example Usage: touch f1 f2 f3 f4 f5

10.41.1.24 `b_zombie_child()`

```
void * b_zombie_child (
    void * arg )
```

Helper for `zombify`.

10.41.1.25 b_zombify()

```
void * b_zombify (
    void * arg )
```

Used to test zombifying functionality of your kernel.

Example Usage: zombify

10.42 shellbuiltins.h

[Go to the documentation of this file.](#)

```
00001 #ifndef SHELL_BUILTINS
00002 #define SHELL_BUILTINS
00003 #include "error.h"
00004 // SHELL BUILTINS: Implemented using user and system level functions only!
00008 void* b_background_poll(void* arg);
00009
00020 void* b_cat(void* arg);
00021
00030 void* b_sleep(void* arg);
00031
00038 void* b_busy(void* arg);
00039
00045 void* b_echo(void* arg);
00046
00054 void* b_ls(void* arg);
00055
00062 void* b_touch(void* arg);
00063
00074 void* b_mv(void* arg);
00075
00086 void* b_cp(void* arg);
00087
00098 void* b_rm(void* arg);
00099
00114 void* b_chmod(void* arg);
00115
00122 void* b_ps(void* arg);
00123
00134 void* b_kill(void* arg);
00135
00136 // SHELL BUILTINS THAT DON'T SPAWN PROCESSES
00137
00145 void* b_nice(void* arg);
00146
00152 void* b_nice_pid(void* arg);
00153
00159 void* b_man(void* arg);
00160
00168 void* b_bg(void* arg);
00169
00177 void* b_fg(void* arg);
00178
00184 void* b_jobs(void* arg);
00185
00191 void* b_logout(void* arg);
00192
00198 void* b_clear(void* arg);
00199
00200 // SHELL BUILTINS TO TEST ZOMBIE + ORPHANS
00206 void* b_zombify(void* arg);
00207
00211 void* b_zombie_child(void* arg);
00212
00218 void* b_orphanify(void* arg);
00219
00223 void* b_orphan_child(void* arg);
00224
00225 #endif
```

10.43 src/util/spthread.c File Reference

```
#include <errno.h>
#include <pthread.h>
#include <signal.h>
#include <stdbool.h>
#include <stdlib.h>
#include "../spthread.h"
#include <stdio.h>
#include <string.h>
```

Data Structures

- struct [spthread_fwd_args_st](#)
- struct [spthread_signal_args_st](#)
- struct [spthread_meta_st](#)

Macros

- #define [_GNU_SOURCE](#)
- #define [_XOPEN_SOURCE](#) 700
- #define [MILISEC_IN_NANO](#) 100000
- #define [SPTHREAD_RUNNING_STATE](#) 0
- #define [SPTHREAD_SUSPENDED_STATE](#) 1
- #define [SPTHREAD_TERMINATED_STATE](#) 2
- #define [SPTHREAD_SIG_SUSPEND](#) -1
- #define [SPTHREAD_SIG_CONTINUE](#) -2

Typedefs

- typedef void [*\(* pthread_fn\)](#) (void *)
- typedef struct [spthread_fwd_args_st](#) [spthread_fwd_args](#)
- typedef struct [spthread_signal_args_st](#) [spthread_signal_args](#)
- typedef struct [spthread_meta_st](#) [spthread_meta_t](#)

Functions

- int [spthread_create](#) ([spthread_t](#) *thread, const [pthread_attr_t](#) *attr, [pthread_fn](#) start_routine, void *arg)
- int [spthread_suspend](#) ([spthread_t](#) thread)
- int [spthread_suspend_self](#) ()
- int [spthread_continue](#) ([spthread_t](#) thread)
- int [spthread_cancel](#) ([spthread_t](#) thread)
- bool [spthread_self](#) ([spthread_t](#) *thread)
- int [spthread_join](#) ([spthread_t](#) thread, void **retval)
- void [spthread_exit](#) (void *status)

10.43.1 Macro Definition Documentation

10.43.1.1 `_GNU_SOURCE`

```
#define _GNU_SOURCE
```

10.43.1.2 `_XOPEN_SOURCE`

```
#define _XOPEN_SOURCE 700
```

10.43.1.3 `MILISEC_IN_NANO`

```
#define MILISEC_IN_NANO 100000
```

10.43.1.4 `SPTHREAD_RUNNING_STATE`

```
#define SPTHREAD_RUNNING_STATE 0
```

10.43.1.5 `SPTHREAD_SIG_CONTINUE`

```
#define SPTHREAD_SIG_CONTINUE -2
```

10.43.1.6 `SPTHREAD_SIG_SUSPEND`

```
#define SPTHREAD_SIG_SUSPEND -1
```

10.43.1.7 `SPTHREAD_SUSPENDED_STATE`

```
#define SPTHREAD_SUSPENDED_STATE 1
```

10.43.1.8 `SPTHREAD_TERMINATED_STATE`

```
#define SPTHREAD_TERMINATED_STATE 2
```

10.43.2 Typedef Documentation

10.43.2.1 `pthread_fn`

```
typedef void *(* pthread_fn) (void *)
```

10.43.2.2 `spthread_fwd_args`

```
typedef struct spthread_fwd_args_st spthread_fwd_args
```

10.43.2.3 `spthread_meta_t`

```
typedef struct spthread_meta_st spthread_meta_t
```

10.43.2.4 `spthread_signal_args`

```
typedef struct spthread_signal_args_st spthread_signal_args
```

10.43.3 Function Documentation

10.43.3.1 `spthread_cancel()`

```
int spthread_cancel (  
    spthread_t thread )
```

10.43.3.2 `spthread_continue()`

```
int spthread_continue (  
    spthread_t thread )
```

10.43.3.3 `spthread_create()`

```
int spthread_create (  
    spthread_t * thread,  
    const pthread_attr_t * attr,  
    pthread_fn start_routine,  
    void * arg )
```

10.43.3.4 `spthread_exit()`

```
void spthread_exit (  
    void * status )
```

10.43.3.5 `spthread_join()`

```
int spthread_join (  
    spthread_t thread,  
    void ** retval )
```

10.43.3.6 `spthread_self()`

```
bool pthread_self (
    pthread_t * thread )
```

10.43.3.7 `spthread_suspend()`

```
int pthread_suspend (
    pthread_t thread )
```

10.43.3.8 `spthread_suspend_self()`

```
int pthread_suspend_self ( )
```

10.44 `src/util/spthread.h` File Reference

```
#include <pthread.h>
#include <stdbool.h>
```

Data Structures

- struct `spthread_st`

Macros

- #define `SIGPTH` SIGUSR1

Typedefs

- typedef struct `spthread_meta_st` `spthread_meta_t`
- typedef struct `spthread_st` `spthread_t`

