###### Journal of

UNIX OPERATING SYSTEM LAB (3IT 371)

Year of Studentship: 2018-19 Term: Semester-2

Class: T.Y. IT

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Mobile:

Pair Programimg : Single (B/I/E)/ Pair (E->B/I->B/E->I)

(Write correct option)



**WALCHAND COLLEGE OF ENGINEERING SANGLI**

Department of Information Technology 2018-19

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## Certificate

*This is certified that*

*Diksha Dattatray Yanpallewar (2016BTEIT00017) Aniket Manoj Lahamge(2016BTEIT00040)*

*of*

*T. Y. I. T. has completed satisfactorily 10 or11 or 12 or13 or14 (Write correct option) experiments in pair /Single in Unix Operating System Lab(3IT371) during the*

Year 2019-2020

Submission Date:

COURSE TEACHER

Dr. A.J.Umbarkar

HOD

Dr. S.P.Sonavane

2

UNIX Operating System Lab. 3IT 371 (check course code)

Course Objectives :

1. To introduce and use various system call of Unix/Linux OS
2. To use the various IPC’s available in OS.
3. To impart the IPC for solving the real world problems. (check syllabus for new /updated objectives/outcomes)

Percentage of objective achieved by students:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Objective No: | Not achieved | 40% achieved | 70% achieved | 100%achieved |
| 1. |  |  |  |  |
| 2. |  |  |  |  |
| 3. |  |  |  |  |

(Tick by considering overall achievement by you)

Course Outcomes (CO):

CO1. Explain the difference between thread and process CO2. Implement effective programing on Unix/Linux. CO3. Distinguishing various IPC’s available in OS. (check syllabus for new /updated objectives/outcomes)

Percentage of objective achieved by students:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Ooutcome No: | Not achieved | 40% achieved | 70% achieved | 100%achieved |
| CO1 |  |  |  |  |
| CO2 |  |  |  |  |
| CO3 |  |  |  |  |

(Tick by considering overall achievement by you)

Program Outcomes (PO):The students after successfully completing this programme will have an ability to:

PO1: **Engineering Knowledge**:Apply the knowledge of mathematics, engineering fundamentals and computational science to the solution of engineeringproblems.

PO2: **Problem Analysis** : Identify, formulate, interpret and analyze the complex engineering problems leading to substantiated conclusions.

PO3: **Design/Development of Solutions**: Design systems, components or processes to meet desired needs within realistic constraints such as economic, environmental, societal and ethical considerations.

PO4: **Conduct Investigations of Complex Problems**: Use research based knowledge and methods including design of experiments, analysis, interpretation and synthesis of information to provide valid conclusions.

PO5: **Modern Tool Usage**: Select and apply appropriate techniques, engineering skills and modern IT tools to prototype the model of complex engineering activities.

PO6: **The Engineer and Society**: Apply contextual knowledge pertaining social, secure, legal and cultural issues with consequent responsibilities relevant to Information Technology.

PO7:**Environment And Sustainability**: Understand the impact of the professional engineering solutions in social, environmental and the global contexts,demonstrating the knowledge of, and the need for sustainable development.

PO8: **Ethics**: Apply ethical principles and commit to the professional ethics with responsibilities and norms of the engineering practices.

PO9: **Individual and Team Work**: Work effectively as an individual as well as a member or a leader in diverse teams for multidisciplinary settings.

PO10: **Communication**: Communicate effectively with the engineering community and with society at a large, such as, being able to comprehend and write reports and design documentation to make effective presentations.

PO11: **Project Management and Finance**: Demonstrate knowledge and understanding of the engineering and man agement principles and apply those to original work or contemporary issues, as a member or/and aleader in a team or an entrepreneur, to manage projects in multidisciplinary environments.

PO12: **Life-long learning**: Recognize the need and prepare to engage independent and in life- long learning.

**PSO1:**Apply Software Engineering practices,Programming logic, Networking techniques and Information Storage Management in project development process.

**PSO2:** Conceptualize ideas into IT based solutions with industry interaction using cutting edge technologies such as Data Mining, High Performance Computing, Artificial Intelligence, Machine Learning, Computer Vision and Information Security.

(check department board for new program outcomes/updated program outcomes (POs) )

Percentage of Program Outcomes (PO) achieved by students

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Outcomes | Not achieved | 40% achieved | 70% achieved | 100%achieved |
| PO1 |  |  |  |  |
| PO2 |  |  |  |  |
| PO3 |  |  |  |  |
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| PO11 |  |  |  |  |
| PO12 |  |  |  |  |
| PSO1 |  |  |  |  |
| POS2 |  |  |  |  |

(Tick by considering overall achievement by you)

Name Of Student Roll No

1. Diksha Dattatray Yanpallewar 2016BTEIT00017
2. Aniket Manoj Lahamge 2016BTEIT00040

UNIX Operating System

**Assignment list (Biginner/Intermedate/ Expert)**

**(Check list as per category available on schoology as a pdf)**

**Note:**

* 1. All programs on Linux using either in C/JAVA/Shell programming/python.
  2. **Write up should stick to program objective (TITLE, SUBTITLE, THEORY, application system call, system call used, variable/data dictionary FLOWCHARTS and CONCLUSIONS). Sample template is given at the end of the assignment list. Use appropriate tool like BAKOMA, Lyx, winedit etc. (Lyx Template will be available on ftp/moodle)**
  3. **Write up should stick to program objective (THEORY, system call used, variable dictionary and application system call)(soft copy submission allowed in latex only)**
  4. Submit any two from a, b, c… if you solve all, bonus mark will be given.
  5. **Assignment 10, 11, 12 and 13 are optional.**

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| Sr. no. | Assignments |  |
| 1. | **Processing Environment:** fork, vfork, wait, waitpid(),exec (all variations exec), and exit,  Objectives:   1. To learn about Processing Environment. 2. To know the difference between fork/vfork and various execs variations. 3. Use of system call to write effective programs. 4. Write the application or program to open applications of Linux by creating new processes using fork system call. Comment on how various application’s/command’s process get created in linux. (B) 5. Write the application or program to create Childs assign the task to them by variation exec system calls. (B) 6. Write the program to use fork/ vfork system call. Justify the difference by using suitable application of fork/vfork system calls. (I) 7. Write the program to use wait/ waitpid system call and explain what it do when call in parent and called in child (). Justify the difference by using suitable application. (I) <http://www.yolinux.com/TUTORIALS/ForkExecProcesses.html> 8. Write the program to use fork/ vfork system call and assign process to work as a shell. OR Read commands from standard input and execute them. Comment on the feature of this programe. (I)   Ref: ftp://10.1013.3/pub/UOS / OR  Ref:[www.cs.cf.ac.uk/Dave/C/CE.html](http://www.cs.cf.ac.uk/Dave/C/CE.html)  *OR System call fork/vfork search* |  |

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| 2. | **IPC**: Interrupts and Signals: signal(any fives type of signal ), alarm, kill, raise, killpg, signal , sigaction, pause  Objectives:   1. To learn about IPC through signal. 2. To know the process management of Unix/Linux OS 3. Use of system call to write effective application programs. 4. Write application or program to use alarm and signal system calls such that, it will read input from user within mentioned time ( say10 seconds) ,otherwise terminate by printing message. (B) 5. Write a application or program that communicates between child and parent processes using kill() and signal().(I) 6. Write a application or program that communicates between to process opened in two terminal using kill() and signal().(I) 7. Write aapplication or program to trap a ctrl-c but not quit on this signal. (E) 8. Write a program to send signal by five different signal sending system calls and identify the difference in working with example. (E) 9. Write application of signal handling in linux OS and program any one. (E)   Ref: ftp://10.1013.3/pub/UOS / OR  Ref:[www.cs.cf.ac.uk/Dave/C/CE.html](http://www.cs.cf.ac.uk/Dave/C/CE.html)  *OR System call search*  Signal.ppt |  |
| 3. | **A. File system Internals**: stat, fstat, ustat, link/unlink, dup Objectives:  1. To learn about File system Internals.   1. Write the program to show file statistics using the stat system call. Take the filename / directory name from user including path. (B) 2. Write the program to show file statistics using the fstat system call. Take the file name / directory name from user including path. Print only inode no, UID, GID, FAP and File type only. (B) 3. Write a program to use link/unlink system call for creating logical link and identifying the difference using stat. (I) 4. Implement a program to print the various types of file in Linux. (Char, block etc.) (E)   Ref: *System call search*   1. **File locking system call :** fnctl.h: flock/lockf **(Optional)**   Objectives:   * 1. To learn about File locking-mandatory and advisory locking**.**      1. Write a program to lock the file using lockf system call.   Check for mandatory locks, the file must be a regular file with the set-group-ID bit on and the group executes |  |

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|  | permission off. If either condition fails, all record locks are advisory. (E)   1. Write a program to lock the file using flock system call. (E) 2. write a program to lock file using fnctl system call(E) Ref: <http://techpubs.sgi.com/library/dynaweb_docs/0530/SGI_> Developer/boo...   <http://docs.oracle.com/cd/E19963-01/html/821-> 1602/fileio-9.html  Book : Programming Interfaces Guide Beta, Oracle, chapter no 6. |  |
| 4. | **Thread concept**: clone, threads of java  Objectives:   1. To learn about threading in Linux/Unix and Java and difference between them.. 2. Use of system call/library to write effective programs. 3. Write a multithreaded program in java/c for chatting (multiuser and multi-terminal) using threads. (B) 4. Write a program which creates 3 threads, first thread printing even number, second thread printing odd number and third thread printing prime number in terminals. (B)    1. Write program to synchronize threads using construct – monitor/serialize/semaphore of Java (In java only) (I) 5. Write a program in Linux to use clone system call and show how it is different from fork system call. (I) 6. Write a program using p-thread library of Linux. Create three threads to take odd, even and prime respectively and print their average respectively. (In C) (I) Ref[:htt](http://www.yolinux.com/TUTORIALS/LinuxTutorialPosixTh)p[://www.yolinux.com/TUTORIALS/LinuxTutorialPosixTh](http://www.yolinux.com/TUTORIALS/LinuxTutorialPosixTh) reads.html#BASICS 7. Write a program using p thread library of Linux. Create three threads to take numbers and use join to print their average. (in C) (E) Ref:<http://www.yolinux.com/TUTORIALS/LinuxTutorialPosixT> hreads.html#BASICS 8. Write program to synchronize threads using construct – monitor/serialize/semaphore of Java (In java only) (E) 9. Write program using semaphore to ensure that function *f1* should executed after *f2.* (In java only) (E)   Ref: [ftp://10.1013.3/pub/UOS. /](ftp://10.1013.3/pub/UOS..../)  *System call search* |  |
| 5. | **Shell programming**: shell scripts |  |

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|  | Objectives:  1.To learn shell programming and use it for write effective programs.   1. Write a program to implement a shell script for calculator (B) 2. Write a program to implement a digital clock using shell script. (B) 3. Using shell sort the given 10 number in ascending order (use of array). (B) 4. Shell script to print "Hello World" message, in Bold, Blink effect, and in different colors like red, brown etc. (B) 5. Shell script to determine whether given file exists or not. (I) Ref: ftp://10.1013.3/pub/UOS / 6. Import python script in shell script. (E) |  |
| 6. | IPC: Semaphores: semaphore.h-semget, semctl, semop. Objectives:   1. To learn about IPC through semaphore. 2. Use of system call and IPC mechanism to write effective application programs. 3. Write a program to illustrate the semaphore concept. Use fork so that 2 process running simultaneously and communicate via semaphore. (B) Ref:<http://www.cs.cf.ac.uk/Dave/C/node26.html#SECTION00260> 0000000000000000   Ref: ftp://10.1013.3/pub/UOS / OR  Ref:[www.cs.cf.ac.uk/Dave/C/CE.html](http://www.cs.cf.ac.uk/Dave/C/CE.html)  *OR System call search*   1. Write a program to implement producer consumer problem. (Use suitable synchronization system calls fromsem.h/semaphore.h or semaphore of Java) (I) 2. Write two programs that will communicate both ways (i.e each process can read and write) when run concurrently via semaphores. (E) 3. Write 3 programs separately, 1st program will initialize the   semaphore and display the semaphore ID. 2nd program will perform the P operation and print message accordingly. 3rd program will perform the V operation print the message accordingly for the same  semaphoredeclaredinthe1stprogram. (E)Ref.:<http://www.minek.com/files/unix_examples/semab.html> |  |
| 7. | IPC: Message Queues: msgget, msgsnd, msgrcv. Objectives:   1. To learn about IPC through message queue. 2. Use of system call and IPC mechanism to write effective   application programs. |  |

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|  | 1. Write a program to perform IPC using message and send did u get this? and then reply. (B) 2. Write a 2 programs that will both send and messages and construct the following dialog between them  * (Process 1) Sends the message "Are you hearing me?" * (Process 2) Receives the message and replies "Loud and Clear". * (Process 1) Receives the reply and then says "I can hear you too". (I)   c. Write a *server* program and two *client* programs so that the *server* can communicate privately to *each client* individually via a *single* message queue. (E)  Ref: ftp://10.1013.3/pub/UOS / OR  Ref:[www.cs.cf.ac.uk/Dave/C/CE.html](http://www.cs.cf.ac.uk/Dave/C/CE.html)  *OR System call search* |  |
| 8. | IPC: Shared Memory: (shmget, shmat, shmdt) Objectives:   1. To learn about IPC through message queue. 2. Use of system call and IPC mechanism to write effective application programs. 3. Write a program to perform IPC using shared memory to illustrate the passing of a simple piece of memory (a string) between the processes if running simultaneously. (B) 4. Write 2 programs that will communicate via shared memory and semaphores. Data will be exchanged via memory and semaphores will be used to synchronize and notify each process when operations such as memory loaded and memory read have been performed. (I) 5. Write 2 programs. 1st program will take small file from the user and write inside the shared memory. 2nd program will read from the shared memory and write into the file. (E)   Ref: ftp://10.1013.3/pub/UOS / OR  Ref:[www.cs.cf.ac.uk/Dave/C/CE.html](http://www.cs.cf.ac.uk/Dave/C/CE.html)  *OR System call search* |  |
| 9. | IPC: Sockets: socket system call in C/socket programming of Java Objectives:   1. To learn about fundamentals of IPC through C socket programming. 2. Learn and understand the OS intraction with socket programming. 3. Use of system call and IPC mechanism to write effective application programs. 4. To know the port numbersing and process relation. 5. To knows the iterative and concurrent server concept. |  |

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|  | 1. Write two programs (server/client) and establish a socket to communicate. (In Java only) (B)   Ref:<http://www.prasannatech.net/2008/07/socket-programming-> tutorial.html   1. Write programs (server and client) to implement concurrent/iteraitve server to conntect multiple clients requests handled through concurrent/iterative logic using UDP/TCP socket connection.( C or Java only) (use process concept for c server and thread for java server) (B) 2. Write two programs (server and client) to show how you can establish a TCP socket connection using the above functions.(in C only) (in exam allowed to do in java and python) (I)   Ref:<http://www.prasannatech.net/2008/07/socket-programming-> tutorial.html   1. Write two programs (server and client) to show how you can establish a UDP socket connection using the above functions.(in C only) (I)   Ref:<http://www.prasannatech.net/2008/07/socket-programming-> tutorial.html  Ref: pdfbooks given   1. Implement echo server using TCP/UDP in iterative/concurrent logic. (E) 2. Implement chating using TCP/UDP socket (between two or more users.) (E)   Other programs are at:  Ref: ftp://10.1013.3/pub/UOS. / OR  Ref[:www](http://www.cs.cf.ac.uk/Dave/C/CE.html).[cs.cf.ac.uk/Dave/C/CE.html](http://www.cs.cf.ac.uk/Dave/C/CE.html) |  |
| 10. | **Python**: As a scripting language (Optional)  Objectives:  1. To learn about python as scripting option.   1. Write a program to display the following pyramid. The number of lines in the pyramid should not behard-coded. It should be obtained from the user. The pyramid should appear as close to the centreof the screen as possible. (B)   (Hint: Basics n loops)   1. Write a python function for prime number input limit in as parameter to it. (B)   Ref: ftp://10.1013.3/pub/UOS /python by AJU |  |

