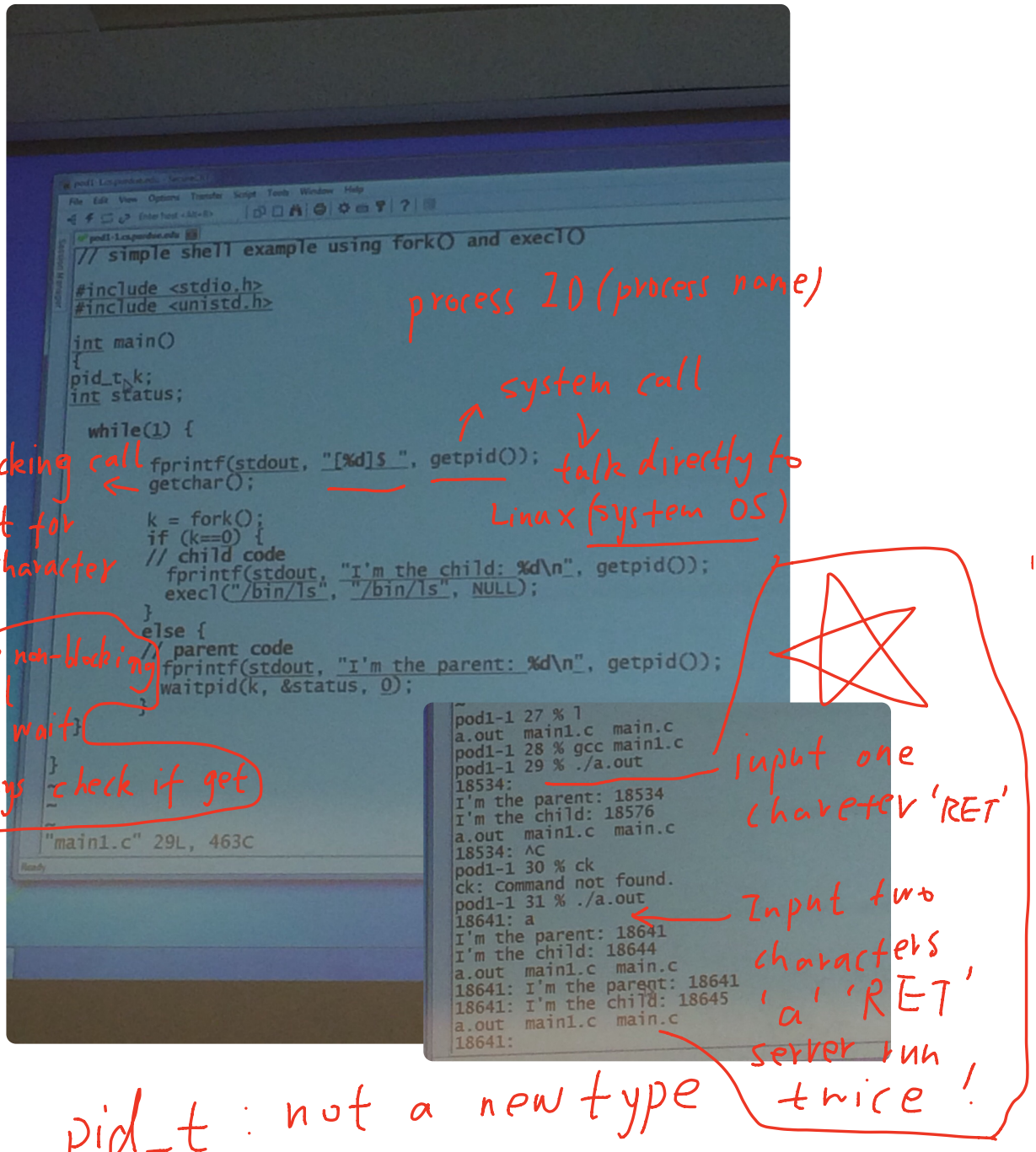


pid_t : not a new type

typedef | unsigned int | pid_t

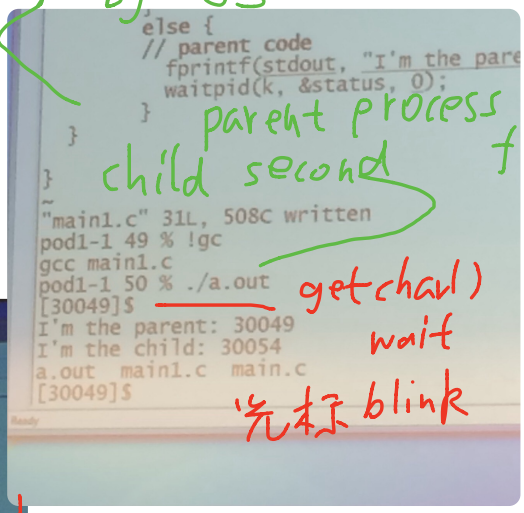
↓ in the header file <unistd.h>

the order is determined by OS.