Functions

- int `spthread_create` (`spthread_t` *thread, const pthread_attr_t *attr, void *(*start_routine)(void *), void *arg)
- int `spthread_suspend` (`spthread_t` thread)
- int `spthread_suspend_self` ()
- int `spthread_continue` (`spthread_t` thread)
- int `spthread_cancel` (`spthread_t` thread)
- bool `spthread_self` (`spthread_t` *thread)
- int `spthread_join` (`spthread_t` thread, void **retval)
- void `spthread_exit` (void *status)

10.44.1 Macro Definition Documentation

10.44.1.1 SIGPTHD

```
#define SIGPTHD SIGUSR1
```

10.44.2 Typedef Documentation

10.44.2.1 spthread_meta_t

```
typedef struct spthread_meta_st spthread_meta_t
```

10.44.2.2 spthread_t

```
typedef struct spthread_st spthread_t
```

10.44.3 Function Documentation

10.44.3.1 spthread_cancel()

```
int spthread_cancel (  
    spthread_t thread )
```

10.44.3.2 spthread_continue()

```
int spthread_continue (  
    spthread_t thread )
```

10.44.3.3 spthread_create()

```
int spthread_create (  
    spthread_t * thread,  
    const pthread_attr_t * attr,  
    void (*)(void *) start_routine,  
    void * arg )
```

10.44.3.4 spthread_exit()

```
void spthread_exit (  
    void * status )
```

10.44.3.5 `spthread_join()`

```
int pthread_join (
    pthread_t thread,
    void ** retval )
```

10.44.3.6 `spthread_self()`

```
bool pthread_self (
    pthread_t * thread )
```

10.44.3.7 `spthread_suspend()`

```
int pthread_suspend (
    pthread_t thread )
```

10.44.3.8 `spthread_suspend_self()`

```
int pthread_suspend_self ( )
```

10.45 `pthread.h`

[Go to the documentation of this file.](#)

```
00001 #ifndef SPHTHREAD_H_
00002 #define SPHTHREAD_H_
00003
00004 #include <pthread.h>
00005 #include <stdbool.h>
00006
00007 // CAUTION: according to `man 7 pthread`:
00008 //
00009 //   On older Linux kernels, SIGUSR1 and SIGUSR2
00010 //   are used. Applications must avoid the use of whichever set of
00011 //   signals is employed by the implementation.
00012 //
00013 // This may not work on other linux versions
00014
00015 // SIGNAL PTHREAD
00016 // NOTE: if within a created pthread you change
00017 // the behaviour of SIGUSR1, then you will not be able
00018 // to suspend and continue a pthread
00019 #define SIGPTHD SIGUSR1
00020
00021 // declares a struct, but the internals of the
00022 // struct cannot be seen by functions outside of pthread.c
00023 typedef struct pthread_meta_st pthread_meta_t;
00024
00025 // The pthread wrapper struct.
00026 // Sometimes you may have to access the inner pthread member
00027 // but you shouldn't need to do that
00028 typedef struct pthread_st {
00029     pthread_t thread;
00030     pthread_meta_t* meta;
00031 } pthread_t;
00032
00033 // NOTE:
00034 // None of these are signal safe
00035 // Also note that most of these functions are not safe to suspension,
00036 // meaning that if the thread calling these is a pthread and is suspended
00037 // in the middle of pthread_continue or pthread_suspend, then it may not work.
00038 //
00039 // Make sure that the calling thread cannot be suspended before calling these
00040 // functions. Exceptions to this are pthread_exit(), pthread_self() and if a
```

```

00041 // thread is continuing or suspending itself.
00042 // spthread_create:
00043 // this function works similar to pthread_create, except for two differences.
00044 // 1) the created pthread is able to be asynchronously suspended, and continued
00045 // using the functions:
00046 // - spthread_suspend
00047 // - spthread_continue
00048 // 2) The created pthread will be suspended before it executes the specified
00049 // routine. It must first be continued with `spthread_continue` before
00050 // it will start executing.
00051 //
00052 // It is worth noting that this function is not signal safe.
00053 // In other words, it should not be called from a signal handler.
00054 //
00055 // to avoid repetition, see pthread_create(3) for details
00056 // on arguments and return values as they are the same here.
00057 int spthread_create(spthread_t* thread,
00058                   const pthread_attr_t* attr,
00059                   void* (*start_routine)(void*),
00060                   void* arg);
00061
00062 // The spthread_suspend function will signal to the
00063 // specified thread to suspend execution.
00064 //
00065 // Calling spthread_suspend on an already suspended
00066 // thread does not do anything.
00067 //
00068 // It is worth noting that this function is not signal safe.
00069 // In other words, it should not be called from a signal handler.
00070 //
00071 // args:
00072 // - pthread_t thread: the thread we want to suspend
00073 // This thread must be created using the spthread_create() function,
00074 // if created by some other function, the behaviour is undefined.
00075 //
00076 //
00077 // returns:
00078 // - 0 on success
00079 // - EAGAIN if the thread could not be signaled
00080 // - ENOSYS if not supported on this system
00081 // - ESRCH if the thread specified is not a valid pthread
00082 int spthread_suspend(spthread_t thread);
00083
00084 // The spthread_suspend_self function will cause the calling
00085 // thread (which should be created by spthread_create) to suspend
00086 // itself.
00087 //
00088 // returns:
00089 // - 0 on success
00090 // - EAGAIN if the thread could not be signaled
00091 // - ENOSYS if not supported on this system
00092 // - ESRCH if the calling thread is not an spthread
00093 int spthread_suspend_self();
00094
00095 // The spthread_continue function will signal to the
00096 // specified thread to resume execution if suspended.
00097 //
00098 // Calling spthread_continue on an already non-suspended
00099 // thread does not do anything.
00100 //
00101 // It is worth noting that this function is not signal safe.
00102 // In other words, it should not be called from a signal handler.
00103 //
00104 // args:
00105 // - spthread_t thread: the thread we want to continue
00106 // This thread must be created using the spthread_create() function,
00107 // if created by some other function, the behaviour is undefined.
00108 //
00109 // returns:
00110 // - 0 on success
00111 // - EAGAIN if the thread could not be signaled
00112 // - ENOSYS if not supported on this system
00113 // - ESRCH if the thread specified is not a valid pthread
00114 int spthread_continue(spthread_t thread);
00115
00116 // The spthread_cancel function will send a
00117 // cancellation request to the specified thread.
00118 //
00119 // as of now, this function is identical to pthread_cancel(3)
00120 // so to avoid repetition, you should look there.
00121 //
00122 // Here are a few things that are worth highlighting:
00123 // - it is worth noting that it is a cancellation __request__
00124 // the thread may not terminate immediately, instead the
00125 // thread is checked whenever it calls a function that is
00126 // marked as a cancellation point. At those points, it will
00127 // start the cancellation procedure

