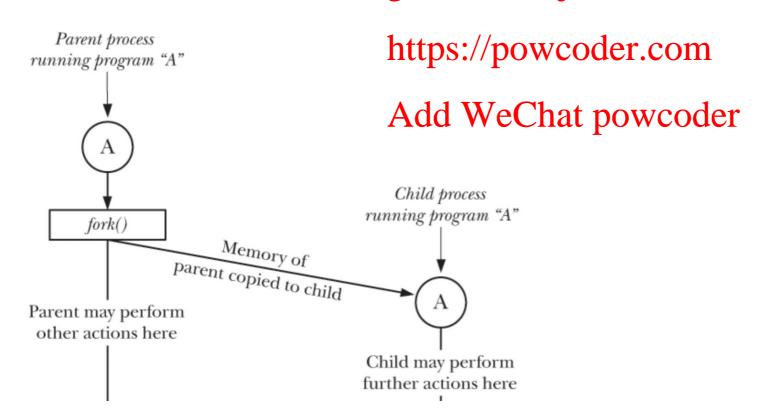
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Review of fork

- Fork creates a new child process with a duplicate of memory
 - The main differences are: 1) The value of PID 2) The return value of fork. Assignment Project Exam Help



Example

• Let's say I want to count to 100 as fast as possible.

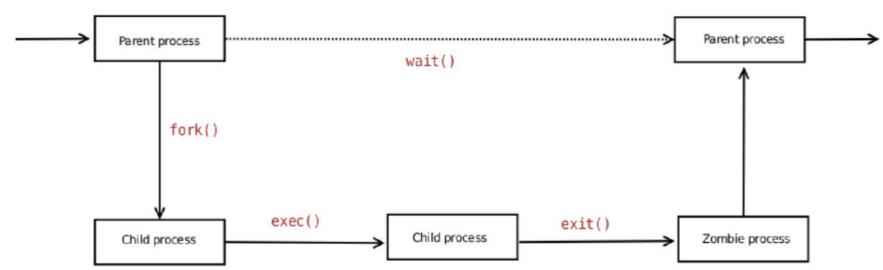
The following code uses multiple cores to count faster! (maybe...)

```
#include<unistd.h>
#include<stdio.h>
#include<string.h>
#include<stdlib.h>
int main(int argc, char* argv[])
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 int proc count=0;
 int threads=atoi(argv[1]);
 for (int j=1; j< threads+1; j++){ https://powcoder.com
   if (proc count == 0){
     if(fork() == 0){ //creates a fork and checks to see if you are a child process
       proc_count = j; // sets a unique intiverce (o aget shid wooder
 // Set up individual threads, now start counting
 if(proc count>0){
   int x = proc count;
   while(x < 100){
     printf("%d,",x); //if you are a child then start from your proc count and count up by threads
     x+=threads;
   exit(EXIT SUCCESS); //exit and return success to calling process
```

ZOMBIES!

- Zombie processes are a real danger of forking
- When a process exits it enters project big antique while it waits for its parent to accept its return state.
 - The return state is accepted by power oder.com

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Wait

- x = wait(&stat), suspends the process until at least one zombie process exits. • x is the PID of the return

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- The integer stat stores the returned exit code.

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- Other useful functions:
 - exit(int code), terminates calling process and returns error code to parent.
 - WEXITSTATUS(int status), decodes the exit status to the raw integer returned
 - waitpid(pid_t pid, &stat), waits for the specified process to send exit signal.

Example

```
#include<stdio.h>
#include<stdlib.h>
#include<unistd.h>
#include<sys/types.h>
#include<sys/wait.h>
int main()
  int x=6;
  pid_t fork_pid = fork();
  if (fork_pid == 0){
    //child process
    exit(x*x);
  else{
    int stat,y;
    y=wait(&stat);
    printf("Value returned by child %d is %d\n",y,WEXITSTATUS(stat));
```