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|  | 1. Take any txt file and count word frequencies in a file.(hint : file handling + basics ) (I) 2. Generate frequency list of all the commands you have used, and show the top 5 commands along with their count. (Hint: history command will give you a list of all commands used.) (I) 3. Write a shell script that will take a filename as input and check if it is executable. 2. Modify the script in the previous question, to remove the execute permissions, if the file is executable. (E) 4. Generate a word frequency list for wonderland.txt. Hint: use grep, tr, sort, uniq (or anything else that you want) (E) 5. Write a bash script that takes 2 or more arguments, i)All arguments are filenames   ii)If fewer than two arguments are given, print an error message iii)If the files do not exist, print error message  iv)Otherwise concatenate files (E)  h. Write a python function for merge/quick sort for integer list as parameter to it. (E) |  |
| 11. | **IPC**: MPI(C library for message passing between processes of different systems) Distributed memory programming. (Optional)  Objectives:   1. To learn about IPC through MPI. 2. Use of IPC mechanism to write effective application programs. 3. Implement the program IPC/IPS using MPI library. Communication in processes of users. (B) 4. Implement the program IPC/IPS using MPI library. Communication in between processes OS’s: Unix. (I) 5. configure cluster and experiment MPI program on it. (E) Ref:   ftp://10.10.13.16/pub/Academic\_Material/TYIT/Semister\_2/Unix\_Op  erating\_System/OpenMP OR  Search on internet |  |
| 12. | **OpenMP**: (C library for Threading on multicore) shared memory programming. (Optional)  Objectives:  1. To learn about openMP for better use multicore system.   1. Implement the program for threads using Open MP library. Print number of core. (B) 2. Implement the program OpenMP threads and print prime number task, odd number and Fibonacci series using three thread on core. Comment on performance CPU. (I) 3. Write a program for Matrix Multiplication in OpenMP. (E) |  |

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|  | Ref: ftp://10.10.13.16/pub/Academic\_Material/TYIT/Semister\_2/Unix\_Op  erating\_System/OpenMP OR Search on internet |  |
| 13. | **STREAMS message/PIPEs/FIFO**:pipe, popenand pcloseFunctions  (Optional)   1. Send data from parent to child over a pipe. (B) 2. Filter to convert uppercase characters to lowercase. (B) 3. Simple filter to add two numbers. (B) 4. Invoke uppercase/lowercase filter to read commands. (I) 5. Filter to add two numbers, using standard I/O. (E) 6. Client–Server Communication Using a FIFO. (E)   Ref: advanced network programming- Stevens .pdf   1. Routines to let a parent and child synchronize. (E) |  |

# Table content

**(use Autopage numbering for chapter , table and figures of office available like latex )**

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# Chapter 1

**Processing Environment**

* 1. Write the application or program to open applications of Linux by creating new processes using fork system call. Comment on how various application’s/command’s process get created in linux.

**Objectives:**

1. To learn about Processing Environment.
2. To know the difference between fork/vfork and various execs variations.
3. Use of system call to write effective programs.

#### Theory:

**fork**() creates a child process that differs from the parent process only in its PID and PPID, and in the fact that resource utilizations are set to 0. File locks and pending signals are not inherited.

A new process is created because an existing process makes an exact copy of itself. This child process has the same environment as its parent, only the process ID number is different. This procedure is called *forking*.

After the forking process, the address space of the child process is overwritten with the new process data. This is done through an *exec* call to the system.

The *fork-and-exec* mechanism thus switches an old command with a new, while the environment in which the new program is executed remains the same, including configuration of input and output devices, environment variables and priority. This mechanism is used to create all UNIX processes, so it also applies to the Linux operating system. Even the first process, **init**, with process ID 1, is forked during the boot procedure in the so-called *bootstrapping* procedure.

#### Flowchart:

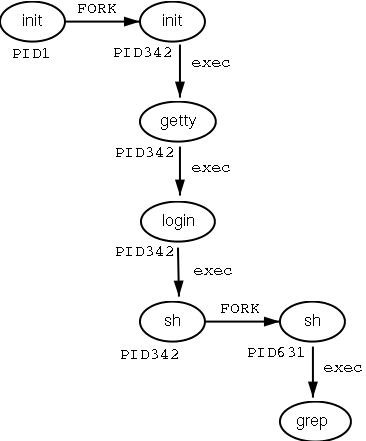


Fig 1.1 fork cycle

#### Data Dictinonary:

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| --- | --- | --- | --- |
| Sr Number | Variable/Function | Datatype | Use |
| 1 | Counter | int | Used to increment number of child and parent processes. |
| 2 | pid | int | Process ID |

Table 1.1 : Data types

#### Program:

#include<stdio.h> #include<unistd.h> int main()

{

printf("Beginning\n"); int counter = 0;

int pid = fork(); if(pid==0)

{

for(int i=0;i<5;i++)

{

printf("Child process = %d\n",++counter);

}

printf("Child Ended\n");

}

else if(pid>0)

{

for(int i=0;i<5;i++)

{

printf("Parent process = %d\n",++counter);

}

}

else

{

}

printf("Parent Ended\n");

printf("fork() failed\n"); return 1;

return 0;

}

#### Output:

it@it-OptiPlex-3046:~/shital/UOS assignments$ gcc 1c1.c it@it-OptiPlex-3046:~/shital/UOS assignments$ ./a.out Beginning

Parent process = 1

Parent process = 2 Parent process = 3 Parent process = 4 Parent process = 5 Parent Ended Child process = 1 Child process = 2 Child process = 3 Child process = 4 Child process = 5 Child Ended

#### Conclusion:

Fork system call can be used to create processes from a running process. These processes can be made to execute different application programs using various exec statements.

#### References:

1. *[*[*www.tutorialspoint.com/unix\_system\_calls/*](http://www.tutorialspoint.com/unix_system_calls/)*]*

* 1. Write the application or program to create Childs assign the task to them by variation exec system calls.

#### Objectives:

1. To learn about Processing Environment.
2. To know the difference between fork/vfork and various execs variations.
3. Use of system call to write effective programs.

#### Theory:

fork vs exec:

The use of fork and exec exemplifies the spirit of UNIX in that it provides a very simple way to start new processes.

The fork call basically makes a duplicate of the current process, identical in almost every way (not everything is copied over, for example, resource limits in some implementations but the idea is to create as close a copy as possible).

The new process (child) gets a different process ID (PID) and has the PID of the old process (parent) as its parent PID (PPID). Because the two processes are now running exactly the same code, they can tell which is which by the return code of fork - the child gets 0, the parent gets the PID of the child. This is all, of course, assuming the fork call works - if not, no child is created and the parent gets an error code.

The exec call is a way to basically replace the entire current process with a new program. It loads the program into the current process space and runs it from the entry point.

So, fork and exec are often used in sequence to get a new program running as a child of a current process. Shells typically do this whenever you try to run a program like find - the shell forks, then the child loads the find program into memory, setting up all command line arguments, standard I/O and so forth.

**Processing Environment:**

Process creation

Unless the system is being bootstrapped a process can only come into existance as the child of another process. This done by the fork system call.

The first process created is "hand tooled" by the boot process. This is the swapper process.

The swapper process creates the init process, which is the ancestor of all further processes. In particular, init forks off a process getty, which monitors terminal lines and allows users to log in.

Upon login, the command shell is run as the first process. The command shell for a given user is specified in the /etc/passwd file. From thereon, any process may fork to produce new processes, considered to be children of the forking process.

The process table and uarea

Information about processes is described in two data structures, the kernel process table and a "uarea" associated with each process.

The process table holds information required by the kernel The uarea holds information required by the process itself.

#### Flowchart:

**Fig 1.2 Exec Flochart**

**(flowchart should match to program and use standard symbols of flowchart-start/stop, decision, processing, etc. )**

#### Program:

**File execDemo.c:** #include<stdio.h> #include<stdlib.h> #include<unistd.h> int main()

{

**(documented code expected)**

char \*args[]={"./EXEC",NULL}; execvp(args[0],args); printf("Ending\n");

return 0;

}

**File EXEC.c:** #include<stdio.h> #include<unistd.h> int main()

{

printf("I am EXEC.c called by execvp()\n"); return 0;

}

#### Output:

it@it-OptiPlex-3046:~/shital/UOS assignments$ gcc EXEC.c -o EXEC it@it- OptiPlex-3046:~/shital/UOS assignments$ gcc execDemo.c -o execDemo it@it- OptiPlex-3046:~/shital/UOS assignments$ ./execDemo I am EXEC.c called by execvp()

#### Conclusion:

Different versions of exec like execvp() can be used to assign task like running another program while fork just creates child which shares resources with parent and runs the same way as the parent.

#### References:

1. [[w](http://www.tutorialspoint.com/unix_system_calls/)w[w.tutorialspoint.com/unix\_system\_calls/](http://www.tutorialspoint.com/unix_system_calls/)]

* 1. Write the program to use fork/vfork system call. Justify the difference by using suitable application of fork/vfork system calls.

#### Objectives:

1. To learn about Processing Environment.
2. To know the difference between fork/vfork and various execs variations.
3. Use of system call to write effective programs.

#### Theory:

##### fork():

The **fork()** is a system call use to create a **new process.** The new process created by the fork() call is the child process, of the process that invoked the fork() system call. The code of child process is identical to the code of its parent process. After the creation of child process, both process i.e. parent and child process start their execution from the next statement after fork() and both the processes get executed **simultaneously.**

vfork():

The modified version of fork() is vfork(). The **vfork()** system call is also used to create a new process. Similar to the fork(), here also the new process created is the child process, of the process that invoked vfork(). The child process code is also identical to the parent process code. Here,the child process **suspends the execution** of parent process till it completes its execution as both the process share the same address space to use.

#### Comparison Chart:

Basis for

**vfork()**

Comparison

Basic

Execution

Modification

Copy-on-write

fork()

Child process and parent process has separate address spaces.

Parent and child process execute simultaneously.

If the child process alters any page in the address space, it is invisible to the parent process as the address space are separate.

fork() uses copy-on-write as an alternative where the parent and child shares same pages until any one of them modifies the shared page.

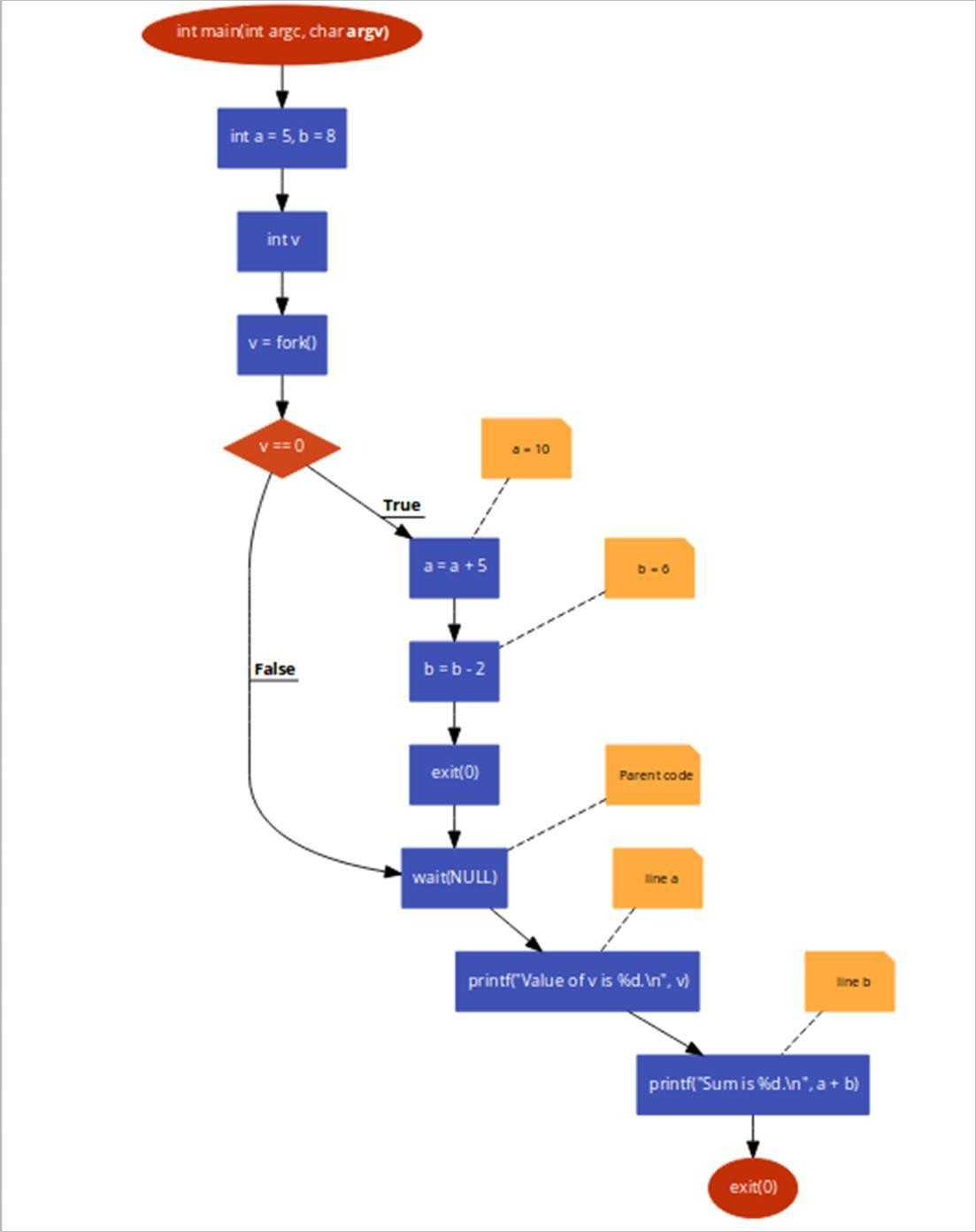
Child process and parent process shares the same address space.

Parent process remains suspended till child process completes its execution.

If child process alters any page in the address space, it is visible to the parent process as they share the same address space.

vfork() does not use copy-on-write.

#### Flowchart:



**Data Dictionary:**

Fig1.3 fork

|  |  |  |  |
| --- | --- | --- | --- |
| Sr Number | Variable/Function | Datatype | Use |
| 1 | Counter | int | Used to increment number of child and parent processes. |
| 2 | pid | int | Process ID |

Table 1.3 : Data types

#### Program 1 (fork()):

#include<stdio.h> #include<unistd.h> int main()

{

printf("Beginning\n"); int counter = 0;

int pid = fork(); if(pid==0)

{

for(int i=0;i<5;i++)

{

printf("Child process = %d\n",++counter);

}

printf("Child Ended\n");

}

else if(pid>0)

{

for(int i=0;i<5;i++)

{

printf("Parent process = %d\n",++counter);

}

}

else

{

}

printf("Parent Ended\n");

printf("fork() failed\n"); return 1;

return 0;

}

#### Output:

Beginning

Parent process = 1 Parent process = 2 Parent process = 3 Parent process = 4 Parent process = 5 Parent Ended Child process = 1 Child process = 2 Child process = 3 Child process = 4 Child process = 5 Child Ended

#### Program 2 (vfork()):

#include<stdio.h> #include<stdlib.h> #include<unistd.h>

void main()

{

pid\_t p = vfork(); if(p < 0)

{

printf("vfork() failed\n");

}

else if(p == 0)

{

printf("In Child Process Started with pid = %d\n",getpid()); for(int i=1;i<=5;i++)

{

printf("In Child : %d\n",i);

}

}

else

{

printf("Child Finished\n"); exit(0);

printf("Parent Process Starded with pid = %d\n",getpid()); for(int i=1;i<=5;i++)

{

printf("In Parent : %d\n",i);

}

printf("Parent Finished\n");

}

}

#### Output:

In Child Process Started with pid = 2501 In Child : 1

In Child : 2 In Child : 3 In Child : 4 In Child : 5

Child Finished

Parent Process Starded with pid = 2500 In Parent : 1

In Parent : 2 In Parent : 3 In Parent : 4 In Parent : 5

#### Conclusion:

fork() and vfork() system calls have some differences which allows different type of execution of child processes.

#### References:

* 1. [References: [*www.tutorialspoint.com/unix\_system\_calls/*](http://www.tutorialspoint.com/unix_system_calls/)*]*
  2. Write the program to use wait/waitpid system call and explain what it do when call in parent

#### Objectives:

1. To learn about Processing Environment.
2. To know the difference between fork/vfork and various execs variations.
3. Use of system call to write effective programs.