```

```

00128 // - to make sure all things are de-allocated properly on
00129 //   normal exiting of the thread and when it is cancelled,
00130 //   you should mark a deferred de-allocation with
00131 //   pthread_cleanup_push(3).
00132 //   consider the following example:
00133 //
00134 //       void* thread_routine(void* arg) {
00135 //           int* num = malloc(sizeof(int));
00136 //           pthread_cleanup_push(&free, num);
00137 //           return NULL;
00138 //       }
00139 //
00140 //   this program will allocate an integer on the heap
00141 //   and mark that data to be de-allocated on cleanup.
00142 //   This means that when the thread returns from the
00143 //   routine specified in spthread_create, free will
00144 //   be called on num. This will also happen if the thread
00145 //   is cancelled and not able to be exited normally.
00146 //
00147 //   Another function that should be used in conjunction
00148 //   is pthread_cleanup_pop(3). I will leave that
00149 //   to you to read more on.
00150 //
00151 // It is worth noting that this function is not signal safe.
00152 // In other words, it should not be called from a signal handler.
00153 //
00154 // args:
00155 // - spthread_t thread: the thread we want to cancel.
00156 //   This thread must be created using the spthread_create() function,
00157 //   if created by some other function, the behaviour is undefined.
00158 //
00159 // returns:
00160 // - 0 on success
00161 // - ESRCH if the thread specified is not a valid pthread
00162 int spthread_cancel(spthread_t thread);
00163
00164 // Can be called by a thread to get two peices of information:
00165 // 1. Whether or not the calling thread is an spthread (true or false)
00166 // 2. The spthread_t of the calling thread, if it is an spthread_t
00167 //
00168 // almost always the function will be called like this:
00169 // spthread_t self;
00170 // bool i_am_spthread = spthread_self(&self);
00171 //
00172 // args:
00173 // - spthread_t* thread: the output parameter to get the spthread_t
00174 //   representing the calling thread, if it is an spthread
00175 //
00176 // returns:
00177 // - true if the calling thread is an spthread_t
00178 // - false otherwise.
00179 bool spthread_self(spthread_t* thread);
00180
00181 // The equivalent of pthread_join but for spthread
00182 // To make sure all resources are cleaned up appropriately
00183 // sptreads that are created must at some ppoint have spthread_join
00184 // called on them. Do not use pthread_join on an spthread.
00185 //
00186 // to avoid repetition, see pthread_join(3) for details
00187 // on arguments and return values as they are the same as this function.
00188 int spthread_join(spthread_t thread, void** retval);
00189
00190 // The equivalent of pthread_exit but for spthread
00191 // spthread_exit must be used by sptreads instead of pthread_exit.
00192 // Otherwise, calls to spthread_join or other functions (like spthread_suspend)
00193 // may not work as intended.
00194 //
00195 // to avoid repetition, see pthread_exit(3) for details
00196 // on arguments and return values as they are the same as this function.
00197 void spthread_exit(void* status);
00198
00199 #endif // SPTHREAD_H_

```

10.46 src/util/stress.c File Reference

```

#include "stress.h"
#include <stdbool.h>
#include <stdio.h>
#include <unistd.h>

```

```
#include "kernel.h"
```

Functions

- void * [hang](#) (void *arg)
- void * [nohang](#) (void *arg)
- void * [recur](#) (void *arg)

10.46.1 Function Documentation

10.46.1.1 hang()

```
void * hang (  
    void * arg )
```

10.46.1.2 nohang()

```
void * nohang (  
    void * arg )
```

10.46.1.3 recur()

```
void * recur (  
    void * arg )
```

10.47 src/util/stress.h File Reference

```
#include "sys_call.h"
```

Functions

- void * [hang](#) (void *)
- void * [nohang](#) (void *)
- void * [recur](#) (void *)

10.47.1 Function Documentation

10.47.1.1 hang()

```
void * hang (  
    void * arg )
```

10.47.1.2 nohang()

```
void * nohang (
    void * arg )
```

10.47.1.3 recur()

```
void * recur (
    void * arg )
```

10.48 stress.h

[Go to the documentation of this file.](#)

```
00001 #ifndef STRESS_H
00002 #define STRESS_H
00003 #include "sys_call.h"
00004 void* hang(void*);
00005 void* nohang(void*);
00006 void* recur(void*);
00007
00008 #endif
```

10.49 src/util/sys_call.c File Reference

```
#include "sys_call.h"
#include "stdio.h"
#include <unistd.h>
```

Functions

- char ** [duplicate_argv](#) (char *argv[])
- void [free_argv](#) (char *argv[])
- pid_t [s_spawn](#) (void *(*func)(void *), char *argv[], int fd0, int fd1)

Create a child process that executes the function `func`. The child will retain some attributes of the parent.
- pid_t [s_spawn_nice](#) (void *(*func)(void *), char *argv[], int fd0, int fd1, unsigned int [priority](#))

Create a child process that executes the function `func`, with a specified priority. This is an exact copy of [s_spawn](#) except that the priority of the created process can be specified at creation.
- pid_t [s_waitpid](#) (pid_t pid, int *wstatus, bool [nohang](#))

Wait on a child of the calling process, until it changes state. If `nohang` is true, this will not block the calling process and return immediately.
- int [s_kill](#) (pid_t pid, int signal)

Send a signal to a particular process.
- void [s_reap_all_child](#) (pcb_t *parent)

Uses recursion to reap all children of specified parent.
- void [s_exit](#) (void)

Unconditionally exit the calling process.
- void [s_zombie](#) (pid_t pid)
- int [s_nice](#) (pid_t pid, int [priority](#))

Set the priority of the specified thread.

- int [s_sleep](#) (unsigned int ticks)
Suspends execution of the calling proces for a specified number of clock ticks.
- int [s_busy](#) (void)
Suspends execution of the calling process for an unspecified amount of time.
- int [s_spawn_and_wait](#) (void *(*func)(void *), char *argv[], int fd0, int fd1, bool [nohang](#), unsigned int [priority](#))
Spawns and waits for a process.
- int [s_fg](#) (pcb_t *proc)
- int [s_bg_wait](#) (pcb_t *proc)
Checks status of background processes with waitpid(nohang)
- pcb_t * [s_find_process](#) (pid_t pid)
Finds a process in any state.
- int [s_remove_process](#) (pid_t pid)
Removes a process in any state.
- void * [s_function_from_string](#) (char *program)
- int [s_write_log](#) (log_message_t logtype, pcb_t *proc, unsigned int old_nice)
- int [s_move_process](#) (CircularList *destination, pid_t pid)
- int [s_print_process](#) (CircularList *list)
- int [s_print_jobs](#) (CircularList *list)
- int [s_open](#) (const char *fname, int mode)
open a file name fname with the mode mode and return a file descriptor. The allowed modes are as follows:
- ssize_t [s_read](#) (int fd, int n, char *buf)
read n bytes from the file referenced by fd. On return, s_read returns the number of bytes read, 0 if EOF is reached, or a negative number on error. A kernel level read should occur to perform the actual functionality, but its important to remember that the process' file descriptor may need to be updated as the position of the file pointer changes.
- ssize_t [s_write](#) (int fd, const char *str, int n)
write n bytes of the string referenced by str to the file fd and increment the file pointer by n. On return, s_write returns the number of bytes written, or a negative value on error. Note that this writes bytes not chars, these can be anything, even '\0' A kernel level write should occur to perform the actual functionality, but its important to remember that the process' file descriptor may need to be updated as the position of the file pointer changes.
- int [s_close](#) (int fd)
close the file fd and return 0 on success, or a negative value on failure. A kernel level close should occur, and on success the local process' file descriptor table should be cleaned up appropriately.
- int [s_unlink](#) (const char *fname)
- off_t [s_lseek](#) (int fd, int offset, int whence)
reposition the file pointer for fd to the offset relative to whence. You must also implement the constants F_SEEK_↔SET, F_SEEK_CUR, and F_SEEK_END, which reference similar file whences as their similarly named counterparts in lseek(2). A kernel level lseek should occur, and necessary changes to the calling process' file descriptor table will be necessary.
- void [s_ls](#) (const char *filename, int fd)
List the file filename in the current directory. If filename is NULL, list all files in the current directory. Before EC implementations, this should be very simple and could literally be a call a similar k_function.
- char * [s_read_all](#) (const char *filename, int *read_num)
- char * [s_get_fname_from_fd](#) (int fd)
- int [s_update_timestamp](#) (const char *source)
- off_t [s_does_file_exist2](#) (const char *fname)
- int [s_rename](#) (const char *source, const char *dest)
- int [s_change_mode](#) (const char *change, const char *filename)
- int [s_cp_within_fat](#) (char *source, char *dest)
- int [s_cp_to_host](#) (char *source, char *host_dest)
- int [s_cp_from_host](#) (char *host_source, char *dest)