man waitpid( )

include <sys/types.h>

<wait.h>



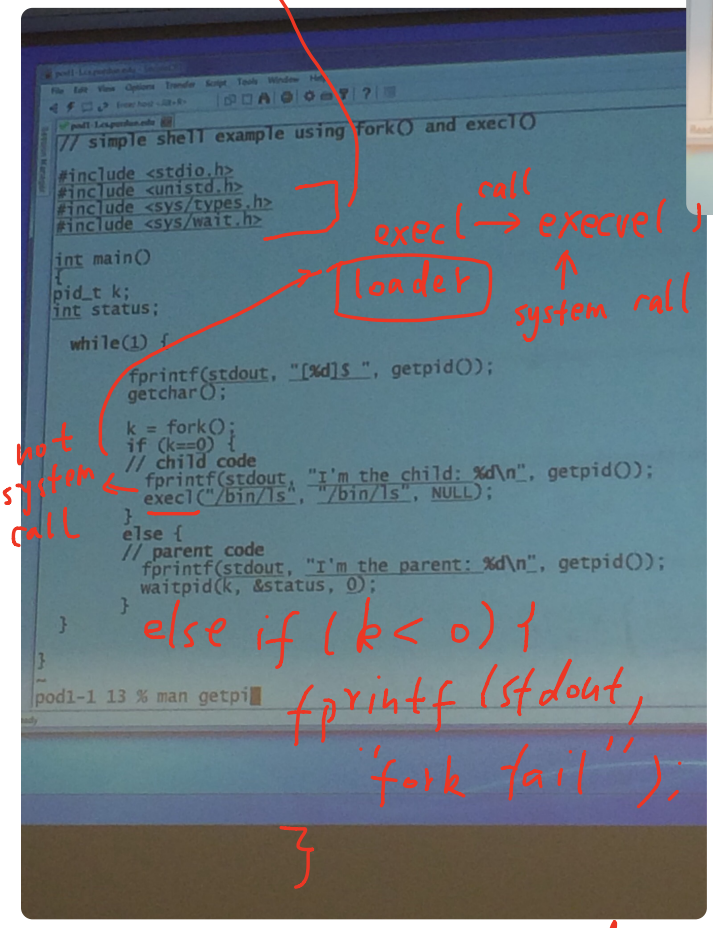
parent process run first

child second

getchar()

wait

光标 blink



execl → call execve( )

loader

system call

not system call

else if (k<0) {

fprintf(stdout, "fork fail");

}

daemon

/di:mən/

Server rus all the time

Cuhonical mode.

type % ls RET

3 character

until hit RET, APP will not see "ls"