#### Theory:

###### Declarations**:**

#include <sys/types.h> #include <sys/wait.h> pid\_t wait(int \*statloc);

/\* returns process ID if OK, or -1 on error \*/ pid\_t waitpid(pid\_t pid, int \*statloc, int options);

/\* returns process ID : if OK,

* 0 : if non-blocking option && no zombies around
* -1 : on error

\*/

|  |  |
| --- | --- |
| **wait()** | **waitpid()** |
| wait blocks the caller until a child process terminates | waitpid can be either blocking or non- blocking:   * If *options* is 0, then it is blocking * If *options* is WNOHANG, then is it non-blocking |
| if more than one child is running then wait() returns the first time one of the parent's offspring exits | waitpid is more flexible:   * If *pid == -1*, it waits for any child process. In this respect, waitpid is equivalent to wait * If *pid > 0*, it waits for the child whose process ID equals pid * If *pid == 0*, it waits for any child whose process group ID equals that of the calling process * If *pid < -1*, it waits for any child whose process group ID equals that absolute value of pid |

Table 1.4differences between wait and waitpid

#### Flowchart:

` Fig 1.4 Wait Life Cycle

#### Data Dictionary:

|  |  |  |  |
| --- | --- | --- | --- |
| Sr Number | Variable/Function | Datatype | Use |
| 1 | id | pid\_t | Process ID |
| 2 | i | int | Iterating for loop. |

Table 1.4.2 Datatypes

#### Program:

#include<stdlib.h> #include<stdio.h> #include<unistd.h> #include<sys/wait.h> void main()

{

pid\_t id=fork(); if(id==0)

{

printf("Child Process Started..ProcessID = %d\n", getpid()); printf("In Child\n");

for(int i=0;i<5;i++)

{

printf("In Child : %d\n",i);

}

}

else

{

printf("Child Finished\n"); exit(0);

printf("Parent Process Started..ProcessID = %d\n", getpid()); printf("In Parent\n");

printf("Parent waiting\n"); wait(NULL);

printf("Parent Resumed\n"); for(int i=0;i<5;i++)

{

printf("In parent : %d\n",i);

}

printf("Parent Finished\n");

}

}

#### Output:

it@it-OptiPlex-3046:~/shital/UOS assignments$ gcc 1d.c it@it-OptiPlex-3046:~/shital/UOS assignments$ ./a.out Parent Process Started..ProcessID = 2530 In Parent Parent waiting

Child Process Started..ProcessID = 2531

In Child

In Child : 0 In Child : 1 In Child : 2 In Child : 3 In Child : 4

Child Finished Parent Resumed In parent : 0

In parent : 1 In parent : 2 In parent : 3 In parent : 4

Parent Finished

#### Conclusion:

The waitpid() call is more flexible than wait() system call as wait() would block the parent until child processes complete, while waitpid() can be implemented in blocking or unblocking ways.

#### References:

* 1. [[w](http://www.tutorialspoint.com/unix_system_calls/)w[w.tutorialspoint.com/unix\_system\_calls/](http://www.tutorialspoint.com/unix_system_calls/)]
  2. Write the program to use fork/vfork system call and assign process to work as a shell. OR Read commands from standard input and execute them. Comment on the feature of this programe

#### Objectives:

1. To learn about Processing Environment.
2. To know the difference between fork/vfork and various execs variations.
3. Use of system call to write effective programs.

#### Theory:

##### Name:

system - execute a shell command

##### Syntax:

#include <[stdlib.h](https://linux.die.net/include/stdlib.h)>

int system(const char \*command);

##### Description:

system() executes a command specified in *command* by calling /bin/sh -c *command*, and returns after the command has been completed. During execution of the command, SIGCHLD will be blocked, and SIGINT and SIGQUIT will be ignored.

##### Return Value:

The value returned is -1 on error (e.g., [*fork*](https://linux.die.net/man/2/fork)*(2)* failed), and the return status of the command otherwise. This latter return status is in the format specified in [*wait*](https://linux.die.net/man/2/wait)*(2)*. Thus, the exit code of the command will be *WEXITSTATUS(status)*. In case */bin/sh* could not be executed, the exit status will be that of a command that does *exit(127)*.

If the value of *command* is NULL, system() returns nonzero if the shell is available, and zero if not.

system() does not affect the wait status of any other children.

#### Data Dictionary:

|  |  |  |  |
| --- | --- | --- | --- |
| Sr Number | Variable/Function | Datatype | Use |
|  |
| 1 | str | char[ ] | Input command. |

Table 1.5 : Data Dictionary

#### Program:

#include<stdio.h> #include<stdlib.h> #include<unistd.h> int main()

{

char str[100];

printf("Input command\n"); scanf("%[^\n]%\*c", str); printf("Thank you\n");

}

#### Output:

Input command history

sh: 1: history: not found Thank you

Input command

sudo apt install fortune [sudo] password for it:

Reading package lists... Done Building dependency tree Reading state information... Done

Note, selecting 'fortune-mod' instead of 'fortune' fortune-mod is already the newest version (1:1.99.1-7).

0 upgraded, 0 newly installed, 0 to remove and 4 not upgraded. Thank you

Input command fortune

Your present plans will be successful. Thank you

**Conclusion:** system() can be used to perform various shell commands when the commands are read from standard input. The output of shell is printed.

#### References:

**1.[**[*www.tutorialspoint.com/unix\_system\_calls/*](http://www.tutorialspoint.com/unix_system_calls/)*]*

# Chapter 2

**IPC: Interrupts and Signals**

* 1. Write application or program to use alarm and signal system calls such that, it will read input from user within mentioned time (say 10 seconds) ,otherwise terminate by printing message.

**Objectives:**

1. To learn about IPC through signal.
2. To know the process management of Unix/Linux OS
3. Use of system call to write effective application programs.

#### Theory:

###### Alarm:

Name:

alarm - set an alarm clock for delivery of a signal

###### Syntax:

#include <unistd.h>

unsigned int alarm(unsigned int *seconds*);

###### Description:

alarm() arranges for a SIGALRM signal to be delivered to the process in *seconds* seconds. If *seconds* is zero, no new alarm() is scheduled.

In any event any previously set alarm() is cancelled.

###### Return Value:

alarm() returns the number of seconds remaining until any previously scheduled alarm was due to be delivered, or zero if there was no previously scheduled alarm.

###### Notes:

alarm() and setitimer() share the same timer; calls to one will interfere with use of the other. sleep() may be implemented using SIGALRM; mixing calls to alarm() and sleep() is a bad idea.

Scheduling delays can, as ever, cause the execution of the process to be delayed by an arbitrary amount of time.

###### Signal:

Name:

signal - ANSI C signal handling

###### Syntax:

#include <signal.h>

typedef void (\*sighandler\_t)(int);

sighandler\_t signal(int *signum*, sighandler\_t *handler*);

###### Description:

The behavior of signal() varies across UNIX versions, and has also varied historically across different versions of Linux. Avoid its use: use [sigaction(2)](http://man7.org/linux/man-pages/man2/sigaction.2.html) instead. See *Portability* below.

signal() sets the disposition of the signal *signum* to *handler*, which is either SIG\_IGN, SIG\_DFL, or the address of a programmer-defined function (a "signal handler"). If the signal *signum* is delivered to the process, then one of the following happens:

If the disposition is set to SIG\_IGN, then the signal is ignored.

If the disposition is set to SIG\_DFL, then the default action associated with the signal occurs.

If the disposition is set to a function, then first either the disposition is reset to SIG\_DFL, or the signal is blocked (see *Portability* below), and then *handler* is called with argument *signum*. If invocation of the handler caused the signal to be blocked, then the signal is unblocked upon return from the handler. The signals SIGKILL and SIGSTOP cannot be caught or ignored.

###### Return Value:

signal() returns the previous value of the signal handler, or SIG\_ERR on error. In the event of an error, [*errno*](http://man7.org/linux/man-pages/man3/errno.3.html) is set to indicate the cause.

#### Data Dictionary:

|  |  |  |  |
| --- | --- | --- | --- |
| Sr Number  1 | Variable/Function  alarmhandle | Datatype  void | Use  Used to handle alarm. |
| 2 | A | int | Input. |

Table 2.1 : Data Dictionary

#### Program:

#include<signal.h> #include<stdio.h> #include<unistd.h> #include<stdbool.h> #include<stdlib.h> bool flag=false;

void alarmhandle(int sig)

{

printf("Input time expired\n"); exit(1);

}

int main()

{

int a=0;

printf("Input now in 10 seconds\n"); sleep(1);

alarm(10); signal(SIGALRM,alarmhandle); scanf("%d",&a);

printf("You entered %d\n",a);

}

#### Output:

Input now in 10 seconds 13

You entered 13

Input now in 10 seconds Input time expired

#### Conclusion:

alarm() signal can be used to raise alarm after particular time period. Signal() system call is evoked by alarm() which is further processed by signal handler.

#### References:

* 1. *[*[*www.tutorialspoint.com/unix\_system\_calls/*](http://www.tutorialspoint.com/unix_system_calls/)*]*
  2. Write a application or program that communicates between child and parent processes using kill() and signal().

#### Objectives:

1. To learn about IPC through signal.
2. To know the process management of Unix/Linux OS
3. Use of system call to write effective application programs.

#### Theory:

###### Kill:

Name:

kill - send signal to a process

Syntax:

#include <sys/types.h> #include

<signal.h> int kill(pid\_t *pid*, int

*sig*);

###### Description:

The kill() system call can be used to send any signal to any process group or process. If *pid* is positive, then signal *sig* is sent to *pid*.

If *pid* equals 0, then *sig* is sent to every process in the process group of the current process.

If *pid* equals -1, then *sig* is sent to every process for which the calling process has permission to send signals, except for process 1 (init), but see below.

If *pid* is less than -1, then *sig* is sent to every process in the process group *-pid*. If *sig* is 0, then no signal is sent, but error checking is still performed.

For a process to have permission to send a signal it must either be privileged (under Linux: have the CAP\_KILL capability), or the real or effective user ID of the sending process must equal the real or saved set-user-ID of the target process. In the case of SIGCONT it suffices when the sending and receiving processes belong to the same session.

###### Return Value:

On success (at least one signal was sent), zero is returned. On error, -1 is returned, and *errno* is set appropriately.

###### Signal: Name:

signal - ANSI C signal handling

###### Syntax:

#include <signal.h>

typedef void (\*sighandler\_t)(int);

sighandler\_t signal(int *signum*, sighandler\_t *handler*);

###### Description:

The behavior of signal() varies across UNIX versions, and has also varied historically across different versions of Linux. Avoid its use: use [sigaction(2)](http://man7.org/linux/man-pages/man2/sigaction.2.html) instead. See *Portability* below.

signal() sets the disposition of the signal *signum* to *handler*, which is either SIG\_IGN, SIG\_DFL, or the address of a programmer-defined function (a "signal handler"). If the signal *signum* is delivered to the process, then one of the following happens:

If the disposition is set to SIG\_IGN, then the signal is ignored.

If the disposition is set to SIG\_DFL, then the default action associated with the signal occurs.

If the disposition is set to a function, then first either the disposition is reset to SIG\_DFL, or the signal is blocked (see *Portability* below), and then *handler* is called with argument *signum*. If invocation of the handler caused the signal to be blocked, then the signal is unblocked upon return from the handler. The signals SIGKILL and SIGSTOP cannot be caught or ignored.

###### Return Value:

signal() returns the previous value of the signal handler, or SIG\_ERR on error. In the event of an error, [*errno*](http://man7.org/linux/man-pages/man3/errno.3.html) is set to indicate the cause.

#### Flowchart:

Fig 2.1 Flow

#### Data Dictionary:

|  |  |  |  |
| --- | --- | --- | --- |
| Sr Number | Variable/Function | Datatype | Use |
| 1 | inthandle | void | Used for handling interrupt signal. |
| 2 | quithandle | void | Used for dumped core handling. |
| 3 | huphandle | void | Used for handling signal hang up. |
| 4 | pid | pid\_t | Used for child ID |
| 5 | ppid | pid\_t | Used for parent ID |

**Table 2.2**

#### Program:

#include<stdio.h> #include<stdlib.h> #include<unistd.h> #include<signal.h>

void inthandle(int sig)

{

signal(SIGINT,inthandle); printf("SIGINT invoked by daughter\n");

}

void quithandle(int sig)

{

signal(SIGQUIT,quithandle);

printf("SIGQUIT invoked by son\n He killed me\n"); exit(1);

}

void huphandle(int sig)

{

signal(SIGHUP,huphandle); printf("SIGHUP invoked by child\n");

}

int main()

{

pid\_t ppid,pid; ppid=getpid(); if((pid=vfork())<0)

{

printf("Fork Failed!!!!\n"); exit(1);

}

else if(pid==0)

{

}

else

{

}

}

printf("In Child!!!!\n"); signal(SIGINT,inthandle); signal(SIGHUP,huphandle); signal(SIGQUIT, quithandle); printf("Looping\n");

for(;;);

printf("In Parent!!!!\n"); printf("kill SIGHUP\n"); kill(pid,SIGHUP); sleep(2);

printf("kill SIGINT\n"); kill(pid,SIGINT); sleep(2);

printf("kill SIGQUIT\n"); kill(pid,SIGQUIT); sleep(2);

//exit(0);

#### Output:

In Parent!!!! kill SIGHUP kill SIGINT kill SIGQUIT In Child!!!!

Looping

^C

SIGINT invoked by daughter

#### Conclusion:

Various signal interrupts can be used in the form form signal handler and kill() can be used to evoke these signal to abort processes with different interrupts.

#### References:

* 1. *[*[*www.tutorialspoint.com/unix\_system\_calls/*](http://www.tutorialspoint.com/unix_system_calls/)*]*
  2. Write an application or program that communicates between to process opened in two terminal using kill() and signal().

#### Objectives:

1. To learn about IPC through signal.
2. To know the process management of Unix/Linux OS
3. Use of system call to write effective application programs.

#### Theory:

In Unix and Unix-like operating systems, kill is a command used to send a signal to a process. By default, the message sent is the termination signal, which requests that the process exit. But kill is something of a misnomer; the signal sent may have nothing to do with process killing. The kill command is a wrapper around the kill() system call, which sends signals to processes or process groups on the system, referenced by their numeric process IDs (PIDs) or process group IDs (PGIDs). kill is always provided as a standalone utility as defined by the POSIX standard.

However, most shells have built-in kill commands that may slightly differ from it.

#### Data Variables:

|  |  |  |  |
| --- | --- | --- | --- |
| Sr Number | Variable/Function | Datatype | Use |

Table 2.3

|  |  |  |  |
| --- | --- | --- | --- |
| 1 | SIGINT\_handler | void | Used for handling interrupt signal. |
| 2 | SIGQUIT\_handler | void | Used for dumped core handling. |
| 3 | pid | pid\_t | Process ID. |
| 4 | MyKey | key\_t | Shared memory key. |
| 5 | ShmID | int | ID of shared memory. |
| 6 | ShmPTR | pid\_t\* | Pointer. |
| 7 | i | int | Iterating for loop. |

#### Program:

#include <stdio.h> #include <sys/types.h> #include <signal.h> #include <sys/ipc.h> #include <sys/shm.h>

void SIGINT\_handler(int); void SIGQUIT\_handler(int);

int ShmID;

pid\_t \*ShmPTR;

void main(void)

{

int i;

pid\_t pid = getpid(); key\_t MyKey;

if (signal(SIGINT, SIGINT\_handler) == SIG\_ERR) { printf("SIGINT install error\n");

exit(1);

}

if (signal(SIGQUIT, SIGQUIT\_handler) == SIG\_ERR) { printf("SIGQUIT install error\n");

exit(2);

}

MyKey = ftok(".", 's');

ShmID = shmget(MyKey, sizeof(pid\_t), IPC\_CREAT | 0666);

ShmPTR = (pid\_t \*) shmat(ShmID, NULL, 0);

\*ShmPTR = pid;

for (i = 0; ; i++) {

printf("From process %d: %d\n", pid, i); sleep(1);

}

}

void SIGINT\_handler(int sig)

{

signal(sig, SIG\_IGN);

printf("From SIGINT: just got a %d (SIGINT ^C) signal\n", sig); signal(sig, SIGINT\_handler);

}

void SIGQUIT\_handler(int sig)

{

signal(sig, SIG\_IGN);

printf("From SIGQUIT: just got a %d (SIGQUIT ^\\) signal" " and is about to quit\n",

sig); shmdt(ShmPTR); shmctl(ShmID, IPC\_RMID, NULL);

exit(3);

}

#### Conclusion:

Processes opened in two terminals can also be handled using signal handlers and kill() function calls. Shared memory can be used as a mode of IPC.