10.49.1 Function Documentation

10.49.1.1 `duplicate_argv()`

```
char ** duplicate_argv (
    char * argv[] )
```

10.49.1.2 `free_argv()`

```
void free_argv (
    char * argv[] )
```

10.49.1.3 `s_bg_wait()`

```
int s_bg_wait (
    pcb_t * proc )
```

Checks status of background processes with waitpid(nohang)

Parameters

<i>proc</i>	
-------------	--

Returns

int

10.49.1.4 `s_busy()`

```
int s_busy (
    void )
```

Suspends execution of the calling process for an unspecified amount of time.

Parameters

<i>void.</i>	
--------------	--

Returns

int Returns 0 on success, -1 on failure and sets errno.

10.49.1.5 `s_change_mode()`

```
int s_change_mode (
    const char * change,
    const char * filename )
```


10.49.1.6 s_close()

```
int s_close (
    int fd )
```

close the file *fd* and return 0 on success, or a negative value on failure. A kernel level close should occur, and on success the local process' file descriptor table should be cleaned up appropriately.

Parameters

<i>fd</i>	
-----------	--

Returns

int

10.49.1.7 s_cp_from_host()

```
int s_cp_from_host (
    char * host_source,
    char * dest )
```

10.49.1.8 s_cp_to_host()

```
int s_cp_to_host (
    char * source,
    char * host_dest )
```

10.49.1.9 s_cp_within_fat()

```
int s_cp_within_fat (
    char * source,
    char * dest )
```

10.49.1.10 s_does_file_exist2()

```
off_t s_does_file_exist2 (
    const char * fname )
```

10.49.1.11 s_exit()

```
void s_exit (
    void )
```

Unconditionally exit the calling process.

This will set the process state to zombied, adjust its state within the scheduler structures, and kill all child processes. (not done).

10.49.1.12 s_fg()

```
int s_fg (
    pcb_t * proc )
```

random number to convert int to string

10.49.1.13 s_find_process()

```
pcb_t * s_find_process (
    pid_t pid )
```

Finds a process in any state.

Parameters

<i>pid</i>	
------------	--

Returns

pcb_t*

10.49.1.14 s_function_from_string()

```
void * s_function_from_string (
    char * program )
```

10.49.1.15 s_get_fname_from_fd()

```
char * s_get_fname_from_fd (
    int fd )
```

10.49.1.16 s_kill()

```
int s_kill (
    pid_t pid,
    int signal )
```

Send a signal to a particular process.

Parameters

<i>pid</i>	Process ID of the target proces.
<i>signal</i>	Signal number to be sent.

Returns

0 on success, -1 on error.

10.49.1.17 s_ls()

```
void s_ls (
    const char * filename,
    int fd )
```

List the file filename in the current directory. If filename is NULL, list all files in the current directory. Before EC implementations, this should be very simple and could literally be a call a similar k_function.

Parameters

<i>filename</i>	
-----------------	--

10.49.1.18 s_lseek()

```
off_t s_lseek (
    int fd,
    int offset,
    int whence )
```

reposition the file pointer for fd to the offset relative to whence. You must also implement the constants F_SEEK_SET, F_SEEK_CUR, and F_SEEK_END, which reference similar file whences as their similarly named counterparts in lseek(2). A kernel level lseek should occur, and necessary changes to the calling process' file descriptor table will be necessary.

Parameters

<i>fd</i>	
<i>offset</i>	
<i>whence</i>	

10.49.1.19 s_move_process()

```
int s_move_process (
    CircularList * destination,
    pid_t pid )
```

10.49.1.20 s_nice()

```
int s_nice (
    pid_t pid,
    int priority )
```

Set the priority of the specified thread.

Parameters

<i>pid</i>	Process ID of the target thread.
<i>priority</i>	The new priority value of the thread (0, 1, or 2)

Returns

0 on success, -1 on failure.

10.49.1.21 s_open()

```
int s_open (
    const char * fname,
    int mode )
```

open a file name *fname* with the mode *mode* and return a file descriptor. The allowed modes are as follows:

F_WRITE - writing and reading, truncates if the file exists, or creates it if it does not exist. Only one instance of a file can be opened in **F_WRITE** mode; error if PennOS attempts to open a file in **F_WRITE** mode more than once **F_READ** - open the file for reading only, return an error if the file does not exist **F_APPEND** - open the file for reading and writing but does not truncate the file if exists; additionally, the file pointer references the end of the file.

s_open returns a file descriptor on success and a negative value on error. This open will initially be done at the kernel level, using a more intricate and already-implemented kernel level function. If the kernel level function succeeds and returns a *fd*, the user level function should also somehow keep track that such file descriptor is managed by the calling process. This can be done in multiple ways.

Parameters

<i>fname</i>	
<i>mode</i>	

Returns

int

10.49.1.22 s_print_jobs()

```
int s_print_jobs (
    CircularList * list )
```

10.49.1.23 s_print_process()

```
int s_print_process (
    CircularList * list )
```

10.49.1.24 s_read()

```
ssize_t s_read (
    int fd,
    int n,
    char * buf )
```

read *n* bytes from the file referenced by *fd*. On return, *s_read* returns the number of bytes read, 0 if EOF is reached, or a negative number on error. A kernel level read should occur to perform the actual functionality, but its important to remember that the process' file descriptor may need to be updated as the position of the file pointer changes.