raw mode

game keyboard

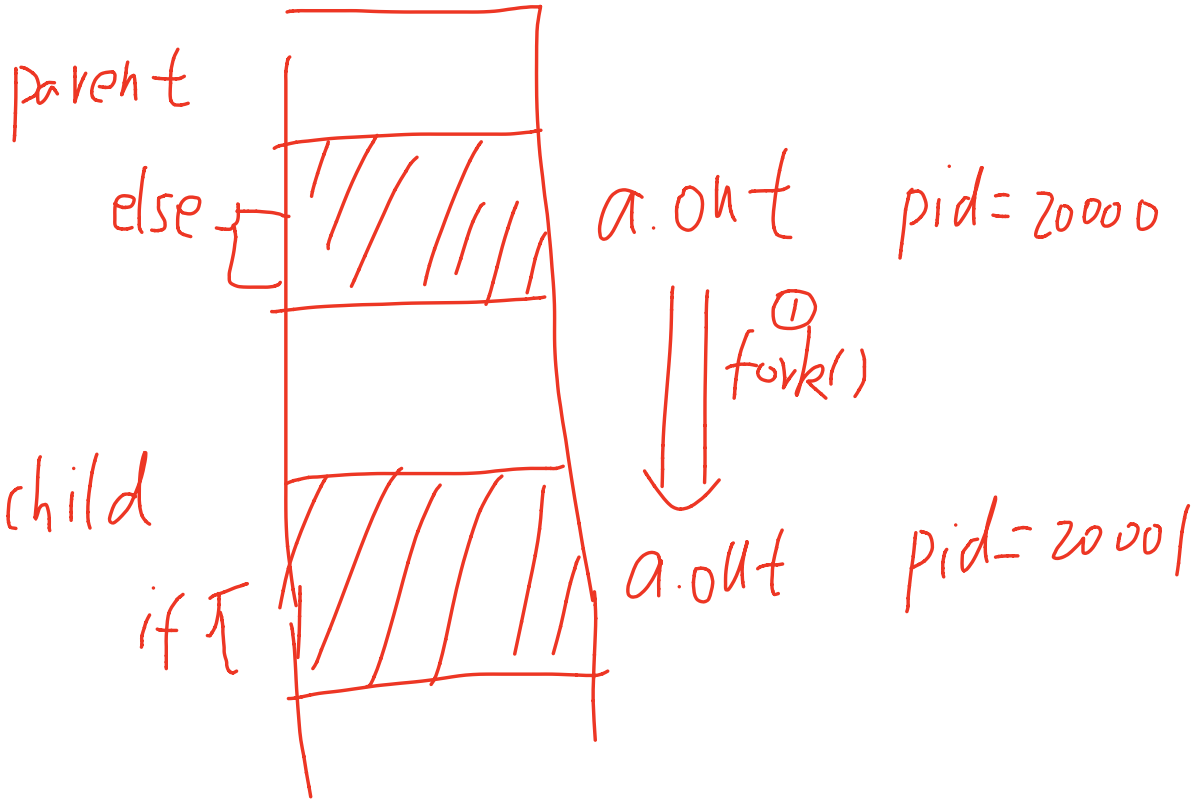
no buffer

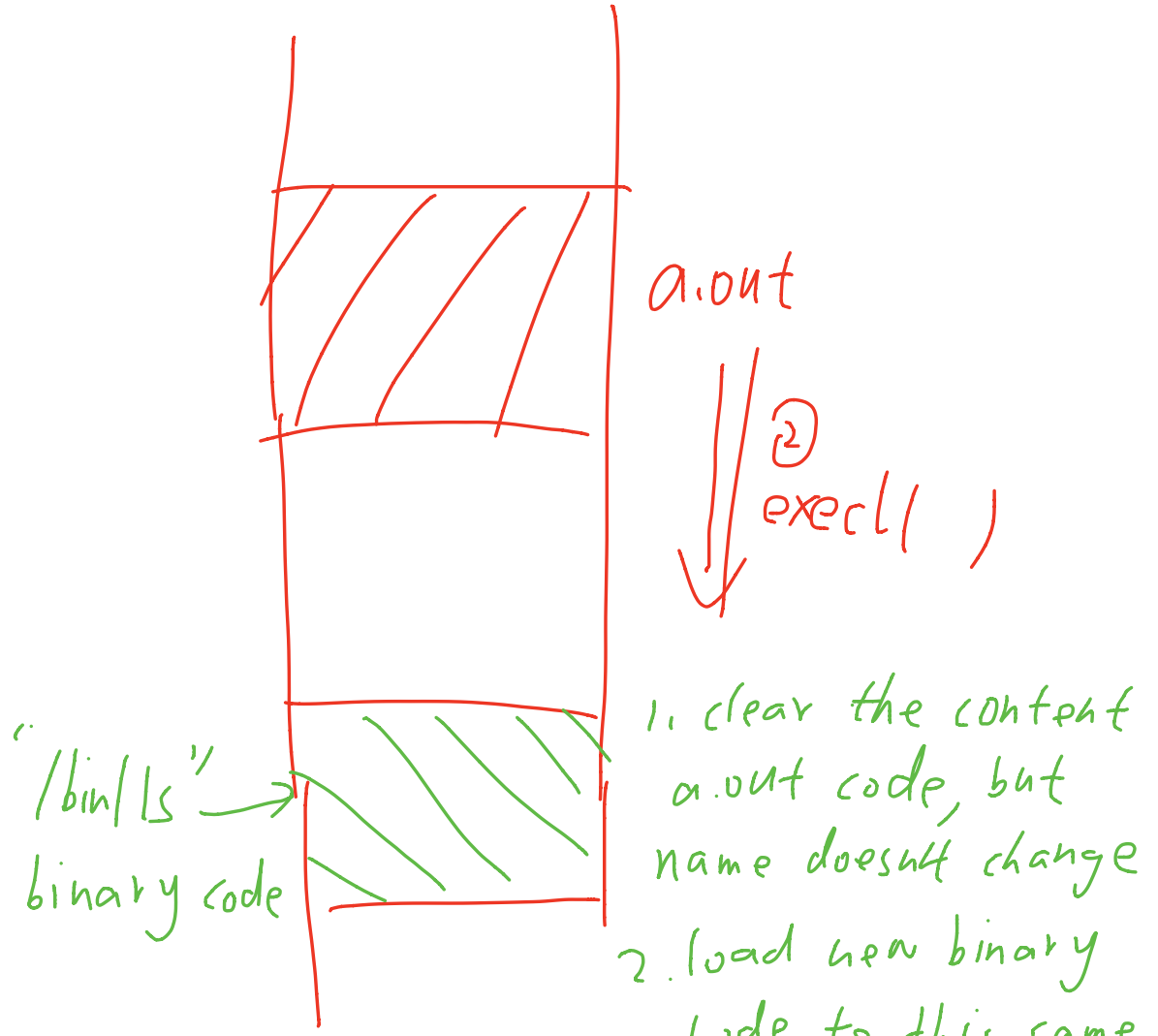
Same

createProcess( ) → windows

clone( ) → Unix

fork( ) → Linux





1. clear the content a.out code, but name doesn't change
2. load new binary code to this same vigen, if execl() success.

if not exit, child will run the same code as pare

if execl() fail, it will return back to parent code need _exit() the child process