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Activity 4.2 – Process & Process Management

1. Modify the wait.c by putting the wait() function after the sleep() function. Compile and run the result in the background. Take some screenshots. 2. Take a screenshot of the process table. What happens with the child process?

Step 1 – Modify the wait(NULL) to replace it after the sleep() function by using nano

```
ramzy@ramzy-VirtualBox:~$ nano wait.c
ramzy@ramzy-VirtualBox:~$ cat wait.c
#include <stdio.h>
#include <unistd.h>
#include <sys/types.h>
#include <sys/types.h>

int main(){
    pid_t p;
    printf("Starting the fork\n");
    p = fork();

    //block of code for the child process
    if(p == 0){
        printf("I am a child process: %d\n", getpid());
        printf("My parent id is %d\n", getppid());
    }
    //block of code for parent process
    else{
        printf("I am parent process: %d\n", getpid());
        printf("My child id is %d\n", p);
        sleep(15);
        wait(NULL);
    }
}
```

Step 2 – Compile the program and run the program in the background

```
ramzy@ramzy-VirtualBox:~$ ./wait.out &
[2] 13632
ramzy@ramzy-VirtualBox:~$ Starting the fork
I am parent process: 13632
My child id is 13633
I am a child process: 13633
My parent id is 13632
```

2. Take a screenshot of the process table. What happens with the child process?

```
ramzy@ramzy-VirtualBox:~$ ps -u
```

USER	PID	%CPU	%MEM	VSZ	RSS	TTY	STAT	START	TIME	COMMAND
ramzy	886	0.0	0.0	171040	6080	tty2	Ssl+	19:27	0:00	/usr/libexec
ramzy	900	0.0	0.1	231684	15392	tty2	Sl+	19:27	0:00	/usr/libexec
ramzy	12585	0.0	0.0	20316	5904	pts/0	Ss	21:43	0:00	bash
ramzy	12602	0.0	0.0	17028	1044	pts/0	S	21:43	0:00	sleep 10000
ramzy	13632	0.0	0.0	2772	928	pts/0	S	22:49	0:00	./wait.out
ramzy	13633	0.0	0.0	0	0	pts/0	Z	22:49	0:00	[wait.out] <
ramzy	13634	0.0	0.0	21328	3616	pts/0	R+	22:49	0:00	ps -u

```
ramzy@ramzy-VirtualBox:~$
```

Taking a closer look at the process table above, the child process (13633) is still in the (Z) Zombie state while the parent process (13632) is in the (S) interruptible sleep state. This happens since the parent's process took a longer process and the program works in a procedural way in which it reads the wait() function right after the sleep(). Making the Zombie state occurs during the execution where the parent process has not finished, thus zombie state that appears from the child would not be clear yet.