Operating Systems EDA092/DIT400

Lab Assignment 1: **Shell Programming**

Prajith Ramakrishnan

Outline

- Logistics
- Shell
- Lab 1: Description & Specifications
- Optional Specifications
- Getting started...
- Parser
- Testing
- Submission

Logistics

- Labs in groups of 2 persons
 - A groups, B groups check schedule!
- Lab 1 material accessible only if you are a group member!!!
- Finish preparatory assignment in ping pong to access Lab Assignment 1

Shell: A Quick Recap

- Definition: a command line interpreter that provides user interface for the operating system
- Basic task:
 - Get input command/s from the user
 - Execute commands and display output
- Note: Shell itself doesn't understand commands (with few exceptions); it only searches for the binary for the given command and executes it with given arguments

Lab 1

- Develop a basic shell program 'Ish'
- 'Ish' should be able to replicate the functionality of UNIX shell programs like sh, bash, csh, etc.

Prerequisites for Lab 1

OS Concepts:

- Parent and child processes
- Zombie/Defunct processes
- Background process
- UNIX signals and signal-handling
- System calls like fork, exec, execvp, clone, etc. (for full list, look at lab 1 preparation test questions)
- Basic familiarity with Linux



- Allow users to enter commands to execute programs installed on the system
- Ish should be able to execute any binary found in the PATH environment variable
- Example 1: Commands without any argument
 - 'ls', 'date', 'ps', etc.
- Example 2: Commands with arguments
 - 'ls -l', 'date -R', 'ps aux', etc.

- Should be able to execute commands in background
- Example:
- s sleep 20 &
- The '&' sign will spawn the 'sleep' process in background and the lsh will be immediately ready to take next user input

- Should support the use of pipes
- Example:
- \$ ls | wc -w
 - Is outputs the list of all the files and directories in the folder
 - wc reads the output from ls and counts the number of words in that list
 - 1s and wc communicate using a pipe, 1s writes to the pipe and wc reads from the pipe

- Should allow redirection of stdin and stdout to files
- Example:
 - \$ wc -l < /etc/passwd > outfile
- The above command creates a new file "outfile" containing the number of accounts on a machine

- cd and exit are provided as built in functions
- Pressing Ctrl-C should terminate the execution of a program running on your shell, but **not** the execution of the shell itself.
 - Ctrl-C should **not** terminate any background jobs, either.

Optional Specifications

- Add the built in commands setenv and unsetenv such that one can add and remove environment variables
- Globalising, i.e. one can write

```
$ rm - r *
```

- Job-control
 - Support suspending currently running processes
 - Commands fg and bg to push processes to background and bring them to foreground respectively

Optional Specifications (contd.)

Support to write shell scripts

```
$ for i in 1 2 3 4 5
do
echo $i
done
```

You are free to create your own syntax

How to get started?

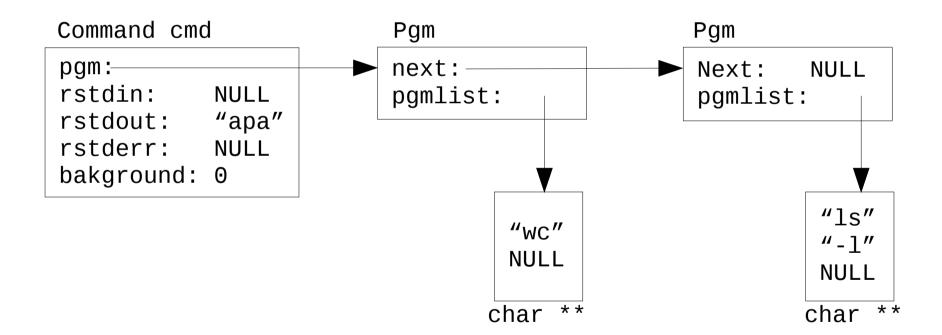
- Finish the preparation test on PingPong
- Download the tarball of source code template from PingPong
 - Basic skeleton
 - Parser to parse command string and prepare command data structure
 - Prints the command entered

Parser Data Structures

```
typedef struct node {
    Pgm *pgm;
    char *rstdin;
    char *rstdout;
    char *rstderr;
    int bakground;
} Command;
                typedef struct c {
                    char **pgmlist;
                    struct c *next;
                } Pgm;
```

Parser

parse("ls -l | wc > apa", &cmd);



Testing

- Implement and test the specifications one at a time and in the order given
- Use the test commands listed in lab manual
- Be cautious while testing your code remotely as others might also be using the machine at the same time
- Make sure your shell doesn't create zombies at any time



Demo/Submission

- Give the demonstration in the lab
- Submit the (working) code on PingPong

Deadline: 27th September 2017!

- Code quality:
 - Indentation
 - Comments
 - No debug code (printfs etc)
 - Proper variable names
- Remember...

