
Specification 1: Display requirement

When you execute your code, a shell prompt of the following form must appear along with it. Do not hard-code the user name and system name here.

```
<username@system_name:curr_dir>
```

Example: <Name@UBUNTU: ~>

The directory from which the **shell is invoked** will be the home directory of the shell and should be indicated by "~". If the user executes "cd" i.e change dir then the corresponding change must be reflected in the shell as well.

Example: ./a.out

```
<Name@UBUNTU:~>cd newdir
```

```
<Name@UBUNTU:~/newdir>
```

If your current working directory is the directory from which your shell is invoked, then on executing command "cd .." your shell should display the absolute path of the current directory from the root.

Example If your shell executable resides in '/home/user/shell' then on executing 'cd ..', the command prompt should display '/home/user' as the cwd.

Specification 2: Builtin commands

Builtin commands are contained within the shell itself. Checkout 'type *commandname*' in the terminal (eg. 'type echo'). When the name of a builtin command is used as the first word of a simple command the shell executes the command directly, without invoking another program. Builtin commands are necessary to implement functionality impossible or inconvenient to obtain with separate utilities.

Make sure you implement **cd**, **pwd** and **echo**. Don't use 'execvp' or similar commands for implementing these commands.

- For **echo** handling, multi-line strings and environmental variables is not a requirement.
 - For cd apart from the basic functionality, implement the flags ".", ".." and "~".
-

Specification 3: ls command

Implement **ls [al]** – (it should be able to handle ls, ls -l, ls ., ls .., ls ~, ls -a, ls -al/la and ls <Directoryname>. For ls , ls -a and ls <Directoryname> outputting the entries in a single column is fine. Don't use 'execvp' or similar commands for implementing this.

Specification 4: System commands with and without arguments

All other commands are treated as system commands like : emacs, vi and so on. The shell must be able to execute them either in the background or in the foreground.

Foreground processes: For example, executing a "vi" command in the foreground implies that your shell will wait for this process to complete and regain control when this process exits.

Background processes: Any command invoked with "&" is treated as background command. This implies that your shell will spawn that process and doesn't wait for the process to exit. It will keep taking user commands.

Example:

```
<Name@UBUNTU:~> emacs &
```

```
<Name@UBUNTU:~> ls -l -a ( Make sure all the given flags are executed properly for any command and not just ls.)
```

```
.  
. .  
. Execute other commands  
. .  
.
```

```
<Name@UBUNTU:~> echo hello
```

Specification 5: pinfo command (user defined)

-pinfo : prints the process related info of your shell program.

Example:

```
<Name@UBUNTU:~>pinfo
```

```
pid -- 231
```

```
Process Status -- {R/S/S+/Z}
```

```
memory -- 67854 {Virtual Memory}
```

```
Executable Path -- ~/a.out
```

-pinfo <pid> : prints the process info about given pid.

Example:

```
<Name@UBUNTU:~>pinfo 7777
```

```
pid -- 7777
```

```
Process Status -- {R/S/S+/Z}
```

```
memory -- 123456 {Virtual Memory}
```

```
Executable Path -- /usr/bin/gcc
```

Specification 6: Finished Background Processes

If the background process exits then the shell must display the appropriate message to the user.

Example:

After emacs exits, your shell program should check the exit status of emacs and print it on stderr.

```
<Name@UBUNTU:~>
```

```
emacs with pid 456 exited normally
```

```
<Name@UBUNTU:~>
```

Bonus:

-nightswatch [options] <command>: Look up the man page entry for the 'watch' command - 'man watch'. You will be implementing a modified, very specific version of watch. It executes the command until the '**q**' key is pressed.

Options:

-n seconds: The time interval in which to execute the command (periodically)

Command:

Either of these two:

1) interrupt – print the number of times the CPU(s) has(ve) been interrupted by the **keyboard controller (i8042 with IRQ 1)**. There will be a line output to stdout once in every time interval that was specified using -n. If your processor has 4 cores (quadcore machine), it probably has 8 threads and for each thread, output the number of times that particular CPU has been interrupted by the keyboard controller.

Example

```
<Name@UBUNTU:~> nightswatch -n 5 interrupt CPU0
```

CPU1	CPU2	CPU3	CPU4	CPU5	CPU6	CPU7
2	13	2	1	0	2	1
2	13	4	1	0	4	1

...
...
...

A line every 5 seconds until '**q**' is pressed.