#### References:

* 1. [<http://www.csl.mtu.edu/cs4411.ck/www/NOTES/signal/kill.html>]

### Write aapplication or program to trap a ctrl-c but not quit on this signal.

#### Objectives:

1. To learn about IPC through signal.
2. To know the process management of Unix/Linux OS
3. Use of system call to write effective application programs.

#### Theory:

1.We can use signal handling in C for this. When Ctrl+C is pressed, SIGINT signal is generated, we can catch this signal and run our defined signal handler.

* 1. standard defines following 6 signals in signal.h header file.

SIGABRT – abnormal termination. SIGFPE – floating point exception. SIGILL – invalid instruction.

SIGINT – interactive attention request sent to the program. SIGSEGV – invalid memory access.

SIGTERM – termination request sent to the program.

#### Data Dictionary:

|  |  |  |  |
| --- | --- | --- | --- |
| Sr Number | Variable/Function | Datatype | Use |
| 1 | sigproc | void | Function to disable Ctrl-c |
| 2 | quitproc | void | Function to quit using Ctrl-backslash. |
| 3 | quitprocess | void | Function to quit using Ctrl-z. |

Table 2.4

#### Program:

#include <stdio.h> #include <signal.h>

#include <unistd.h> int ctrl\_c\_count = 0;

void (\* old\_handler)(int); void ctrl\_c(int);

int main()

{

int c;

old\_handler = signal(SIGINT, ctrl\_c); while ((c = getchar())!='\n');

printf("ctrl-c count = %d\n", ctrl\_c\_count); (void) signal(SIGINT, ctrl\_c); for (;;);

return 0;

}

void ctrl\_c(int signum)

{

//(void) signal(SIGINT, ctrl\_c);

++ctrl\_c\_count;

}

#### Conclusion:

Signals like SIGINT which is generated by ctrl+c can be handled by replacing its old handler with the new behavior.

#### References:

* + 1. [[https://www.geeksforgeeks.org/write-a-c-program-that-doesnt-terminate-when-](https://www.geeksforgeeks.org/write-a-c-program-that-doesnt-terminate-when-ctrlc-is-) [ctrlc-is-](https://www.geeksforgeeks.org/write-a-c-program-that-doesnt-terminate-when-ctrlc-is-)[pressed/](https://www.geeksforgeeks.org/write-a-c-program-that-doesnt-terminate-when-ctrlc-is-pressed/)]
  1. **Write a program to send signal by five different signal sending system calls and identify the difference in working with example.**

#### Objectives:

1. To learn about IPC through signal.
2. To know the process management of Unix/Linux OS
3. Use of system call to write effective application programs.

#### Theory:

###### INTERRUPTS AND SIGNALS:

Signals and interrupts behave in pretty similar ways. The difference is that signals happen to a process (which lives in a virtual environment), while exceptions are system-wide. Certain faults are flagged by the CPU as an exception, and then mapped to a signal that is delivered to the process by the kernel.

###### TYPES OF SIGNALS:

SIGHUP:-Hang up detected on controlling terminal or death of controlling process SIGINT:-Issued if the user sends an interrupt signal (Ctrl + C)

SIGQUIT:-Issued if the user sends a quit signal (Ctrl + D)

SIGFPE:-Issued if an illegal mathematical operation is attempted

SIGKILL:-If a process gets this signal it must quit immediately and will not perform any clean- up operations

SIGALRM:-Alarm clock signal (used for timers)

###### Types of System Call:

1. .Alarm System Call:

alarm - set an alarm clock for delivery of a signal.alarm() arranges for a SIGALRM signal to be delivered to the process in seconds seconds.If seconds is zero, no new alarm() is scheduled.In any event any previously set alarm() is cancelled.alarm() returns

the number of seconds remaining until any previously scheduled alarm was due to be delivered, or zero if there was no previously scheduled alarm.

1. .kill System Call:

The kill() system call can be used to send any signal to any process group or processIf pid is positive, then signal sig is sent to the process with the ID specified by pid.If pid

equals 0, then sig is sent to every process in the process group of the calling process.If pid equals -1, then sig is sentto every process for which the calling process has permission to send signals, except for process 1 (init).If pid is less than -1, then sig is sent to every process in the process group whose ID is -pid.

1. Raise System call

raise - send a signal to the caller The raise() function sends a signal to the calling process or threaasingle- threaded program it is equivalent to kill(getpid(), sig); In a multithreaded program it is equivalent to pthread\_kill (pthread\_self(), sig); If the signal

causes a handler to be called,raise() will return only after the signal handler has returned.

1. Killpg System Call:

send signal to a process group

1. Sigaction System Call:

examine and change a signal action

#### Data Dictionary:

|  |  |  |  |
| --- | --- | --- | --- |
| Sr Number | Variable/Function | Datatype | Use |
| 1 | pid | int | Process ID. |
| 2 | sighup | void | Used for handling signal hang up. |
| 3 | sigint | void | Used for handling interrupt signal. |
| 4 | sigquit | void | Used for dumped core handling. |
| 5 | sighold | void | Function that add sig to the calling process' signal mask. |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 | sigrelse | void | Function that remove sig from the calling process' signal mask. |
| 7 | sigpause | void | Function that restore the process' signal mask to its original state before returning. |
| 8 | sigignore | void | Function that set the disposition of sig to SIG\_IGN. |

Table 2.5

#### Program:

#include<stdio.h> #include<signal.h> #include<stdlib.h> #include<sys/types.h> #include<unistd.h>

void sighup(); void sigint(); void sigquit();

void sig\_handler(int);

int main()

{

int pid;

if ((pid = fork()) < 0)

{

perror("fork"); exit(1);

}

if (pid == 0)

{

}

else

{

signal(SIGHUP,sighup); signal(SIGINT,sigint);

signal(SIGQUIT, sigquit); signal(SIGUSR1, sig\_handler); signal(SIGSTOP, sig\_handler) ; for(;;);

printf("\nPARENT: sending SIGHUP\n\n"); kill(pid,SIGHUP);

sleep(3);

printf("\nPARENT: sending SIGINT\n\n");

kill(pid,SIGINT); sleep(3);

printf("\nPARENT: sending SIGQUIT\n\n"); kill(pid,SIGQUIT);

sleep(3);

printf("\nPARENT: sending SIGUSR1\n\n"); kill(pid,SIGUSR1);

sleep(3);

printf("\nPARENT: sending SIGSTOP\n\n"); kill(pid,SIGSTOP);

sleep(3);

}

}

void sighup()

{

signal(SIGHUP,sighup);

printf("CHILD: I have received a SIGHUP\n");

}

void sigint()

{

signal(SIGINT,sigint);

printf("CHILD: I have received a SIGINT\n");

}

void sigquit()

{

printf("My DADDY has Killed me!!!\n"); exit(0);

}

void sig\_handler(int signo)

{

if (signo == SIGUSR1)

{

signal(SIGUSR1, sig\_handler); printf("received SIGUSR1\n");

}

else if (signo == SIGSTOP)

{

signal(SIGSTOP, sig\_handler); printf("received SIGSTOP\n");

}

}

#### Conclusion:

The following assignment deals with providing the guideline about the various types of system call and their usage in IPC and management about process in windows and linux operating system and written the application using the signal and alarm system call.

#### References:

* 1. [[www.cs.cf.ac.uk/Dave/C/CE.html](http://www.cs.cf.ac.uk/Dave/C/CE.html)]
  2. Write application of signal handling in linux OS and program any one.

#### Objectives:

1. To learn about IPC through signal.
2. To know the process management of Unix/Linux OS
3. Use of system call to write effective application programs.

#### Theory:

###### What are signals?

* 1. Signal is a notification, a message sent by either operating system or some application to your program (or one of its threads).
  2. Each signal identified by a number, from 1 to 31. Signals don’t carry any argument and their names are mostly self explanatory. For instance SIGKILL or signal number 9 tells the program that someone tries to kill it.
  3. An application program can specify a function called a signal handler to be invoked when a specific signal is received. When a signal handler is invoked on receipt of a signal, it is said to catch the signal. A process can deal with a signal in one of the following ways:

-The process can let the default action happen

-The process can block the signal (some signals cannot be ignored)

-The process can catch the signal with a handler.

* 1. Signal handlers usually execute on the current stack of the process. This lets the signal handler return to the point that execution was interrupted in the process. This can be changed on

a per-signal basis so that a signal handler executes on a special stack. If a process must resume in a different context than the interrupted one, it must restore the previous context itself.

#### Data Dictionary:

|  |  |  |  |
| --- | --- | --- | --- |
| Sr Number | Variable/Function | Datatype | Use |
| 1 | sig\_handler | void | Catch interrupt signal. |

Table 2.6

#### Program:

#include <fcntl.h> #include <stdio.h>

#include <string.h> #include <unistd.h>

int main (int argc, char\* argv[])

{

char\* file = argv[1]; int fd;

struct flock lock;

printf ("opening %s\n", file);

/\* Open a file descriptor to the file. \*/ fd = open (file, O\_WRONLY);

printf ("locking\n");

/\* Initialize the flock structure. \*/ memset (&lock, 0, sizeof(lock)); lock.l\_type = F\_WRLCK;

/\* Place a write lock on the file. \*/ fcntl (fd, F\_SETLKW, &lock);

printf ("locked; hit Enter to unlock... ");

/\* Wait for the user to hit Enter. \*/ getchar ();

printf ("unlocking\n");

/\* Release the lock. \*/ lock.l\_type = F\_UNLCK; fcntl (fd, F\_SETLKW, &lock); close (fd);

return 0;

#### Conclusion:

Signal handling is used for various applications in Linux based OS. File locking is one of the applications discussed above

#### References:

1. [[www.cs.cf.ac.uk/Dave/C/CE.html](http://www.cs.cf.ac.uk/Dave/C/CE.html)]

# Chapter 3

**File system Internals**

* 1. Write the program to show file statistics using the stat system call.

Take the filename / directory name from user including path.

**Objectives:**

1. To learn about File system Internals.

#### Theory:

###### Name:

stat, fstat, lstat - get file status

###### Syntax:

#include <[sys/types.h](https://linux.die.net/include/sys/types.h)> #include <[sys/stat.h](https://linux.die.net/include/sys/stat.h)> #include <[unistd.h](https://linux.die.net/include/unistd.h)>

int stat(const char \**path*, struct stat \**buf*); int fstat(int *fd*, struct stat \**buf*);

int lstat(const char \**path*, struct stat \**buf*);

###### Description:

These functions return information about a file. No permissions are required on the file itself, but-in the case of stat() and lstat() - execute (search) permission is required on all of the directories in *path* that lead to the file.

stat() stats the file pointed to by *path* and fills in *buf*.

lstat() is identical to stat(), except that if *path* is a symbolic link, then the link itself is stat-ed, not the file that it refers to.

fstat() is identical to stat(), except that the file to be stat-ed is specified by the file descriptor *fd*.

All of these system calls return a *stat* structure, which contains the following fields: struct stat {

dev\_t st\_dev; /\* ID of device containing file \*/ ino\_t st\_ino; /\* inode number \*/

mode\_t st\_mode; /\* protection \*/

nlink\_t st\_nlink; /\* number of hard links \*/ uid\_t st\_uid; /\* user ID of owner \*/ gid\_t st\_gid; /\* group ID of owner \*/

dev\_t st\_rdev; /\* device ID (if special file) \*/ off\_t st\_size; /\* total size, in bytes \*/

blksize\_t st\_blksize; /\* blocksize for file system I/O \*/ blkcnt\_t st\_blocks; /\* number of 512B blocks allocated \*/

|  |  |  |
| --- | --- | --- |
| time\_t | st\_atime; | /\* time of last access \*/ |
| time\_t | st\_mtime; | /\* time of last modification \*/ |
| time\_t | st\_ctime; | /\* time of last status change \*/ |
| }; |  |  |

#### Data Dictionary:

|  |  |  |  |
| --- | --- | --- | --- |
| Sr Number | Variable/Function | Datatype | Use |
| 1 | fileStat | struct stat | Store information about files. |

Table 3.1

#### Flowchart:

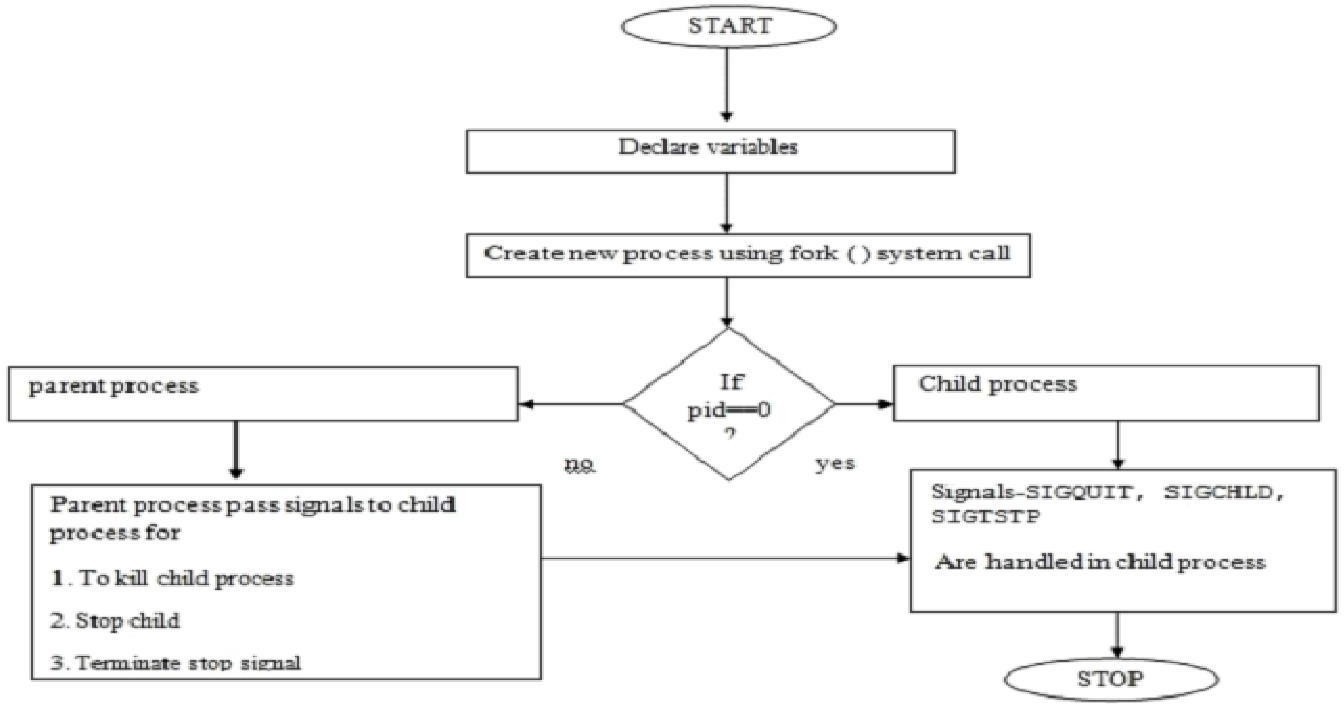


Fig 3.1 : Program flow

#### Program:

#include<stdio.h> #include<unistd.h> #include<sys/types.h> #include<sys/stat.h>

int main(int argc, char \*\*argv)

{

struct stat fileStat; stat("/home/it/Gaurav/UOS/Demo.txt",&fileStat) if(stat("/home/it/Gaurav/UOS/Demo.txt",&fileStat) < 0)

{

printf("Failed\n"); return 1;

}

printf(" \n");

printf("File Size: \t\t%ld bytes\n",(long)fileStat.st\_size); printf("Number of Links: \t%ld\n",(long)fileStat.st\_nlink);

printf("File inode: \t\t%ld\n",(long)fileStat.st\_ino); printf("File Permissions: \t");

printf( (S\_ISDIR(fileStat.st\_mode)) ? "d" : "-");

printf( (fileStat.st\_mode & S\_IRUSR) ? "r" : "-");

printf( (fileStat.st\_mode & S\_IWUSR) ? "w" : "-");

printf( (fileStat.st\_mode & S\_IXUSR) ? "x" : "-");

printf( (fileStat.st\_mode & S\_IRGRP) ? "r" : "-");

printf( (fileStat.st\_mode & S\_IWGRP) ? "w" : "-");

printf( (fileStat.st\_mode & S\_IXGRP) ? "x" : "-");

printf( (fileStat.st\_mode & S\_IROTH) ? "r" : "-"); printf( (fileStat.st\_mode & S\_IWOTH) ? "w" :

"-"); printf( (fileStat.st\_mode & S\_IXOTH) ? "x" :

"-"); printf("\n\n");

printf("The file %s a symbolic link\n", (S\_ISLNK(fileStat.st\_mode)) ? "is" : "is not"); return 0;

}

#### Output:

it@it-OptiPlex-3046:~/Gaurav/UOS$ ./a.out

File Size: 6299 bytes Number of Links: 1

File inode: 15736649

File Permissions: -rw-rw-r--

The file is not a symbolic link

#### Conclusion:

Stats of file like file size,links, permissions, inode number and type of link can be retrieved using stat() and stored in a structure.

