

```

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

int main()
{
    int rc;

    printf("Parent: Process started\n");
    printf("Parent: Forking a child.\n");

    rc = fork();
    if (rc < 0){
        fprintf(stderr, "fork failed\n");
        exit(1);
    } else if( rc > 0){
        // Parent
        int status;
        printf("Parent: Wait for child to complete.\n") ;
        waitpid(-1, &status, 0);
        printf("Parent: Terminating.\n");
    }
    else { /* rc == 0 */
        // Child
        printf("Child: Process started.\n");
        printf("Child: Start 10 second idle:");

        int i;
        for (i = 10; i >= 0; i--) {
            printf("%3d", i); fflush(stdout);
            sleep(1);
        }
        printf(" done!\n");
        printf("Child: Terminating.\n");
    }
}

```