2) newborn – print the PID of the process that was most recently created on the system (you cannot use system programs for this)

```
<Name@UBUNTU:~> nightswatch -n 1 newborn
```

```
26120  
20192  
26106
```

...

A line every 1 second until '**q**' is pressed.

-history:

Implement a '**history**' command which is similar to the actual history command. The maximum number of commands it should output is 10. The maximum number of commands your shell should store is 20.

You should track the commands across all sessions and not just one.

Example:

```
<Name@UBUNTU:~> ls
```

```
<Name@UBUNTU:~> cd
```

```
<Name@UBUNTU:~> cd
```

```
<Name@UBUNTU:~> history
```

```
ls
```

```
cd
```

```
history
```

```
<Name@UBUNTU:~> exit
```

When you run the shell again

```
<Name@UBUNTU:~> history
```

```
ls
```

```
cd
```

history

exit

history

- history <num>:

Display only latest <num> commands.

Example:

<Name@UBUNTU:~> ls

<Name@UBUNTU:~> cd

<Name@UBUNTU:~> history

<Name@UBUNTU:~> history 3

exit

history

history 3

Specification 1: Input/Output Redirection

Using the symbols `<`, `>` and `>>`, the output of commands, usually written to `stdout`, can be redirected to another file, or the input taken from a file other than `stdin`. Both input and output redirection can be used simultaneously. Your shell should support this functionality.

Your shell should handle these cases appropriately:

- An error message should be displayed if the input file does not exist.
- The output file should be created (with permissions `0644`) if it does not already exist.
- In case the output file already exists, it should be overwritten in case of `>` and appended to in case of `>>`.

Example:

```
# output redirection
<tux@linux:~> diff file1.txt file2.txt > output.txt

# input redirection
<tux@linux:~> sort < lines.txt

# input/output redirection
<tux@linux:~> sort < lines.txt > sortedlines.txt
```

Specification 2: Command Pipelines

A pipe, identified by `|`, redirects the output of the command on the left as input to the command on the right. One or more commands can be piped as the following examples show. Your program must be able to support any number of pipes.

Example:

```
# two commands
<tux@linux:~> more file.txt | wc

# three commands
<tux@linux:~> grep "new" temp.txt | cat somefile.txt | wc
```

Specification 3: I/O Redirection within Command Pipelines

Input/output redirection can occur within command pipelines, as the examples below show. Your shell should be able to handle this.

Hint: *I/O redirection binds tighter than pipes, and can be treated as arguments to the command.*

Example:

```
<tux@linux:~> ls | grep *.txt > out.txt  
<tux@linux:~> cat < in.txt | wc -l > lines.txt
```

Specification 4: User-defined Commands

Your shell should support the following internal commands:

1. **setenv var [value]**

Initially, your shell inherits environment variables from its parent process. This command allows the user to set the value of the environment variable **var** to **value**, creating the environment variable if it doesn't already exist. If **value** is omitted, the variable's value is set to the empty string. It is an error for the **setenv** command to be invoked with zero or more than two command-line arguments.

2. **unsetenv var**

This command should cause your shell to destroy the environment variable **var**, if it exists. It is an error for the **unsetenv** command to be invoked with zero or more than one command-line arguments.

3. **jobs**

This command prints a list of all currently running background processes spawned by the shell in order of their creation times, along with their job number (a sequential number assigned by your shell), process ID and their state, which can either be **running** or **stopped**.

Example:

```
<tux@linux:~> jobs  
[1] Running emacs assign1.txt [221]
```

```
[2] Running firefox [430]
[3] Stopped vim [3211]
[4] Stopped gedit [3213]
# Here [4] gedit is the most recently created background job,
# and [1] emacs is the oldest.
```

4. **kjob** <job number> <signal number>

Takes the job number (assigned by your shell) of a running job and sends the signal corresponding to **signal number** to that process. The shell should throw an error if no job with the given number exists. For a list of signals, look up the manual entry for 'signal' on manual page 7.

Example:

```
<tux@linux:~> kjob 2 9
# sends SIGKILL (signal number 9) to the process firefox (job
# list as per the previous example), causing it to terminate
```

5. **fg** <job number>

Brings the running or stopped background job corresponding to **job number** to the foreground, and changes its state to **running**. The shell should throw an error if no job with the given job number exists.

Example:

```
<tux@linux:~> fg 3
# brings [3] vim to the foreground
```

6. **bg** <job number>

Changes the state of a stopped background job to running (in the background). The shell should throw an error if no background job corresponding to the given job number exists, and do nothing if the job

is already running in the background.