#### References:

1.[https://[www.lix.polytechnique.fr/~liberti/public/computing/prog/c/C/FUNCTIONS/stat.html](http://www.lix.polytechnique.fr/~liberti/public/computing/prog/c/C/FUNCTIONS/stat.html)]

* 1. Write the program to show file statistics using the fstat system call. Take the file name / directory name from user including path. Print only inode no, UID, GID, FAP and File type only.

#### Objectives:

1. To learn about File system Internals.

#### Theory:

###### Name:

stat, fstat, lstat - get file status

###### Syntax:

#include <[sys/types.h](https://linux.die.net/include/sys/types.h)> #include <[sys/stat.h](https://linux.die.net/include/sys/stat.h)> #include <[unistd.h](https://linux.die.net/include/unistd.h)>

int stat(const char \**path*, struct stat \**buf*); int fstat(int *fd*, struct stat \**buf*);

int lstat(const char \**path*, struct stat \**buf*);

###### Description:

These functions return information about a file. No permissions are required on the file itself, but-in the case of stat() and lstat() - execute (search) permission is required on all of the directories in *path* that lead to the file.

stat() stats the file pointed to by *path* and fills in *buf*.

lstat() is identical to stat(), except that if *path* is a symbolic link, then the link itself is stat-ed, not the file that it refers to.

fstat() is identical to stat(), except that the file to be stat-ed is specified by the file descriptor *fd*. All of these system calls return a *stat* structure, which contains the following fields:

struct stat {

dev\_t st\_dev; /\* ID of device containing file \*/

ino\_t st\_ino; /\* inode number \*/ mode\_t st\_mode; /\* protection \*/

nlink\_t st\_nlink; /\* number of hard links \*/ uid\_t st\_uid; /\* user ID of owner \*/ gid\_t st\_gid; /\* group ID of owner \*/

dev\_t st\_rdev; /\* device ID (if special file) \*/ off\_t st\_size; /\* total size, in bytes \*/

blksize\_t st\_blksize; /\* blocksize for file system I/O \*/ blkcnt\_t st\_blocks; /\* number of 512B blocks allocated \*/

|  |  |  |
| --- | --- | --- |
| time\_t | st\_atime; | /\* time of last access \*/ |
| time\_t | st\_mtime; | /\* time of last modification \*/ |
| time\_t | st\_ctime; | /\* time of last status change \*/ |
| }; |  |  |

#### Data Dictionary:

|  |  |  |  |
| --- | --- | --- | --- |
| Sr Number | Variable/Function | Datatype | Use |
| 1 | s | char[] | Get file name. |
| 2 | fp | FILE\* | Pointer to file. |
| 3 | fn | int | File descriptor number. |
| 4 | sta | struct stat | Store information about files. |

Table 3.2

#### Program:

#include<stdio.h> #include<stdlib.h> #include <sys/stat.h> #include <sys/types.h> #include <unistd.h> int main()

{

char s[100]; gets(s);

//printf("%s",s); FILE \*fp;

if((fp=fopen(s,"r"))==NULL) return 1;

int fn=0; fn=fileno(fp); struct stat sta;

if(fstat(fn,&sta) < 0) return 1;

printf("File size : %ld\n",(long)sta.st\_size); printf("File INode Number : %ld\n",sta.st\_ino); printf("File UID : %ld\n",(long)sta.st\_uid); printf("File GID : %ld\n",(long)sta.st\_gid);

printf("File Permissions: \t");

printf( (S\_ISDIR(sta.st\_mode)) ? "d" : "-");

printf( (sta.st\_mode & S\_IRUSR) ? "r" : "-");

printf( (sta.st\_mode & S\_IWUSR) ? "w" : "-");

printf( (sta.st\_mode & S\_IXUSR) ? "x" : "-");

printf( (sta.st\_mode & S\_IRGRP) ? "r" : "-");

printf( (sta.st\_mode & S\_IWGRP) ? "w" : "-");

printf( (sta.st\_mode & S\_IXGRP) ? "x" : "-");

printf( (sta.st\_mode & S\_IROTH) ? "r" : "-");

printf( (sta.st\_mode & S\_IWOTH) ? "w" : "-");

printf( (sta.st\_mode & S\_IXOTH) ? "x" : "-"); printf("\n\n");

printf("File type: ");

switch (sta.st\_mode & S\_IFMT)

{

case S\_IFBLK: printf("block device\n");

break;

case S\_IFCHR: printf("character device\n"); break;

case S\_IFDIR: printf("directory\n"); break;

case S\_IFIFO: printf("FIFO/pipe\n"); break;

case S\_IFLNK: printf("symlink\n"); break;

case S\_IFREG: printf("regular file\n"); break;

case S\_IFSOCK: printf("socket\n"); break;

default: printf("unknown?\n"); break;

}

return 0;

}

#### Output:

it@it-OptiPlex-3046:~$ ./a.out

/home/it/UOSDemo File size : 44

File INode Number : 975617 File UID : 1000

File GID : 1000

File Permissions: -rw-rw-r--

File type: regular file

#### Conclusion:

Stats of file like UID, GIDfile size,links, permissions, inode number and type of link can be retrieved using stat(),fstat() and link() and stored in a structure.

#### References:

* 1. [https://[www.lix.polytechnique.fr/~liberti/public/computing/prog/c/C/FUNCTIONS/stat.h](http://www.lix.polytechnique.fr/~liberti/public/computing/prog/c/C/FUNCTIONS/stat.h) tml]
  2. Write a program to use link/unlink system call for creating logical link and identifying the difference using stat.

#### Objectives:

1. To learn about File system Internals.

#### Theory:

###### Link:

Name:

link - make a new name for a file

Syntax:

#include <unistd.h>

int link(const char \**oldpath*, const char \**newpath*);

###### Description:

link() creates a new link (also known as a hard link) to an existing file. If *newpath* exists it will *not* be overwritten.

This new name may be used exactly as the old one for any operation; both names refer to the same file (and so have the same permissions and ownership) and it is impossible to tell which name was the `original’.

###### Return Value:

On success, zero is returned. On error, -1 is returned, and *errno* is set appropriately.

###### Unlink:

Name:

unlink - delete a name and possibly the file it refers to

Syntax:

#include <unistd.h>

int unlink(const char \**pathname*);

###### Description:

unlink() deletes a name from the filesystem. If that name was last link to a file and no processes have the file open the file is deleted and the space it was using is made available for reuse.

If the name was the last link to a file but any processes still have the file open the file will remain in existence until the last file descriptor referring to it is closed.

If the name referred to a symbolic link the link is removed. If the name referred to a socket, fifo or device the name for it is removed but processes which have the object open may continue to use it.

###### Return Value:

On success, zero is returned. On error, -1 is returned, and *errno* is set appropriately.

#### Data Dictionary:

|  |  |  |  |
| --- | --- | --- | --- |
| Sr Number | Variable/Function | Datatype | Use |
| 1 | old | char[] | Old pathname. |
| 2 | new | char[] | New pathname. |
| 3 | ch | char | Choice asking to unlink or not. |

Table 3.3

#### Program:

#include<stdio.h> #include<unistd.h> int main()

{

char old[100]; char new[100]; char ch;

printf("Enter the old and new pathname: \n"); gets(old);

gets(new);

int n = link(old,new); if(n==0)

{

}

else

{

}

printf("Linked successfully\n");

printf("Linked unsuccessfully\n");

printf("Do you want to unlink the new file?\n1:Y\n2:N\n"); scanf("%c",&ch);

if(ch=='Y'||ch=='y')

{

int m = unlink(new); if(m==0)

{

}

else

{

printf("Unlinked successfully\n");

printf("Unlinked unsuccessfully\n");

}

else

{

}

}

}

printf("Not Unlinked\n");

#### Output:

it@it-OptiPlex-3046:~/Gaurav/UOS$ gcc 3A\_c.c it@it-OptiPlex-3046:~/Gaurav/UOS$ ./a.out Enter the old and new pathname:

/home/it/Gaurav/UOS/Demo.txt

/home/it/Gaurav/UOS/Demo1.txt Linked successfully

Do you want to unlink the new file? 1:Y

2:N Y

Unlinked successfully

[1]+ Killed gedit 3B\_b.c

#### Conclusion:

The concepts of creating link or shortcut to file and unlinking it understood through link and unlink function calls. The change in number of links takes place as we implement the program.

#### References:

*1.[*[*www.tutorialspoint.com/unix\_system\_calls*](http://www.tutorialspoint.com/unix_system_calls)*]*

* 1. Implement a program to print the various types of file in Linux.

#### Objectives:

1. To learn about File system Internals.

#### Theory:

stat(pathname, &sb);

if ((sb.st\_mode & S\_IFMT) == S\_IFREG) {

/\* Handle regular file \*/

}

Because tests of the above form are common, additional macros are defined by POSIX to allow the test of the file type in st\_mode to be written more concisely:

S\_ISREG(m) is it a regular file? S\_ISDIR(m) directory?\newline S\_ISCHR(m) character device? S\_ISBLK(m) block device?

S\_ISFIFO(m) FIFO (named pipe)?

S\_ISLNK(m) symbolic link? (Not in POSIX.1-1996.) S\_ISSOCK(m) socket? (Not in POSIX.1-1996.)

#### Data Dictionary:

|  |  |  |  |
| --- | --- | --- | --- |
| Sr Number | Variable/Function | Datatype | Use |
| 1 | file | int | Open a file and store file descriptor. |
| 2 | fileStat | struct stat | Store information about files. |

Table 3.4

#### Program:

#include <unistd.h> #include <fcntl.h>

#include <stdio.h> #include <sys/stat.h> #include <sys/types.h>

int main(int argc, char \*\*argv)

{

if(argc != 2)

return 1;

int file; if((file=open(argv[1],O\_RDONLY)) < -1)

return 1; struct stat fileStat;

if(fstat(file,&fileStat) < 0)

return 1; if(S\_ISBLK(fileStat.st\_mode))

{

printf("Block special file\n");

}

if(S\_ISCHR(fileStat.st\_mode))

{

printf("Character special file\n");

}

if(S\_ISDIR(fileStat.st\_mode))

{

printf("Is a directory\n");

}

if(S\_ISFIFO(fileStat.st\_mode))

{

printf("Pipes and FIFO\n");

}

if(S\_ISLNK(fileStat.st\_mode))

{

printf("Is a symbolic link\n");

}

if(S\_ISREG(fileStat.st\_mode))

{

printf("A Regular File\n");

}

if(S\_ISSOCK(fileStat.st\_mode))

{

printf("Integrated Sockets\n");

}

return 0;

}

#### Conclusion:

Various types of files like block file, character file, regular file, FIFO and pipe can be studied and checked with the status of different flags.

#### References:

1.[https://[www.cyberciti.biz/faq/linuxunix-determine-file-type/](http://www.cyberciti.biz/faq/linuxunix-determine-file-type/)]

* 1. Write a program to lock the file using flock system call

#### Objectives:

1. To learn about File locking-mandatory and advisory locking.

#### Theory:

###### Name:-

flock - apply or remove an advisory lock on an open file

###### Syntax:-

#include <sys/file.h>

int flock(int fd, int operation);

###### Description:-

Apply or remove an advisory lock on the open file specified by fd. The argument operation is one of the following:

* 1. LOCK\_SH

Place a shared lock. More than one process may hold a shared lock for a given file at a given time.

* 1. LOCK\_EX

Place an exclusive lock. Only one process may hold an exclusive lock for a given file at a given time.

* 1. LOCK\_UN

Remove an existing lock held by this process.

A call to flock() may block if an incompatible lock is held by another process. To make a nonblocking request, include LOCK\_NB (by ORing) with any of the above operations.

A single file may not simultaneously have both shared and exclusive locks.

* 1. Return Value:-

On success, zero is returned. On error, -1 is returned, and errno is set appropriately.

#### Data Dictionary:

|  |  |  |  |
| --- | --- | --- | --- |
| Sr Number | Variable/Function | Datatype | Use |
| 1 | fd | int | Open a file and store file descriptor. |

Tabl e 3.5

#### Program:

#include <fcntl.h> #include <stdio.h> #include <string.h> #include <unistd.h>

int main (int argc, char\* argv[])

{

char\* file = argv[1]; int fd;

struct flock lock;

printf ("opening %s\n", file);

/\* Open a file descriptor to the file. \*/ fd = open (file, O\_WRONLY);

printf ("locking\n");

/\* Initialize the flock structure. \*/ memset (&lock, 0, sizeof(lock)); lock.l\_type = F\_WRLCK;

/\* Place a write lock on the file. \*/ fcntl (fd, F\_SETLKW, &lock);

printf ("locked; hit Enter to unlock... ");

/\* Wait for the user to hit Enter. \*/ getchar ();

printf ("unlocking\n");

/\* Release the lock. \*/ lock.l\_type = F\_UNLCK; fcntl (fd, F\_SETLKW, &lock); close (fd);

return 0;

}

#### Conclusion:

Functions of flock() to use shared, exclusive locks and unlock them are studied.

#### Refrences :

[1.[w](http://www.tutorialspoint.com/unix_system_calls)ww[.tutori](http://www.tutorialspoint.com/unix_system_calls)a[lspoint.com/unix\_system\_calls](http://www.tutorialspoint.com/unix_system_calls)]

### write a program to lock file using fnctl system call

#### Objectives:

1. To learn about File locking-mandatory and advisory locking.

#### Theory:

* 1. The fcntl system call is the access point for several advanced operations on file descriptors.
  2. The first argument to fcntl is an open file descriptor, and the second is a value that indicates which operation is to be performed. For some operations, fcntl takes an additional argument.
  3. The fcntl system call allows a program to place a read lock or a write lock on a file.

4.A read lock is placed on a readable file descriptor, and a write lock is placed on a writable file descriptor. More than one process may hold a read lock on the same file at the same time, but only one process may hold a write lock, and the same file

may not be both locked for read and locked for write. Note that placing a lock does not actually

prevent other processes from opening the file, reading from it, or writing to it, unless they acquire locks with fcntl as well.

1. To place a lock on a file, first create and zero out a struct flock variable. Set the l\_type field of the structure to F\_RDLCK for a read lock or F\_WRLCK for a write lock. Then call fcntl, passing a file descriptor to the file, the F\_SETLCKW operation

code, and a pointer to the struct flock variable. If another process holds a lock that prevents a new lock from being acquired, fcntl blocks until that lock is released.

1. It returns -1 if lock is not acquired on a file.

#### Data Dictionary:

|  |  |  |  |
| --- | --- | --- | --- |
| Sr Number | Variable/Function | Datatype | Use |
| 1 | file | char\* | File name. |
| 2 | fd | int | File descriptor. |
| 3 | lock | struct flock | Structure to describe a file lock. |

Table 3.6

#### Program:

#include <fcntl.h> #include <stdio.h> #include <string.h> #include <unistd.h> #include <sys/file.h> int main()

{

int fd = open("File1.txt", O\_WRONLY); if(fd==-1)

printf("open file fails\n");

}

else

{

}

if(flock(fd, LOCK\_EX)==0) printf("Lock is acquired on file\n");

else

printf("Lock is not acquired on a file\n");

close(fd); return 0;

}

#### Conclusion:

Funcltions of fcntl() to use read lock, write lock are studied.