Parameters

<i>fd</i>	
<i>n</i>	
<i>buf</i>	

Returns

ssize_t

10.49.1.25 s_read_all()

```
char * s_read_all (
    const char * filename,
    int * read_num )
```

10.49.1.26 s_reap_all_child()

```
void s_reap_all_child (
    pcb_t * parent )
```

Uses recursion to reap all children of specified parent.

Parameters

<i>parent</i>	PCB of the parent.
---------------	--------------------

10.49.1.27 s_remove_process()

```
int s_remove_process (
    pid_t pid )
```

Removes a process in any state.

Parameters

<i>pid</i>	
------------	--

Returns

int

10.49.1.28 s_rename()

```
int s_rename (
    const char * source,
    const char * dest )
```

10.49.1.29 s_sleep()

```
int s_sleep (
    unsigned int ticks )
```

Suspends execution of the calling proces for a specified number of clock ticks.

This function is analogous to `sleep(3)` in Linux, with the behavior that the system clock continues to tick even if the call is interrupted. The sleep can be interrupted by a `P_SIGTERM` signal, after which the function will return prematurely.

Parameters

<i>ticks</i>	Duration of the sleep in system clock ticks. Must be greater than 0.
--------------	--

Returns

int Returns 0 on success, -1 on failure and sets errno.

10.49.1.30 s_spawn()

```
pid_t s_spawn (
    void (*)(void *) func,
    char * argv[],
    int fd0,
    int fd1 )
```

Create a child process that executes the function `func`. The child will retain some attributes of the parent.

Parameters

<i>func</i>	Function to be executed by the child process.
<i>argv</i>	Null-terminated array of args, including the command name as <code>argv[0]</code> .
<i>fd0</i>	Input file descriptor.
<i>fd1</i>	Output file descriptor.

Returns

`pid_t` The process ID of the created child process. // need to define error output?

10.49.1.31 s_spawn_and_wait()

```
int s_spawn_and_wait (
    void (*)(void *) func,
    char * argv[],
    int fd0,
    int fd1,
    bool nohang,
    unsigned int priority )
```

Spawns and waits for a process.

Spawns and waits for a process, combining `s_spawn` and `s_waitpid`.

Parameters

<i>func</i>	
<i>argv</i>	
<i>fd0</i>	
<i>fd1</i>	
<i>nohang</i>	

Returns

`int`

or status signaled?

10.49.1.32 s_spawn_nice()

```
pid_t s_spawn_nice (
    void (*)(void *) func,
    char * argv[],
    int fd0,
    int fd1,
    unsigned int priority )
```

Create a child process that executes the function `func`, with a specified priority. This is an exact copy of `s_spawn` except that the priority of the created process can be specified at creation.

Parameters

<i>func</i>	Function to be executed by the child process.
<i>argv</i>	Null-terminated array of args, including the command name as <code>argv[0]</code> .
<i>fd0</i>	Input file descriptor.
<i>fd1</i>	Output file descriptor.

Returns

`pid_t` The process ID of the created child process.

10.49.1.33 s_unlink()

```
int s_unlink (
    const char * fname )
```

Parameters

<i>fname</i>	
--------------	--

Returns

`int`

10.49.1.34 s_update_timestamp()

```
int s_update_timestamp (
    const char * source )
```

10.49.1.35 s_waitpid()

```
pid_t s_waitpid (
    pid_t pid,
    int * wstatus,
    bool nohang )
```

Wait on a child of the calling process, until it changes state. If `nohang` is true, this will not block the calling process and return immediately.

Parameters

<i>pid</i>	Process ID of the child to wait for.
<i>wstatus</i>	Pointer to an integer variable where the status will be stored.
<i>nohang</i>	If true, return immediately if no child has exited.

Returns

`pid_t` The process ID of the child which has changed state on success, -1 on error.

10.49.1.36 s_write()

```
ssize_t s_write (
    int fd,
```



```
const char * str,
int n )
```

write *n* bytes of the string referenced by *str* to the file *fd* and increment the file pointer by *n*. On return, *s_write* returns the number of bytes written, or a negative value on error. Note that this writes bytes not chars, these can be anything, even '\0'. A kernel level write should occur to perform the actual functionality, but its important to remember that the process' file descriptor may need to be updated as the position of the file pointer changes.

Parameters

<i>fd</i>	
<i>str</i>	
<i>n</i>	

Returns

ssize_t

10.49.1.37 s_write_log()

```
int s_write_log (
    log_message_t logtype,
    pcb_t * proc,
    unsigned int old_nice )
```

10.49.1.38 s_zombie()

```
void s_zombie (
    pid_t pid )
```

10.50 src/util/sys_call.h File Reference

```
#include <stdbool.h>
#include <string.h>
#include "error.h"
#include "globals.h"
#include "kernel.h"
#include "pennfat_kernel.h"
#include "shellbuiltins.h"
```

Macros

- #define STATUS_EXITED 0x00
- #define STATUS_STOPPED 0x01
- #define STATUS_SIGNALED 0x02
- #define P_WIFEXITED(status) (((status) & 0xFF) == STATUS_EXITED)
- #define P_WIFSTOPPED(status) (((status) & 0xFF) == STATUS_STOPPED)
- #define P_WIFSIGNALED(status) (((status) & 0xFF) == STATUS_SIGNALED)

Enumerations

- enum `log_message_t` {
`SCHEDULE` , `CREATE` , `EXIT` , `SIGNAL` ,
`ZOMBIE` , `ORPHAN` , `WAIT` , `NICE` ,
`BLOCK` , `UNBLOCK` , `STOP` , `CONTINUE` }

This is an enum used to specify which log message should be added for `s_write_log`.

Functions

- `pid_t s_spawn` (void *(*func)(void *), char *argv[], int fd0, int fd1)
Create a child process that executes the function `func`. The child will retain some attributes of the parent.
- `pid_t s_spawn_nice` (void *(*func)(void *), char *argv[], int fd0, int fd1, unsigned int priority)
Create a child process that executes the function `func`, with a specified priority. This is an exact copy of `s_spawn` except that the priority of the created process can be specified at creation.
- `pid_t s_waitpid` (pid_t pid, int *wstatus, bool nohang)
Wait on a child of the calling process, until it changes state. If `nohang` is true, this will not block the calling process and return immediately.
- int `s_kill` (pid_t pid, int signal)
Send a signal to a particular process.
- void `s_reap_all_child` (pcb_t *parent)
Uses recursion to reap all children of specified parent.
- void `s_exit` (void)
Unconditionally exit the calling process.
- int `s_nice` (pid_t pid, int priority)
Set the priority of the specified thread.
- int `s_sleep` (unsigned int ticks)
Suspends execution of the calling process for a specified number of clock ticks.
- int `s_busy` (void)
Suspends execution of the calling process for an unspecified amount of time.
- int `s_spawn_and_wait` (void *(*func)(void *), char *argv[], int fd0, int fd1, bool nohang, unsigned int priority)
Spawns and waits for a process, combining `s_spawn` and `s_waitpid`.
- pcb_t * `s_find_process` (pid_t pid)
Finds a process in any state.
- int `s_remove_process` (pid_t pid)
Removes a process in any state.
- void * `s_function_from_string` (char *program)
- int `s_write_log` (log_message_t logtype, pcb_t *proc, unsigned int old_nice)
- int `s_move_process` (CircularList *destination, pid_t pid)
- void `s_zombie` (pid_t pid)
- int `s_fg` (pcb_t *proc)
- int `s_bg_wait` (pcb_t *proc)
Checks status of background processes with `waitpid(nohang)`
- int `s_print_process` (CircularList *list)
- int `s_print_jobs` (CircularList *list)
- int `s_open` (const char *fname, int mode)
open a file name `fname` with the mode `mode` and return a file descriptor. The allowed modes are as follows:
- ssize_t `s_read` (int fd, int n, char *buf)
read `n` bytes from the file referenced by `fd`. On return, `s_read` returns the number of bytes read, 0 if EOF is reached, or a negative number on error. A kernel level read should occur to perform the actual functionality, but its important to remember that the process' file descriptor may need to be updated as the position of the file pointer changes.
- ssize_t `s_write` (int fd, const char *str, int n)