Example:

```
<tux@linux:~> bg 4  
# Changes the state of [4] gedit to running (in the  
# background).
```

7. **overkill**

This command kills all background processes at once.

8. **quit**

This command, you guessed it, exits the shell. Your shell should also exit on pressing **CTRL+D**, which corresponds to the **EOF** character.

Specification 5: Signal Handling

1. **CTRL-Z**

It should push any currently running foreground job into the background, and change its state from running to stopped. This should have no effect on the shell if there is no foreground process running.

2. **CTRL-C**

It should interrupt any currently running foreground job, by sending it the **SIGINT** signal. This should have no effect on the shell if there is no foreground process running.

Hint: When you run your shell from the standard Unix shell, your shell is running in the foreground process group. If your shell forks any child processes, they will also be, by default, a part of the foreground process group. Pressing **CTRL-C** sends the **SIGINT** signal to every process in the foreground process group, including your shell, interrupting all of them.

However, we only want the foreground process forked from your shell, if any, to be interrupted.

Bonus Specification 1: Last Working Directory

Implement the `-` argument for the `cd` command. This switches to the previous working directory and prints its path.

Example:

```
<tux@linux:~/oswald/chesterfield/> cd cobblepot
<tux@linux:~/oswald/chesterfield/cobblepot> cd -
~/oswald/chesterfield
<tux@linux:~/oswald/chesterfield>
```

The previous working directory need not be maintained across shell sessions. This command should do nothing (except printing the path) if the directory was never changed in the current shell session prior to calling this.

Bonus Specification 2: Exit Codes

Exit codes indicate whether a process exited normally, or encountered an error. You'll be handling and displaying them for all external commands, as well as implementing them for internal commands (even though they aren't separate processes).

Information about the previous command's exit code should be displayed alongside the next prompt as `:`) if the command exited successfully, or as `:`(if it encountered an error.

Example:

```
<tux@linux:~> ls
oswald          henry          pingu          pingo
```

```
:')<tux@linux:~> ps -Q  
error: unsupported SysV option  
...  
:')<tux@linux:~>
```

- If an external foreground process was stopped and sent to the background using **CTRL-Z**, it corresponds to an unsuccessful exit.
- On executing **fg**, the exit status information corresponds to that of the process which was resumed in the foreground, unless an error occurred while executing **fg** itself, in which case it is an unsuccessful exit.
- On executing **bg**, the exit status is successful for as long as the signal to continue was delivered to the appropriate process.
- On executing an external command in the background using **&**, the exit status is successful for as long as a child process was successfully forked, irrespective of whether the command was successfully **exec'd** or what its exit code was.
- For a pipeline or a semicolon separated list of commands, the exit status corresponds to that of the last command in the pipeline/list.
- An erroneous exit status follows parse errors, invalid commands, etc.

Bonus Specification 3: Command Chaining with Logical AND and OR

The logical **AND** and **OR** operators can be used to chain commands, such that the exit code of the entire chain is the logical **AND** or **OR** (respectively) of the individual exit codes (a successful exit corresponds to **true** and an unsuccessful one corresponds to **false**). We'll use the symbols **@** to denote **AND** and **\$** to denote **OR**. These operators bind looser than **|**, **>**, **<**, **>>**, **&**, but tighter than **;**.

These operators short-circuit, executing their second operands only if needed to evaluate their truth value. This means:

For **command-1 @ command-2**

In case **command-1** exits successfully, **command-2** is executed and governs the truth value of the operator. Otherwise, **command-2** is not run and the operator evaluates to **false**.

For **command-1 \$ command-2**

In case **command-1** exits unsuccessfully, **command-2** is run and governs the truth value of the operator. Otherwise, **command-2** is not run and the operator evaluates to **true**.

\$ and @ have the same precedence, hence are evaluated left-to-right in a chain consisting of multiple @'s and \$'s.

Here, the commands in between could contain &, |, <, >, >>.

Example:

```
<tux@linux:~> ls $ echo penguins
oswald          henry          pingu          pingo
:')<tux@linux:~> ls @ echo penguins
oswald          henry          pingu          pingo
penguins
:')<tux@linux:~> ps -Q $ ps -Q $ ls @ echo penguins $ ls
error: unsupported SysV option
...
error: unsupported SysV option
...
oswald          henry          pingu          pingo
penguins
:')<tux@linux:~> ps -Q $ ps -Q
error: unsupported SysV option
```