#### References:

1. [https://gavv.github.io/blog/file-locks/]

# Chapter 4 Thread concept

* 1. Write a multi-threaded program in Java/c for chatting (multiuser and multi-terminal) using threads

**Objectives:**

1. To learn about threading in Linux/Unix and Java and difference between them
2. Use of system call/library to write effective programs

#### Theory:

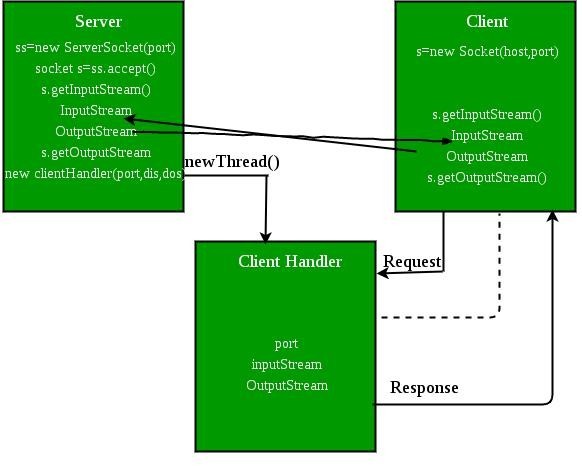
As normal, we will create two Java files, **Server.java** and **Client.java**. Server file contains two classes namely **Server** (public class for creating server) and **ClientHandler** (for handling any client using multi-threading). Client file contain only one public class **Client** (for creating a client). Below is the flow diagram of how these three classes interact with each other.

Fig 4.1.1 : Client Process

**Server class :** The steps involved on server side are similar to the article Socket Programming In Java with a slight change to create the thread object after obtaining the streams and port number.

* 1. **Establishing the Connection:** Server socket object is initialized and inside a while loop a socket object continuously accepts incoming connection.
  2. **Obtaining the Streams:** The inputstream object and outputstream object is extracted from the current requests’ socket object.
  3. **Creating a handler object:** After obtaining the streams and port number, a new ClientHandler object (the above class) is created with these parameters.
  4. **Invoking the start() method :** The start() method is invoked on this newly created thread object.

**ClientHandler class :** As we will be using separate threads for each request, lets understand the working and implementation of the ClientHandler class extending Threads. An object of this class will be instantiated each time a request comes.

* 1. First of all this class extends [Thread](https://www.geeksforgeeks.org/java-lang-thread-class-java/) so that its objects assumes all properties of Threads.
  2. Secondly, the constructor of this class takes three parameters, which can uniquely identify any incoming request, i.e. a **Socket**, a D**ataInput Stream** to read from and a DataOutputStream to write to. Whenever we receive any request of client, the server extracts its port number, the DataInputStream object and DataOutputStream object and creates a new thread object of this class and invokes start() method on it.

***Note : Every request will always have a triplet of socket, input stream and output stream. This ensures that each object of this class writes on one specific stream rather than on multiple streams.***

* 1. Inside the **run()** method of this class, it performs three operations: request the user to specify whether time or date needed, read the answer from input stream object and accordingly write the output on the output stream object.

#### Flowchart:

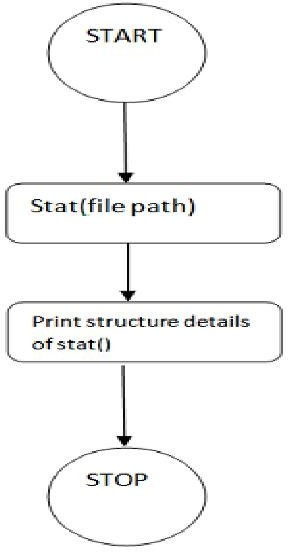


Fig 4.1.2 : Program flow

#### Data Dictionary:

|  |  |  |  |
| --- | --- | --- | --- |
| Sr Number | Variable/Function | Datatype | Use |
| Class Server |  |  |  |
| 1 | Ar | Vector | Store which clients are there. |
| 2 | i | int | Count of clients. |
| 3 | ss | ServerSocket | Create a socket for server side communication. |
| 4 | s | Socket | Socket is created. |
| 5 | dis | DataInputStream | Input data. |
| 6 | t | Thread | Used to create new thread for each client. |
| 7 | mtch | ClientHandler | Object of ClientHandler type. Used to handle client. |
| Class ClientHandler |  |  |  |
| 1 | scn | Scanner | Usedfor any input. |
| 2 | name | String | Store name of client. |
| 3 | dis | DataInputStream | Input a message. |
| 4 | dos | DataOutputStream | Output to standart ouput the message input. |
| 5 | received | String | Store message. |
| 6 | isloggedin | boolean | If the client is logged or not. |

Table 4.1

**Program: For Server:** import java.io.\*; import java.util.\*;

import java.net.\*; public class Server

{

static Vector<ClientHandler> ar = new Vector<>(); static int i = 0;

public static void main(String[] args) throws IOException

{

ServerSocket ss = new ServerSocket(1234); Socket s;

while (true)

{

s = ss.accept();

System.out.println("New client request received : " + s); DataInputStream dis = new DataInputStream(s.getInputStream()); DataOutputStream dos = new DataOutputStream(s.getOutputStream()); System.out.println("Creating a new handler for this client..."); ClientHandler mtch = new ClientHandler(s,"client " + i, dis, dos); Thread t = new Thread(mtch);

System.out.println("Adding this client to active client list"); ar.add(mtch);

t.start(); i++;

}

}

}

class ClientHandler implements Runnable

{

Scanner scn = new Scanner(System.in); private String name;

final DataInputStream dis; final DataOutputStream dos; Socket s;

boolean isloggedin;

public ClientHandler(Socket s, String name, DataInputStream dis, DataOutputStream dos)

{

this.dis = dis; this.dos = dos; this.name = name; this.s = s; this.isloggedin=true;

}

@Override public void run()

{

String received; while (true)

{

try

{

received = dis.readUTF(); System.out.println(received); if(received.equals("logout"))

{

this.isloggedin=false; this.s.close();

break;

}

StringTokenizer st = new StringTokenizer(received, "#"); String MsgToSend = st.nextToken();

String recipient = st.nextToken(); for (ClientHandler mc : Server.ar)

{

if (mc.name.equals(recipient) && mc.isloggedin==true)

{

mc.dos.writeUTF(this.name+" : "+MsgToSend); break;

}

}

}

try

{

} catch (IOException e){e.printStackTrace();}

this.dis.close(); this.dos.close();

}catch(IOException e){e.printStackTrace();}

}

}

**For Client:** import java.io.\*; import java.net.\*;

import java.util.Scanner; public class Client

{

final static int ServerPort = 1234;

public static void main(String args[]) throws UnknownHostException, IOException

{

final Scanner scn = new Scanner(System.in); InetAddress ip = InetAddress.getByName("localhost"); Socket s = new Socket(ip, ServerPort);

final DataInputStream dis = new DataInputStream(s.getInputStream()); final DataOutputStream dos = new DataOutputStream(s.getOutputStream()); Thread sendMessage = new Thread(new Runnable() {

@Override public void run()

{

while (true)

{

try

{

String msg = scn.nextLine();

dos.writeUTF(msg);

}

});

} catch (IOException e){e.printStackTrace();}

}

Thread readMessage = new Thread(new Runnable()

{

@Override public void run()

{

while (true)

{

try

{

String msg = dis.readUTF(); System.out.println(msg);

}catch (IOException e){e.printStackTrace();}

}

sendMessage.start(); readMessage.start();

}

}

#### Output:

**Conclusion:**

Various concepts and effective programming in Java using threads and sockets was studied. The concept of threading and multithreading understood.

#### References:

1 [https://[www.geeksforgeeks.org/multithreading-in-java/](http://www.geeksforgeeks.org/multithreading-in-java/)]

* 1. Write a program which creates 3 threads, first thread printing even number, second thread printing odd number and third thread printing prime number in terminals.

#### Objectives:

1. To learn about threading in Linux/Unix and Java and difference between them
2. Use of system call/library to write effective programs

#### Theory:

Java is a *multi-threaded programming language* which means we can develop multi-threaded program using Java. A multi-threaded program contains two or more parts that can run concurrently and each part can handle a different task at the same time making optimal use of the available resources specially when your computer has multiple CPUs.

By definition, multitasking is when multiple processes share common processing resources such as a CPU. Multi-threading extends the idea of multitasking into applications where you can subdivide specific operations within a single application into individual threads. Each of the threads can run in parallel. The OS divides processing time not only among different applications, but also among each thread within an application.

Multi-threading enables you to write in a way where multiple activities can proceed concurrently in the same program.

##### Life Cycle of a Thread:

A thread goes through various stages in its life cycle. For example, a thread is born, started, runs, and then dies. The following diagram shows the complete life cycle of a thread.

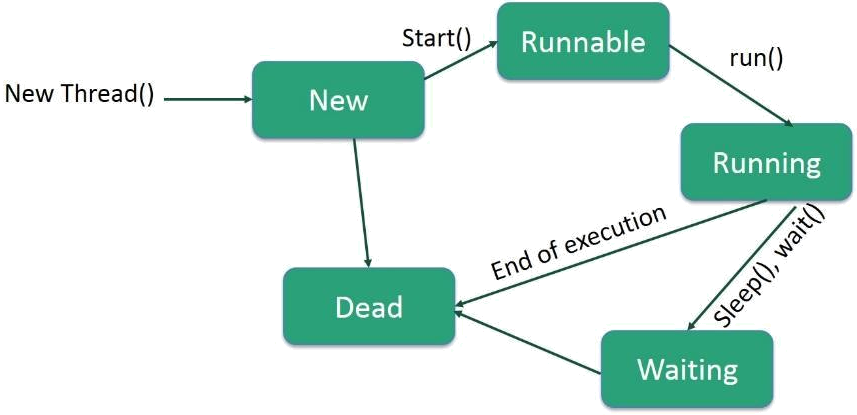


Fig 4.2.1 Thread Life-Cycle

##### Following are the stages of the life cycle:

* **New** − A new thread begins its life cycle in the new state. It remains in this state until the program starts the thread. It is also referred to as a **born thread**.
* **Runnable** − After a newly born thread is started, the thread becomes runnable. A thread in this state is considered to be executing its task.
* **Waiting** − Sometimes, a thread transitions to the waiting state while the thread waits for another thread to perform a task. A thread transitions back to the runnable state only when another thread signals the waiting thread to continue executing.
* **Timed Waiting** − A runnable thread can enter the timed waiting state for a specified interval of time. A thread in this state transitions back to the runnable state when that time interval expires or when the event it is waiting for occurs.
* **Terminated (Dead)** − A runnable thread enters the terminated state when it completes its task or otherwise terminates.

#### Flowchart:

**Data Dictionary:**

Fig 4.2.2 Program Flow

|  |  |  |  |
| --- | --- | --- | --- |
| Sr Number | Variable/Function | Datatype | Use |
| 1 | t1 | Thread1 | Print odd numbers. |
| 2 | t2 | Thread2 | Print prime numbers. |
| 3 | tm | B4 | Print even numbers. |
| 4 | i | int | Iterationg for loop. |

#### Program:

Table 4.2

public class B4 extends Thread

{

public static void main(String []args)

{

Thread1 t1 = new Thread1(); Thread2 t2 = new Thread2(); B4 tm = new B4();

tm.start();

t1.start();

t2.start();

}

public void run()

{

for(int i=0;i<=30;i=i+2)

{

System.out.println("Even: "+i);

}

}

}

class Thread1 extends Thread

{

public void run()

{

for(int i=1;i<=31;i=i+2)

{

System.out.println("Odd: "+i);

}

}

}

class Thread2 extends Thread

{

public void run()

{

for(int i=2;i<100;i++)

{

int count = 0; for(int j=2;j<i;j++)

{

if(i%j==0)

{

count++;

}

}

if(count==0) System.out.println("Prime: "+i);

}

}

}

Output:

it@it-OptiPlex-3020:~/Downloads$ javac B4.java it@it-OptiPlex-3020:~/Downloads$ java B4 Prime: 2

Prime: 3

Prime: 5

Prime: 7

Even: 0

Even: 2

Odd: 1

Even: 4

Even: 6

Even: 8

Prime: 11

Even: 10

Odd: 3

Even: 12

Prime: 13

Even: 14

Odd: 5

Even: 16

Prime: 17

Even: 18

Odd: 7

Even: 20

Prime: 19

Even: 22

Odd: 9

Even: 24

Prime: 23

Even: 26

Odd: 11

Even: 28

Prime: 29

Even: 30

Odd: 13

Prime: 31

Odd: 15

Prime: 37

Odd: 17

Prime: 41

Odd: 19

Prime: 43

Odd: 21

Prime: 47

Odd: 23

Prime: 53

Odd: 25

Prime: 59

Odd: 27

Prime: 61

Odd: 29

Prime: 67

Odd: 31

Prime: 71

Prime: 73

Prime: 79

Prime: 83

Prime: 89

Prime: 97

#### Conclusion:

Multiple threads and their execution pattern studied in details. Need for mechanism to synchronize recognized.

#### References:

* 1. [https://[www.geeksforgeeks.org/multithreading-in-java/](http://www.geeksforgeeks.org/multithreading-in-java/)]
  2. Write program to synchronize threads using construct – monitor/serialize/semaphore of Java.

#### Objectives:

1. To learn about threading in Linux/Unix and Java and difference between them
2. Use of system call/library to write effective programs

#### Theory:

A semaphore controls access to a shared resource through the use of a counter. If the counter is greater than zero, then access is allowed. If it is zero, then access is denied. What the counter is counting are permits that allow access to the shared resource. Thus, to access the resource, a thread must be granted a permit from the semaphore.

###### Working of semaphore :

In general, to use a semaphore, the thread that wants access to the shared resource tries to acquire a permit.

* + If the semaphore’s count is greater than zero, then the thread acquires a permit, which causes the semaphore’s count to be decremented.
  + Otherwise, the thread will be blocked until a permit can be acquired.
  + When the thread no longer needs an access to the shared resource, it releases the permit, which causes the semaphore’s count to be incremented.
  + If there is another thread waiting for a permit, then that thread will acquire a permit at that time.

Java provide **Semaphore** class in *java.util.concurrent* package that implements this mechanism, so you don’t have to implement your own semaphores.

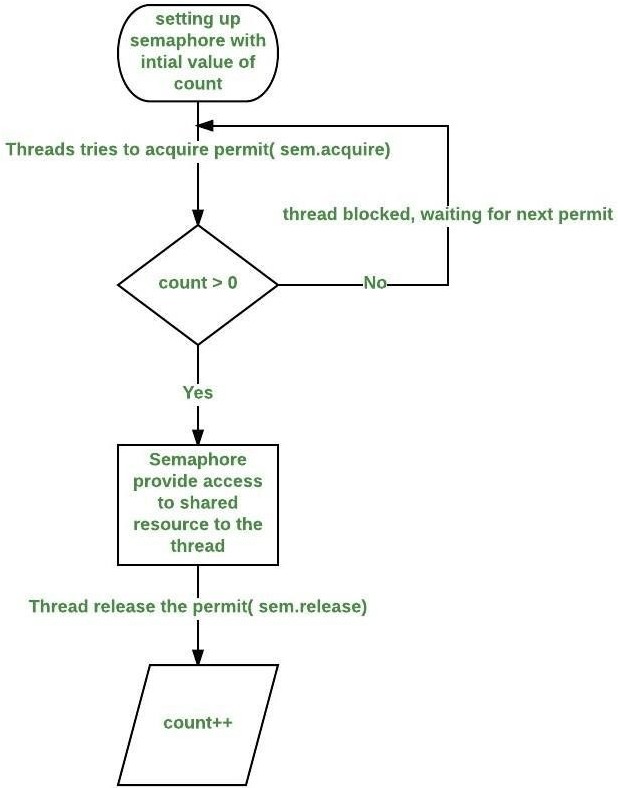


Fig 4.3: Semaphore Process

#### Flowchart:

**Data Dictionary:**

Fig 4.3: Program Flow

|  |  |  |  |
| --- | --- | --- | --- |
| Sr Number | Variable/Function | Datatype | Use |
| 1 | semaphore | Semaphore | Used to synchronize between the threads. |
| 2 | t1 | Thread1 | Print odd numbers. |
| 3 | t2 | Thread2 | Print prime numbers. |
| 4 | tm | G4 | Print even numbers. |

#### Program:

import java.util.concurrent.\*; public class G4 extends Thread

{

Table 4.3

public static Semaphore semaphore = new Semaphore(1); public static void main(String args[]) throws Exception {

Thread1 t1 = new Thread1(); Thread2 t2 = new Thread2(); G4 tm = new G4(); tm.start();

t1.start();

t2.start();

}

public void run()

{

try

{

semaphore.acquire(); for(int i=0;i<=20;i=i+2)

{

System.out.println("Even: "+i);

}

semaphore.release();

}

catch(InterruptedException exc){}

}

static class Thread1 extends Thread

{

public void run()

{

try

{

semaphore.acquire(); for(int i=1;i<=21;i=i+2)

{

System.out.println("Odd: "+i);

}

semaphore.release();

}

catch(InterruptedException exc){}

}

}

static class Thread2 extends Thread

{

public void run()

{

try

{

semaphore.acquire(); for(int i=2;i<50;i++)

{

int count = 0;

for(int j=2;j<i;j++)

{

if(i%j==0)

{

count++;

}

}

if(count==0) System.out.println("Prime: "+i);

}

semaphore.release();

}

catch(InterruptedException exc){}

}

}

}

#### Output:

it@it-OptiPlex-3020:~/Downloads$ javac C4.java

^[[Ait@it-OptiPlex-3020:~/Downloads$ java C4 Even: 0

Even: 2

Even: 4

Even: 6

Even: 8

Even: 10

Even: 12

Even: 14

Even: 16

Even: 18

Even: 20

Odd: 1

Odd: 3

Odd: 5

Odd: 7

Odd: 9

Odd: 11

Odd: 13

Odd: 15

Odd: 17

Odd: 19

Odd: 21

Prime: 2

Prime: 3

Prime: 5

Prime: 7

Prime: 11

Prime: 13

Prime: 17

Prime: 19

Prime: 23

Prime: 29

Prime: 31

Prime: 37

Prime: 41

Prime: 43

Prime: 47

#### Conclusion:

Synchronization of multiple threads using semaphore to let threads work synchronously to produce desirable outputs learned and implemented in Java

#### References:

1. [https://[www.geeksforgeeks.org/multithreading-in-java/](http://www.geeksforgeeks.org/multithreading-in-java/)]

* 1. Write a program in Linux to use clone system call and show how it is different from fork system call.