write *n* bytes of the string referenced by *str* to the file *fd* and increment the file pointer by *n*. On return, *s_write* returns the number of bytes written, or a negative value on error. Note that this writes bytes not chars, these can be anything, even '\0'. A kernel level write should occur to perform the actual functionality, but its important to remember that the process' file descriptor may need to be updated as the position of the file pointer changes.

- int [s_close](#) (int fd)
close the file *fd* and return 0 on success, or a negative value on failure. A kernel level close should occur, and on success the local process' file descriptor table should be cleaned up appropriately.
- int [s_unlink](#) (const char *fname)
- off_t [s_lseek](#) (int fd, int offset, int whence)
reposition the file pointer for *fd* to the offset relative to *whence*. You must also implement the constants *F_SEEK_SET*, *F_SEEK_CUR*, and *F_SEEK_END*, which reference similar file whences as their similarly named counterparts in *lseek(2)*. A kernel level *lseek* should occur, and necessary changes to the calling process' file descriptor table will be necessary.
- void [s_ls](#) (const char *filename, int fd)
List the file *filename* in the current directory. If *filename* is NULL, list all files in the current directory. Before EC implementations, this should be very simple and could literally be a call a similar *k_function*.
- char * [s_read_all](#) (const char *filename, int *read_num)
- char * [s_get_fname_from_fd](#) (int fd)
- int [s_update_timestamp](#) (const char *source)
- off_t [s_does_file_exist2](#) (const char *fname)
- int [s_rename](#) (const char *source, const char *dest)
- int [s_change_mode](#) (const char *change, const char *filename)
- int [s_cp_within_fat](#) (char *source, char *dest)
- int [s_cp_to_host](#) (char *source, char *host_dest)
- int [s_cp_from_host](#) (char *host_source, char *dest)

10.50.1 Macro Definition Documentation

10.50.1.1 P_WIFEXITED

```
#define P_WIFEXITED(  
    status ) (((status) & 0xFF) == STATUS_EXITED)
```

10.50.1.2 P_WIFSIGNALED

```
#define P_WIFSIGNALED(  
    status ) (((status) & 0xFF) == STATUS_SIGNALED)
```

10.50.1.3 P_WIFSTOPPED

```
#define P_WIFSTOPPED(  
    status ) (((status) & 0xFF) == STATUS_STOPPED)
```

10.50.1.4 STATUS_EXITED

```
#define STATUS_EXITED 0x00
```

10.50.1.5 STATUS_SINGALED

```
#define STATUS_SINGALED 0x02
```

10.50.1.6 STATUS_STOPPED

```
#define STATUS_STOPPED 0x01
```

10.50.2 Enumeration Type Documentation

10.50.2.1 log_message_t

```
enum log_message_t
```

This is an enum used to specify which log message should be added for [s_write_log](#).

Enumerator

SCHEDULE	
CREATE	
EXIT	
SIGNAL	
ZOMBIE	
ORPHAN	
WAIT	
NICE	
BLOCK	
UNBLOCK	
STOP	
CONTINUE	

10.50.3 Function Documentation

10.50.3.1 s_bg_wait()

```
int s_bg_wait (  
    pcb_t * proc )
```

Checks status of background processes with waitpid(nohang)

Parameters

<i>proc</i>	
-------------	--

Returns

int

10.50.3.2 s_busy()

```
int s_busy (
    void )
```

Suspends execution of the calling process for an unspecified amount of time.

Parameters

<i>void.</i>	
--------------	--

Returns

int Returns 0 on success, -1 on failure and sets errno.

10.50.3.3 s_change_mode()

```
int s_change_mode (
    const char * change,
    const char * filename )
```

10.50.3.4 s_close()

```
int s_close (
    int fd )
```

close the file *fd* and return 0 on success, or a negative value on failure. A kernel level close should occur, and on success the local process' file descriptor table should be cleaned up appropriately.

Parameters

<i>fd</i>	
-----------	--

Returns

int

10.50.3.5 s_cp_from_host()

```
int s_cp_from_host (
    char * host_source,
    char * dest )
```

10.50.3.6 s_cp_to_host()

```
int s_cp_to_host (
    char * source,
    char * host_dest )
```

10.50.3.7 s_cp_within_fat()

```
int s_cp_within_fat (
    char * source,
    char * dest )
```

10.50.3.8 s_does_file_exist2()

```
off_t s_does_file_exist2 (
    const char * fname )
```

10.50.3.9 s_exit()

```
void s_exit (
    void )
```

Unconditionally exit the calling process.

This will set the process state to zombied, adjust its state within the scheduler structures, and kill all child processes. (not done).

10.50.3.10 s_fg()

```
int s_fg (
    pcb_t * proc )
```

random number to convert int to string

10.50.3.11 s_find_process()

```
pcb_t * s_find_process (
    pid_t pid )
```

Finds a process in any state.

Parameters

<i>pid</i>	
------------	--

Returns

pcb_t*

10.50.3.12 s_function_from_string()

```
void * s_function_from_string (
    char * program )
```

10.50.3.13 s_get_fname_from_fd()

```
char * s_get_fname_from_fd (
    int fd )
```

10.50.3.14 s_kill()

```
int s_kill (
    pid_t pid,
    int signal )
```

Send a signal to a particular process.

Parameters

<i>pid</i>	Process ID of the target proces.
<i>signal</i>	Signal number to be sent.

Returns

0 on success, -1 on error.

10.50.3.15 s_ls()

```
void s_ls (
    const char * filename,
    int fd )
```

List the file filename in the current directory. If filename is NULL, list all files in the current directory. Before EC implementations, this should be very simple and could literally be a call a similar k_function.

