

Return value (fork)

Program A	Output rare			Program B	
<pre>int q; printf(“%d %d\n”,getpid(),getppid()); q=fork(); printf(“%d%d%d\n”,getpid(),getppid(),q);</pre>	AL ALB B10	AL BA0 ALB	AL ALB BA0	<pre>int q;q=fork(); if (q==0) fork(); printf(“%d%d\n”,getpid(),getppid()); sleep(1); o/p AL BA CB (the order may be different)</pre>	

The system call `fork()` is a function with side effect. As the side effect, two copies of the running process are made. The function call `fork()` returns 0 in the child process and the child's id in the parent process.

The second program creates process B and C. The parent of B is A and the parent of C is B.

Program 1	Program 2	
<pre>int p=fork(); int q=fork(); if (p==0) fork(); fork(); printf(“X”);</pre>	<pre>int p,q;p=fork(); fork();q=fork(); if (p==q) printf(“X”); else printf(“Y”);</pre>	<ol style="list-style-type: none"> How many X will be printed by program 1? How many X and Y are printed by the program 2? Write a program to create 10 additional processes. Every process prints its id. Use only 4 fork's. No <code>getpid</code>, <code>getppid</code>. (except in print) Write a program, which reads (int n) and creates n additional processes. A process can use atmost $(\log_2 n) + 1$ fork's.

5. Write a program, which creates processes B, C, D, and E. The parent of B, C and D is A. The parent of E is B.

6. Read n and create a system of $2^n - 1$ processes. Every process has either two children or no child.

Let `printf(“[%d %d]”,getpid(),getppid()); sleep(1);` is written at the end

o/p for n=3 [AL],[BA],[CA],[DB],[EB],[FC],[GC]

<pre>int aork() { int p; p=fork(); if (p==0) return(getppid()); else return(p); } main() { int q; q=aork(); printf(“%d”,getpid()); printf(“%d”,getppid()); printf(“%d\n”,q); sleep(1); }</pre>	<p>A function <code>aork()</code> is defined. It creates one additional process. In the parent the id of child is returned. In child the id of parent is returned. Output ALB BAA</p> <p>If we remove <code>sleep(1)</code> then parent of B may be outputted as 1.</p> <ol style="list-style-type: none"> Define a function <code>bork()</code>. It creates two additional processes. Let A be the id of parent and B and C are id's of the child. The parent of both B and C is A. The function returns C in parent process, B in C, and A in B. Hence the same main program (when function call <code>q=bork()</code> is made) will output (lines may be exchanged) ALC BAA CAB Define a function <code>cork()</code>. It creates 2 addition processes. Let parent be A, child be B and grandchild be C. A returns id of B. B of C and C of A. Define a function <code>cark()</code>. It creates 3 addition processes. Let parent be A, child be B, grandchild be C, and great grandchild be D. A returns id of B. B returns id of C, C returns id of D and D returns id of A.
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4. Define a function `dork(int n)`. It creates $2^n - 1$ more processes by using `n fork()`. The parent returns 1. Every child (these shall be n children) returns 2. Every grand child returns 3. Those processes, whose father's father's ... (n times) ... father is the original process, returns n+1.

5. Define a function `eork()`. It creates 10 more processes. Let A be the id of main process and B, C, D, ... ,K are id's of other processes. A is father of B, B is father of C, C is father of D, ..., J is father of K. In C the function call returns A, in D it returns B, ... , in K it returns I, and in A and B it returns 0.

<pre>#include<stdio.h> main() { printf(“%d%d\n”,getpid(),getppid()); fork() && fork(); printf(“%d%d\n”,getpid(),getppid());</pre>	<p>output xy xy zx wx (separate line). Last three outputs in any order.</p> <p>When <code>fork() && fork()</code> is replaced by</p> <pre>fork() fork() xy xy zx wz (fork() && fork()) fork() xy xy zx wx sw tz fork()&&(fork() fork()) xy xy zx wx sw</pre>
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sleep(1); }	
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main(){ int p,q; p=fork();q=fork();printf("%d %d %d %d %d\n",p,q,getpid(),getpgrp(),getppid());sleep(1);}
CBAAW 0DCAA C0BAA 00DAC On different execution from window the value of W is unchanged