#### Objectives:

1. To learn about threading in Linux/Unix and Java and difference between them
2. Use of system call/library to write effective programs

#### Theory:

###### Syntax:

#define \_GNU\_SOURCE #include <sched.h>

int clone(int (\**fn*)(void \*), void \**child\_stack*,

int *flags*, void \**arg*, ...

/\* pid\_t \**ptid*, void \**newtls*, pid\_t \**ctid* \*/ );

/\* For the prototype of the raw system call, see NOTES \*/

###### Description:

clone() creates a new process, in a manner similar to [fork(2).](http://man7.org/linux/man-pages/man2/fork.2.html)

This page describes both the glibc clone() wrapper function and the underlying system call on which it is based. The main text describes the wrapper function; the differences for the raw system call are described toward the end of this page.

###### Difference between fork and clone:

Unlike [fork(2),](http://man7.org/linux/man-pages/man2/fork.2.html) clone() allows the child process to share parts of its execution context with the calling process, such as the virtual address space, the table of file descriptors, and the table of signal handlers. (Note that on this manual page, "calling process" normally corresponds to "parent process". But see the description of

CLONE\_PARENT below.)

#### Data Dictionary:

|  |  |  |  |
| --- | --- | --- | --- |
| Sr Number | Variable/Function | Datatype | Use |
| 1 | fn | Int (function) | Run code under child process. |
| 2 | pchild\_stack | void\* | Allocating memory. |
| 3 | pid | int | ID of cloned process. |

Table 4.4

#### Program:

#include <stdio.h> #include <sched.h> #include <stdlib.h> #include <sys/wait.h> int fn()

{

printf("\nThis code is running under child process.\n\n");

int i = 0; int n = 7;

for ( i = 1 ; i <= 8 ; i++ )

{

printf("%d \* %d = %d\n", n, i, (n\*i));

}

return 0;

}

void main(int argc, char \*argv[])

{

printf("We are in Parent\n\n");

void \*pchild\_stack = malloc(1024 \* 1024); if ( pchild\_stack == NULL )

{

printf("ERROR: Unable to allocate memory.\n"); exit(EXIT\_FAILURE);

}

printf("Creating Child\n");

int pid = clone(fn, pchild\_stack + (1024 \* 1024), SIGCHLD, argv[1]); if ( pid < 0 )

{

printf("ERROR: Unable to create the child process.\n"); exit(EXIT\_FAILURE);

}

wait(NULL);

free(pchild\_stack);

printf("\nChild process terminated.\n");

}

#### Output:

it@it-OptiPlex-3020:~/Downloads$ gcc D4.c it@it-OptiPlex-3020:~/Downloads$ ./a.out We are in Parent

Creating Child

This code is running under child process. 7 \* 1 = 7

7 \* 2 = 14

7 \* 3 = 21

7 \* 4 = 28

7 \* 5 = 35

7 \* 6 = 42

7 \* 7 = 49

7 \* 8 = 56

Child process terminated.

#### Conclusion:

clone() can be used to produce a child which could share some information of its parent and can be further modified to have its own form.

#### References:

**1.[**https://[www.geeksforgeeks.org/clone-method-in-java-2/](http://www.geeksforgeeks.org/clone-method-in-java-2/)]

* 1. Write a program using p-thread library of Linux. Create three threads to take odd, even and prime respectively and print their average respectively.

#### Objectives:

1. To learn about threading in Linux/Unix and Java and difference between them..
2. Use of system call/library to write effective programs

#### Theory:

Historically, hardware vendors have implemented their own proprietary versions of threads. These implementations differed substantially from each other making it difficult for programmers to develop portable threaded applications.

* + In order to take full advantage of the capabilities provided by threads, a standardized programming interface was required.
  + For UNIX systems, this interface has been specified by the IEEE POSIX 1003.1c standard (1995).
  + Implementations adhering to this standard are referred to as POSIX threads, or Pthreads.
  + Most hardware vendors now offer Pthreads in addition to their proprietary API's.
  + The POSIX standard has continued to evolve and undergo revisions, including the Pthreads specification.

Pthreads defines a set of [**C**](https://en.wikipedia.org/wiki/C_(programming_language)) programming language [**types**,](https://en.wikipedia.org/wiki/Data_type) [**functions**](https://en.wikipedia.org/wiki/Function_(computer_science)) and constants. It is implemented with a pthread.h header and a thread [**library**.](https://en.wikipedia.org/wiki/Library) Pthread programs are compiled using gcc -pthread.

There are around 100 threads procedures, all prefixed ‘pthread\_’ and they can be categorized into four groups:

* Thread management - creating, joining threads etc.
* [Mutexes.](https://en.wikipedia.org/wiki/Mutex)
* [Condition variables.](https://en.wikipedia.org/wiki/Condition_variable)
* [Synchronization](https://en.wikipedia.org/wiki/Synchronization_(computer_science)) between threads using read/write locks and barriers.

On Linux, both fork() and pthreads use the same system call clone(), which creates a new process. The difference between them is simply the parameters they send to clone(), when creating a new thread, it simply makes both processes use the same memory mappings.

Pthreads are created using pthread\_create(). Pthreads terminate when the function returns, or the thread can call pthread\_exit() which terminates the calling thread explicitly.

* int pthread\_create(pthread\_t \*thread\_id,const pthread\_attr\_t \*attributes,void

\*(\*thread\_function)(void \*), void \*arguments);

When an attribute object is not specified, it is NULL, and the *default* thread is created with the following attributes:

* + It is unbounded and nondetached.
  + It has a a default stack and stack size.
  + It inhetits the parent's priority.
* Int pthread\_exit (void \*status);

##### Advantages:

* **Light Weight**: When compared to the cost of creating and managing a process, a thread can be created with much less operating system overhead. Managing threads requires fewer system resources than managing processes.
* **Efficient Communications/Data Exchange**: The primary motivation for considering the use of Pthreads in a high performance computing environment is to achieve optimum performance. In particular, if an application is using MPI for on-node communications, there is a potential that performance could be improved by using Pthreads instead. For Pthreads there is no intermediate memory copy required because threads share the same address space within a single process. There is no data transfer, per se. It can be as efficient as simply passing a pointer.
* A perfect example is the typical web browser, where many interleaved tasks can be happening at the same time, and where tasks can vary in priority.

#### Data Dictionary:

|  |  |  |  |
| --- | --- | --- | --- |
| Sr Number | Variable/Function | Datatype | Use |
| 1 | t1 | pthread\_t | Create thread in c. |
| 2 | t2 | pthread\_t | Create thread in c. |
| 3 | t3 | pthread\_t | Create thread in c. |
| 4 | even | void \* | Function for thread t1. Prints even numbers. |
| 5 | odd | void \* | Function for thread t2. Prints odd numbers. |
| 6 | prime | void \* | Function for thread t3. Prints prime numbers. |

Table 4.5

#### Program:

#include<stdio.h> #include <stdlib.h>

#include <pthread.h> void \*even(void \*mid)

{

int count = 0, sum = 0; float avg = 0.0;

int\* id = (int\*)mid; for(int i=1;i<=20;i++)

{ if(i%2==0)

{

count++;

sum = sum + i;

printf("Even %d: %d\n",count,i);

}

}

avg = (float)sum/count; printf("Average is %f\n", avg);

}

void \*odd(void \*mid)

{

int count = 0, sum = 0;

float avg = 0.0; for(int i=1;i<=20;i++)

{ if(i%2!=0)

{

count++;

sum = sum + i;

printf("Odd %d: %d\n",count,i);

}

}

avg = (float)sum/count; printf("Average is %f\n", avg);

}

void \*prime(void \*mid)

{

int count = 1, sum = 2, c = 0; float avg = 0.0;

printf("Prime %d: %d\n",count,2); for(int i=3;i<=20;i++)

{

c = 0;

for(int j=2;j<i;j++)

{

if(i%j==0)

{ c++;

break;

}

}

if(c == 0)

{

count++;

sum = sum + i;

printf("Prime %d: %d\n",count,i);

}

}

avg = (float)sum/count; printf("Average is %f\n", avg);

}

int main()

{

pthread\_t t1,t2,t3;

// Let us create three threads pthread\_create(&t1, NULL, &odd, NULL); pthread\_create(&t2, NULL, &even, NULL); pthread\_create(&t3, NULL, &prime, NULL); pthread\_exit(NULL);

return 0;

}

#### Output:

Odd 1: 1

Odd 2: 3

Odd 3: 5

Odd 4: 7

Odd 5: 9

Odd 6: 11

Odd 7: 13

Odd 8: 15

Odd 9: 17

Odd 10: 19

Average is 10.000000

Prime 1: 2

Prime 2: 3

Prime 3: 5

Prime 4: 7

Prime 5: 11

Prime 6: 13

Prime 7: 17

Prime 8: 19

Average is 9.625000

Even 1: 2

Even 2: 4

Even 3: 6

Even 4: 8

Even 5: 10

Even 6: 12

Even 7: 14

Even 8: 16

Even 9: 18

Even 10: 20

Average is 11.000000

#### Conclusion:

Use of p\_threads in C language to create and synchronize using semaphore can be done.

#### References:

1.[https://[www.cs.nmsu.edu/~jcook/Tools/pthreads/library.html](http://www.cs.nmsu.edu/~jcook/Tools/pthreads/library.html)]

* 1. Write a program using p-thread library of Linux. Create three threads to take odd, even and prime respectively and print their average respectively.

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#### Theory:

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  + For UNIX systems, this interface has been specified by the IEEE POSIX 1003.1c standard (1995).
  + Implementations adhering to this standard are referred to as POSIX threads, or Pthreads.
  + Most hardware vendors now offer Pthreads in addition to their proprietary API's.
  + The POSIX standard has continued to evolve and undergo revisions, including the Pthreads specification.

Pthreads defines a set of [**C**](https://en.wikipedia.org/wiki/C_(programming_language)) programming language [**types**,](https://en.wikipedia.org/wiki/Data_type) [**functions**](https://en.wikipedia.org/wiki/Function_(computer_science)) and constants. It is implemented with a pthread.h header and a thread [**library**.](https://en.wikipedia.org/wiki/Library) Pthread programs are compiled using gcc -pthread.

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* Thread management - creating, joining threads etc.
* [Mutexes.](https://en.wikipedia.org/wiki/Mutex)
* [Condition variables.](https://en.wikipedia.org/wiki/Condition_variable)
* [Synchronization](https://en.wikipedia.org/wiki/Synchronization_(computer_science)) between threads using read/write locks and barriers.

On Linux, both fork() and pthreads use the same system call clone(), which creates a new process. The difference between them is simply the parameters they send to clone(), when creating a new thread, it simply makes both processes use the same memory mappings.

Pthreads are created using pthread\_create(). Pthreads terminate when the function returns, or the thread can call pthread\_exit() which terminates the calling thread explicitly. One Thread can wait on the termination of another by using pthread\_join(). The exit status is returned in status\_ptr.

* int **pthread\_create**(pthread\_t \*thread\_id,const pthread\_attr\_t \*attributes,void

\*(\*thread\_function)(void \*), void \*arguments);

When an attribute object is not specified, it is NULL, and the *default* thread is created with the following attributes:

* + It is unbounded.
  + It is nondetached.
  + It has a a default stack and stack size.
  + It inhetits the parent's priority.
* Int **pthread\_exit** (void \*status);
* int **pthread\_join** (pthread\_t thread, void \*\*status\_ptr);

##### Advantages:

* **Light Weight**: When compared to the cost of creating and managing a process, a thread can be created with much less operating system overhead. Managing threads requires fewer system resources than managing processes.
* **Efficient Communications/Data Exchange**: The primary motivation for considering the use of Pthreads in a high performance computing environment is to achieve optimum performance. In particular, if an application is using MPI for on-node communications, there is a potential that performance could be improved by using Pthreads instead. For Pthreads there is no intermediate memory copy required because threads share the same address space within a single process. There is no data transfer, per se. It can be as efficient as simply passing a pointer.
* A perfect example is the typical web browser, where many interleaved tasks can be happening at the same time, and where tasks can vary in priority.

#### Data Dictionary:

|  |  |  |  |
| --- | --- | --- | --- |
| Sr Number | Variable/Function | Datatype | Use |
| 1 | t | int | Input variable. |
| 2 | tid | pthread\_t | Creating a thread in c. |
| 3 | st1 | void\* | Number 1 |
| 4 | st2 | void\* | Number 2 |
| 5 | st3 | void\* | Number 3 |
| 6 | st4 | void\* | Number 4 |
| 7 | avg | float | Average of above 4 numbers. |

Table 4.6

#### Program:

#include <pthread.h> #include <stdio.h> void \*myThread()

{

int t; scanf("%d",&t);

return (void \*)t;

}

int main()

{

pthread\_t tid;

void \*st1,\*st2,\*st3,\*st4; printf("First number\n");

pthread\_create(&tid, NULL, myThread, NULL); pthread\_join(tid, &st1);

printf("Second number\n");

pthread\_create(&tid, NULL, myThread, NULL); pthread\_join(tid, &st2);

printf("Third number\n");

pthread\_create(&tid, NULL, myThread, NULL); pthread\_join(tid, &st3);

printf("Fourth number\n"); pthread\_create(&tid, NULL, myThread, NULL); pthread\_join(tid, &st4);

float avg = ((int)st1+(int)st2+(int)st3+(int)st4)/4; printf("%f\n",avg);

return 0;

}

#### Output:

$ ./a.out First number 12

Second number 23

Third number

34

Fourth number 45

28.000000

$ ./a.out First number 100

Second number 200

Third number 400

Fourth number 500

300.000000

#### Conclusion:

Use of p\_threads in C language to create and synchronize using semaphore can be done.

#### References:

1. [https://[www.cs.nmsu.edu/~jcook/Tools/pthreads/library.html](http://www.cs.nmsu.edu/~jcook/Tools/pthreads/library.html)]

* 1. Write program to synchronize threads using construct – monitor/serialize/semaphore of Java

#### Objectives:

1. To learn about threading in Linux/Unix and Java and difference between them
2. Use of system call/library to write effective programs

#### Theory:

A semaphore controls access to a shared resource through the use of a counter. If the counter is greater than zero, then access is allowed. If it is zero, then access is denied. What the counter is counting are permits that allow access to the shared resource. Thus, to access the resource, a thread must be granted a permit from the semaphore.

Working of semaphore :

In general, to use a semaphore, the thread that wants access to the shared resource tries to acquire a permit.