Parameters

<i>filename</i>	
-----------------	--

10.50.3.16 s_lseek()

```
off_t s_lseek (
    int fd,
    int offset,
    int whence )
```

reposition the file pointer for *fd* to the offset relative to *whence*. You must also implement the constants `F SEEK_SET`, `F SEEK_CUR`, and `F SEEK_END`, which reference similar file whences as their similarly named counterparts in `lseek(2)`. A kernel level `lseek` should occur, and necessary changes to the calling process' file descriptor table will be necessary.

Parameters

<i>fd</i>	
<i>offset</i>	
<i>whence</i>	

10.50.3.17 s_move_process()

```
int s_move_process (
    CircularList * destination,
    pid_t pid )
```

10.50.3.18 s_nice()

```
int s_nice (
    pid_t pid,
    int priority )
```

Set the priority of the specified thread.

Parameters

<i>pid</i>	Process ID of the target thread.
<i>priority</i>	The new priority value of the thread (0, 1, or 2)

Returns

0 on success, -1 on failure.

10.50.3.19 s_open()

```
int s_open (
    const char * fname,
    int mode )
```

open a file name *fname* with the mode *mode* and return a file descriptor. The allowed modes are as follows:

F_WRITE - writing and reading, truncates if the file exists, or creates it if it does not exist. Only one instance of a file can be opened in F_WRITE mode; error if PennOS attempts to open a file in F_WRITE mode more than once F_READ - open the file for reading only, return an error if the file does not exist F_APPEND - open the file for reading and writing but does not truncate the file if exists; additionally, the file pointer references the end of the file.

s_open returns a file descriptor on success and a negative value on error. This open will initially be done at the kernel level, using a more intricate and already-implemented kernel level function. If the kernel level function succeeds and returns a fd, the user level function should also somehow keep track that such file descriptor is managed by the calling process. This can be done in multiple ways.

Parameters

<i>fname</i>	
<i>mode</i>	

Returns

int

10.50.3.20 s_print_jobs()

```
int s_print_jobs (  
    CircularList * list )
```

10.50.3.21 s_print_process()

```
int s_print_process (  
    CircularList * list )
```

10.50.3.22 s_read()

```
ssize_t s_read (  
    int fd,  
    int n,  
    char * buf )
```

read n bytes from the file referenced by fd. On return, s_read returns the number of bytes read, 0 if EOF is reached, or a negative number on error. A kernel level read should occur to perform the actual functionality, but its important to remember that the process' file descriptor may need to be updated as the position of the file pointer changes.

Parameters

<i>fd</i>	
<i>n</i>	
<i>buf</i>	

Returns

ssize_t

10.50.3.23 s_read_all()

```
char * s_read_all (
    const char * filename,
    int * read_num )
```

10.50.3.24 s_reap_all_child()

```
void s_reap_all_child (
    pcb_t * parent )
```

Uses recursion to reap all children of specified parent.

Parameters

<i>parent</i>	PCB of the parent.
---------------	--------------------

10.50.3.25 s_remove_process()

```
int s_remove_process (
    pid_t pid )
```

Removes a process in any state.

Parameters

<i>pid</i>	
------------	--

Returns

int

10.50.3.26 s_rename()

```
int s_rename (
    const char * source,
    const char * dest )
```

10.50.3.27 s_sleep()

```
int s_sleep (
    unsigned int ticks )
```

Suspends execution of the calling proces for a specified number of clock ticks.

This function is analogous to `sleep(3)` in Linux, with the behavior that the system clock continues to tick even if the call is interrupted. The sleep can be interrupted by a `P_SIGTERM` signal, after which the function will return prematurely.

Parameters

<i>ticks</i>	Duration of the sleep in system clock ticks. Must be greater than 0.
--------------	--

Returns

int Returns 0 on success, -1 on failure and sets errno.

10.50.3.28 s_spawn()

```
pid_t s_spawn (
    void (*)(void *) func,
    char * argv[],
    int fd0,
    int fd1 )
```

Create a child process that executes the function *func*. The child will retain some attributes of the parent.

Parameters

<i>func</i>	Function to be executed by the child process.
<i>argv</i>	Null-terminated array of args, including the command name as argv[0].
<i>fd0</i>	Input file descriptor.
<i>fd1</i>	Output file descriptor.

Returns

pid_t The process ID of the created child process. // need to define error output?

10.50.3.29 s_spawn_and_wait()

```
int s_spawn_and_wait (
    void (*)(void *) func,
    char * argv[],
    int fd0,
    int fd1,
    bool nohang,
    unsigned int priority )
```

Spawns and waits for a process, combining s_spawn and s_waitpid.

Spawns and waits for a process.

This generalizes the control loop of spawning a process, waiting on it via s_waitpid (depending on whether it was a background process) and then cleaning it up, into one function call. Used to call most shell functions (b_functions).

Parameters

<i>func</i>	The function to be executed.
<i>argv</i>	The argument to that function that is passed into the s_spawn call.
<i>fd0</i>	Input file descriptor.
<i>fd1</i>	Output file descriptor.
<i>nohang</i>	Whether or not to wait on the process or immediately proceed.

Returns

int Returns 0 on success, -1 on failure and sets errno.

Parameters

<i>func</i>	
<i>argv</i>	
<i>fd0</i>	
<i>fd1</i>	
<i>nohang</i>	

Returns

int

Spawns and waits for a process, combining `s_spawn` and `s_waitpid`.

Parameters

<i>func</i>	
<i>argv</i>	
<i>fd0</i>	
<i>fd1</i>	
<i>nohang</i>	

Returns

int

or status signaled?

10.50.3.30 s_spawn_nice()

```
pid_t s_spawn_nice (
    void (*)(void *) func,
    char * argv[],
    int fd0,
    int fd1,
    unsigned int priority )
```

Create a child process that executes the function `func`, with a specified priority. This is an exact copy of `s_spawn` except that the priority of the created process can be specified at creation.

Parameters

<i>func</i>	Function to be executed by the child process.
<i>argv</i>	Null-terminated array of args, including the command name as <code>argv[0]</code> .
<i>fd0</i>	Input file descriptor.
<i>fd1</i>	Output file descriptor.

Returns

`pid_t` The process ID of the created child process.

10.50.3.31 s_unlink()

```
int s_unlink (
    const char * fname )
```

Parameters

<i>fname</i>	
--------------	--

Returns

`int`

10.50.3.32 s_update_timestamp()

```
int s_update_timestamp (
    const char * source )
```

10.50.3.33 s_waitpid()

```
pid_t s_waitpid (
    pid_t pid,
    int * wstatus,
    bool nohang )
```

Wait on a child of the calling process, until it changes state. If `nohang` is true, this will not block the calling process and return immediately.

Parameters

<i>pid</i>	Process ID of the child to wait for.
<i>wstatus</i>	Pointer to an integer variable where the status will be stored.
<i>nohang</i>	If true, return immediately if no child has exited.

Returns

`pid_t` The process ID of the child which has changed state on success, -1 on error.

10.50.3.34 s_write()

```
ssize_t s_write (
    int fd,
```

```
const char * str,
int n )
```

write *n* bytes of the string referenced by *str* to the file *fd* and increment the file pointer by *n*. On return, *s_write* returns the number of bytes written, or a negative value on error. Note that this writes bytes not chars, these can be anything, even '\0'. A kernel level write should occur to perform the actual functionality, but its important to remember that the process' file descriptor may need to be updated as the position of the file pointer changes.

Parameters

<i>fd</i>	
<i>str</i>	
<i>n</i>	

Returns

ssize_t

10.50.3.35 s_write_log()

```
int s_write_log (
    log_message_t logtype,
    pcb_t * proc,
    unsigned int old_nice )
```

10.50.3.36 s_zombie()

```
void s_zombie (
    pid_t pid )
```

10.51 sys_call.h

[Go to the documentation of this file.](#)

```
00001 #ifndef SYSCALL_H
00002 #define SYSCALL_H
00003
00004 #include <stdbool.h>
00005 #include <string.h>
00006 #include "error.h"
00007 #include "globals.h"
00008 #include "kernel.h"
00009 #include "pennfat_kernel.h"
00010 #include "shellbuiltins.h"
00011
00012 #define STATUS_EXITED 0x00
00013 #define STATUS_STOPPED 0x01
00014 #define STATUS_SIGNALED 0x02
00015
00016 #define P_WIFEXITED(status) (((status) & 0xFF) == STATUS_EXITED)
00017 #define P_WIFSTOPPED(status) (((status) & 0xFF) == STATUS_STOPPED)
00018 #define P_WIFSIGNALED(status) (((status) & 0xFF) == STATUS_SIGNALED)
00019
00026 typedef enum {
00027     SCHEDULE,
00028     CREATE,
00029     EXIT,
00030     SIGNAL,
00031     ZOMBIE,
00032     ORPHAN,
```

```

00033     WAIT,
00034     NICE,
00035     BLOCK,
00036     UNBLOCK,
00037     STOP,
00038     CONTINUE
00039 } log_message_t;
00040
00041 /*== system call functions for interacting with PennOS process creation==*/
00055 pid_t s_spawn(void* (*func)(void*), char* argv[], int fd0, int fd1);
00056
00069 pid_t s_spawn_nice(void* (*func)(void*),
00070                   char* argv[],
00071                   int fd0,
00072                   int fd1,
00073                   unsigned int priority);
00074
00087 pid_t s_waitpid(pid_t pid, int* wstatus, bool nohang);
00088
00096 int s_kill(pid_t pid, int signal);
00097
00103 void s_reap_all_child(pcb_t* parent);
00104
00111 void s_exit(void);
00112
00113 /*===== system calls for interacting with the scheduler
00114  * =====*/
00115
00123 int s_nice(pid_t pid, int priority);
00124
00139 int s_sleep(unsigned int ticks);
00140
00149 int s_busy(void);
00150
00151 /***** CUSTOM SYSCALLS FOR SCHEDULER*/
00152
00169 int s_spawn_and_wait(void* (*func)(void*),
00170                      char* argv[],
00171                      int fd0,
00172                      int fd1,
00173                      bool nohang,
00174                      unsigned int priority);
00175
00182 pcb_t* s_find_process(pid_t pid);
00183
00190 int s_remove_process(pid_t pid);
00191
00192 void* s_function_from_string(char* program);
00193
00194 int s_write_log(log_message_t logtype, pcb_t* proc, unsigned int old_nice);
00195
00196 int s_move_process(CircularList* destination, pid_t pid);
00197
00198 void s_zombie(pid_t pid);
00199 /***** CUSTOM SYSCALLS FOR SCHEDULER*/
00200
00211 int s_spawn_and_wait(void* (*func)(void*),
00212                      char* argv[],
00213                      int fd0,
00214                      int fd1,
00215                      bool nohang,
00216                      unsigned int priority);
00217
00218 int s_fg(pcb_t* proc);
00219
00226 int s_bg_wait(pcb_t* proc);
00227
00234 pcb_t* s_find_process(pid_t pid);
00235
00242 int s_remove_process(pid_t pid);
00243
00244 void* s_function_from_string(char* program);
00245
00246 int s_write_log(log_message_t logtype, pcb_t* proc, unsigned int old_nice);
00247
00248 int s_move_process(CircularList* destination, pid_t pid);
00249
00250 int s_print_process(CircularList* list);
00251
00252 int s_print_jobs(CircularList* list);
00253
00254 /*== system call functions for interacting with PennOS filesystem ==*/
00278 int s_open(const char* fname, int mode);
00279
00292 ssize_t s_read(int fd, int n, char* buf);
00293
00308 ssize_t s_write(int fd, const char* str, int n);

```

```

00309
00318 int s_close(int fd);
00319
00326 int s_unlink(const char* fname);
00327
00339 off_t s_lseek(int fd, int offset, int whence);
00340
00348 void s_ls(const char* filename, int fd);
00349
00350 char* s_read_all(const char* filename, int* read_num);
00351
00352 char* s_get_fname_from_fd(int fd);
00353
00354 int s_update_timestamp(const char* source);
00355
00356 off_t s_does_file_exist2(const char* fname);
00357
00358 int s_rename(const char* source, const char* dest);
00359
00360 int s_change_mode(const char* change, const char* filename);
00361
00362 int s_cp_within_fat(char* source, char* dest);
00363
00364 int s_cp_to_host(char* source, char* host_dest);
00365
00366 int s_cp_from_host(char* host_source, char* dest);
00367
00368 #endif

```

10.52 test/sched-demo.c File Reference

```

#include <pthread.h>
#include <signal.h>
#include <stdbool.h>
#include <stdio.h>
#include <stdlib.h>
#include <sys/time.h>
#include <unistd.h>
#include "../src/util/spthread.h"

```

Macros

- `#define _POSIX_C_SOURCE 200809L`
- `#define _DEFAULT_SOURCE 1`
- `#define _XOPEN_SOURCE 700`
- `#define NUM_THREADS 4`
- `#define BUF_SIZE 4096`

Functions

- void `cancel_and_join` (`spthread_t` thread)
- int `main` (void)

10.52.1 Macro Definition Documentation

10.52.1.1 _DEFAULT_SOURCE

```
#define _DEFAULT_SOURCE 1
```


10.52.1.2 `_POSIX_C_SOURCE`

```
#define _POSIX_C_SOURCE 200809L
```

10.52.1.3 `_XOPEN_SOURCE`

```
#define _XOPEN_SOURCE 700
```

10.52.1.4 `BUF_SIZE`

```
#define BUF_SIZE 4096
```

10.52.1.5 `NUM_THREADS`

```
#define NUM_THREADS 4
```

10.52.2 Function Documentation

10.52.2.1 `cancel_and_join()`

```
void cancel_and_join (  
    pthread_t thread )
```

10.52.2.2 `main()`

```
int main (  
    void )
```


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