* + If the semaphore’s count is greater than zero, then the thread acquires a permit, which causes the semaphore’s count to be decremented.
  + Otherwise, the thread will be blocked until a permit can be acquired.
  + When the thread no longer needs an access to the shared resource, it releases the permit, which causes the semaphore’s count to be incremented.
  + If there is another thread waiting for a permit, then that thread will acquire a permit at that time.
  + Java provide **Semaphore** class in *java.util.concurrent* package that implements this mechanism, so you don’t have to implement your own semaphores.

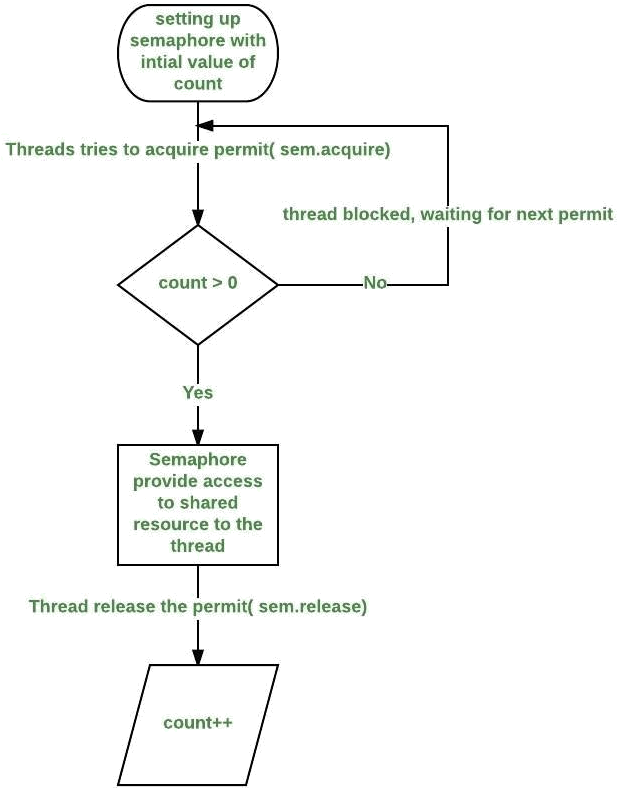


Fig 4.7 : Program Flow

#### Data Dictionary:

|  |  |  |  |
| --- | --- | --- | --- |
| Sr Number | Variable/Function | Datatype | Use |
| 1 | Semaphore | Semaphore | Used to synchronize between the threads. |
| 2 | t1 | Thread1 | Print odd numbers. |
| 3 | t2 | Thread2 | Print prime numbers. |
| 4 | tm | G4 | Print even numbers. |

Table 4.7

#### Program:

import java.util.concurrent.\*;

public class G4 extends Thread

{

public static Semaphore semaphore = new Semaphore(1); public static void main(String args[]) throws Exception {

Thread1 t1 = new Thread1(); Thread2 t2 = new Thread2(); G4 tm = new G4(); tm.start();

t1.start();

t2.start();

}

public void run()

{

try

{

semaphore.acquire(); for(int i=0;i<=30;i=i+2)

{

System.out.println("Even: "+i);

}

semaphore.release();

}

catch(InterruptedException exc){}

}

static class Thread1 extends Thread

{

public void run()

{

try

{

semaphore.acquire(); for(int i=1;i<=31;i=i+2)

{

System.out.println("Odd: "+i);

}

semaphore.release();

}

catch(InterruptedException exc){}

}

}

static class Thread2 extends Thread

{

public void run()

{

try

{

semaphore.acquire(); for(int i=2;i<100;i++)

{

int count = 0; for(int j=2;j<i;j++)

{

if(i%j==0)

{

count++;

}

}

if(count==0) System.out.println("Prime: "+i);

}

semaphore.release();

}

catch(InterruptedException exc){}

}

}

}

#### Output:

it@it-OptiPlex-3020:~/Downloads$ javac C4.java

^[[Ait@it-OptiPlex-3020:~/Downloads$ java C4 Even: 0

Even: 2

Even: 4

Even: 6

Even: 8

Even: 10

Even: 12

Even: 14

Even: 16

Even: 18

Even: 20

Even: 22

Even: 24

Even: 26

Even: 28

Even: 30

Odd: 1

Odd: 3

Odd: 5

Odd: 7

Odd: 9

Odd: 11

Odd: 13

Odd: 15

Odd: 17

Odd: 19

Odd: 21

Odd: 23

Odd: 25

Odd: 27

Odd: 29

Odd: 31

Prime: 2

Prime: 3

Prime: 5

Prime: 7

Prime: 11

Prime: 13

Prime: 17

Prime: 19

Prime: 23

Prime: 29

Prime: 31

Prime: 37

Prime: 41

Prime: 43

Prime: 47

Prime: 53

Prime: 59

Prime: 61

Prime: 67

Prime: 71

Prime: 73

Prime: 79

Prime: 83

Prime: 89

Prime: 97

#### Conclusion:

Synchronization of multiple threads using semaphore to let threads work synchronously to produce desirable outputs learned and implemented in Java

#### References:

1.[https://[www.geeksforgeeks.org/multithreading-in-java/](http://www.geeksforgeeks.org/multithreading-in-java/)]

* 1. Write program using semaphore to ensure that function f1 should executed after f2 in java.

#### Objectives:

1. To learn about threading in Linux/Unix and Java and difference between them..
2. Use of system call/library to write effective programs

#### Theory:

A Semaphore is a thread synchronization construct that can be used either to send signals between threads to avoid [missed signals,](http://tutorials.jenkov.com/java-concurrency/thread-signaling.html#missedsignals) or to guard a [critical section](http://tutorials.jenkov.com/java-concurrency/race-conditions-and-critical-sections.html) like you would with a [lock.](http://tutorials.jenkov.com/java-concurrency/locks.html) Methods in Semaphore Class:

* + **void acquire()** : This method acquires a permit, if one is available and returns immediately, reducing the number of available permits by one.
  + **void release()** : This method releases a permit, increasing the number of available permits by one. If any threads are trying to acquire a permit, then one is selected and given the permit that was just released.

###### Working of semaphore :

* + In general, to use a semaphore, the thread that wants access to the shared resource tries to acquire a permit.
  + If the semaphore’s count is greater than zero, then the thread acquires a permit, which causes the semaphore’s count to be decremented.
  + Otherwise, the thread will be blocked until a permit can be acquired.
  + When the thread no longer needs an access to the shared resource, it releases the permit, which causes the semaphore’s count to be incremented.
  + If there is another thread waiting for a permit, then that thread will acquire a permit at that time.

Java provide **Semaphore** class in *java.util.concurrent* package that implements this mechanism, so you don’t have to implement your own semaphores.

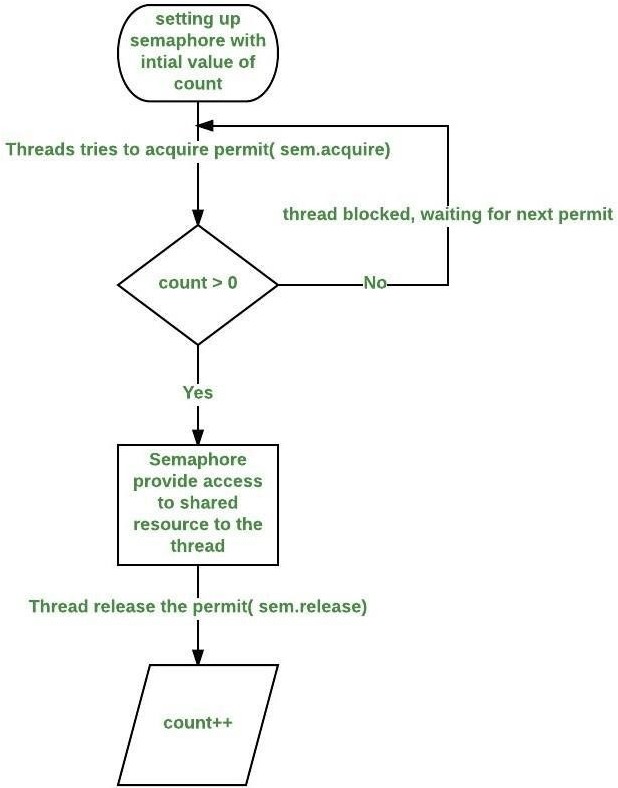


Fig 4.8: Program Flow

#### Data Dictionary:

|  |  |  |  |
| --- | --- | --- | --- |
| Sr Number | Variable/Function | Datatype | Use |
| 1 | sem | Semaphore | Used to synchronize between the threads. |
| 2 | mt1 | MyThread | Thread 1. |
| 3 | mt2 | MyThread | Thread 2. |
| 4 | threadName | String | Name of the thread. |

Table 4.8

#### Program:

import java.util.concurrent.\*; class Shared

{

static int count = 0;

}

class MyThread extends Thread

{

Semaphore sem; String threadName;

public MyThread(Semaphore sem, String threadName)

{

super(threadName); this.sem = sem;

this.threadName = threadName;

}

@Override

public void run() {

if(this.getName().equals("A"))

{

System.out.println("Starting " + threadName); try

{

System.out.println(threadName + " is waiting for a permit."); sem.acquire();

System.out.println(threadName + " gets a permit."); for(int i=0; i < 5; i++)

{

Shared.count++;

System.out.println(threadName + ": " + Shared.count); Thread.sleep(1000);

}

} catch (InterruptedException exc)

{ System.out.println(exc);

}

System.out.println(threadName + " releases the permit."); sem.release();

}

else

{

System.out.println("Starting " + threadName); try

{

System.out.println(threadName + " is waiting for a permit."); sem.acquire();

System.out.println(threadName + " gets a permit."); for(int i=0; i < 5; i++)

{

Shared.count--;

System.out.println(threadName + ": " + Shared.count); Thread.sleep(1000);

}

} catch (InterruptedException exc)

{ System.out.println(exc);

}

System.out.println(threadName + " releases the permit."); sem.release();

}

}

}

public class H4

{

public static void main(String args[]) throws InterruptedException

{

Semaphore sem = new Semaphore(1); MyThread mt1 = new MyThread(sem, "A");

MyThread mt2 = new MyThread(sem, "B"); mt1.start();

mt2.start();

mt1.join();

mt2.join();

System.out.println("count: " + Shared.count);

}

}

#### Output:

Starting B

B is waiting for a permit. Starting A

A is waiting for a permit. B gets a permit.

B: -1

B: -2

B: -3

B: -4

B: -5

B releases the permit.

A gets a permit.

A: -4

A: -3

A: -2

A: -1

A: 0

A releases the permit. count: 0

#### Conclusion:

Synchronization of functions using semaphores in Java by acquire and release of semaphores studied and implemented.

#### References:

1.[https://[www.geeksforgeeks.org/multithreading-in-java/](http://www.geeksforgeeks.org/multithreading-in-java/)]

# Chapter 5

**Shell Programming: Shell Scripts**

* 1. Write a program to implement a shell script for calculator

**Objectives:**

To learn shell programming and use it for write effective programs.

#### Theory:

Theory: The shell provides you with an interface to the UNIX system. It gathers input from you and executes programs based on that input. When a program finishes executing, it displays that program's output.

A shell is an environment in which we can run our commands, programs, and shell scripts. There are different flavors of shells, just as there are different flavors of operating systems. Each flavor of shell has its own set of recognized commands and functions.

#### Flowchart:

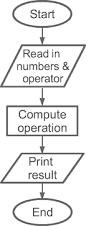


Fig 5.1 : Shell Execution Flow

**Data Variables:**

|  |  |  |  |
| --- | --- | --- | --- |
| no | Variable | Type | use |
| 1 | i | int | do while loop |
| 2 | n1 | int | calculation |
| 3 | n2 | int | calculation |

Table 5.1

**Program:**

clear sum=0 i="y"

echo " Enter one no." read n1

echo "Enter second no." read n2

while [ $i = "y" ] do

echo "1.Addition" echo "2.Subtraction"

echo "3.Multiplication" echo "4.Division"

echo "Enter your choice" read ch

case $ch in

* + 1. sum=`expr $n1 + $n2` echo "Sum ="$sum;; 2)sum=`expr $n1 - $n2` echo "Sub = "$sum;; 3)sum=`expr $n1 \\* $n2` echo "Mul = "$sum;;

fi done

4)sum=`expr $n1 / $n2` echo "Div = "$sum;;

\*)echo "Invalid choice";; esac

echo "Do u want to continue ?" read i

if [ $i != "y" ] then

exit

**Output:**

it@it-OptiPlex-3sk046:~/Uos$ sh ./5a.sh Enter any no.

121

Enter one no.

21

Enter second no.

58

1.Addition 2.Subtraction 3.Multiplication 4.Division

Enter your choice 1

Sum =79

Do u want to continue ? y

1.Addition 2.Subtraction

3.Multiplication 4.Division

Enter your choice 2

Sub = -37

Do u want to continue ? y

1.Addition 2.Subtraction 3.Multiplication 4.Division

Enter your choice 3

Mul = 1218

Do u want to continue ? y

1.Addition 2.Subtraction 3.Multiplication 4.Division

Enter your choice 4

Div = 0

Do u want to continue ? n

**Conclusion:** Calculator constructed using shell programming.

#### References:

**1.[**[**https://www.tutorialspoint.com/unix/unix-what-is-shell.htm/**](https://www.tutorialspoint.com/unix/unix-what-is-shell.htm/)**]**

* 1. Write a program to implement a digital clock using shell script.

#### Objectives:

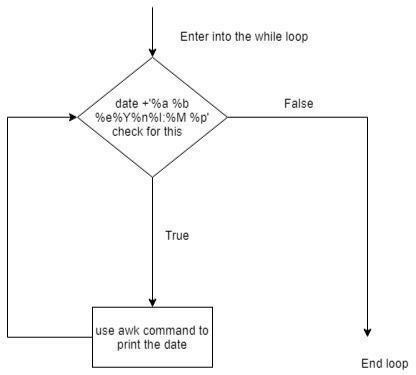
To learn shell programming and use it for write effective programs

#### Theory:

The shell provides you with an interface to the UNIX system. It gathers input from you and executes programs based on that input. When a program finishes executing, it displays that program's output.

A shell is an environment in which we can run our commands, programs, and shell scripts. There are different flavors of shells, just as there are different flavors of operating systems. Each flavor of shell has its own set of recognized commands and functions.

#### Flowchart:

Fig 5.2 : Program Flow

#### Program:

while true do

date +'%a %b %e %Y%n%I:%M %p' done | awk '!seen[$0]++'

#### Output:

$rushi@rushi-HP-Pavilion-Notebook:~/Downloads/5b$ sh 5b.sh Sat Apr 7 2018 05:31 PM ^C $

#### Conclusion:

Array sorted constructed using shell programming.

#### References:

[1.[ht](http://www.tutorialspoint.com/unix/unix-shell.htm/)tp:[//www.tutorialspoint.com/unix/unix-shell.htm/](http://www.tutorialspoint.com/unix/unix-shell.htm/)]

* 1. Using shell sort the given 10 number in ascending order (use of array).

**Objectives:**

To learn shell programming and use it for write effective programs.

**Theory:**

The shell provides you with an interface to the UNIX system. It gathers input from you and executes programs based on that input. When a program finishes executing, it displays that program's output.

A shell is an environment in which we can run our commands, programs, and shell scripts. There are different flavors of shells, just as there are different flavors of operating systems. Each flavor of shell has its own set of recognized commands and functions.

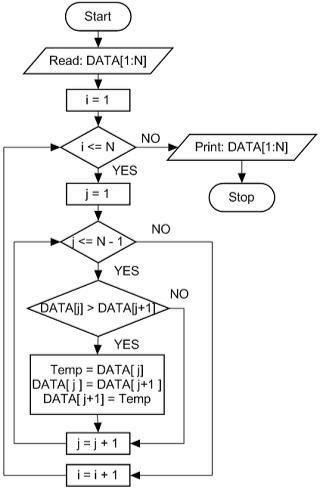
**Flowchart**:

Fig 5.3

**Data Variables:**

|  |  |  |  |
| --- | --- | --- | --- |
| no | Variable | Type | use |
| 1 | a[i] | array | array |
| 2 | i | int | outer loop |
| 3 | j | int | inner loop |

Table 5.3

**Program:**

for i in {0..9} do

echo "Enter the element" read a[i]

done

#array display before sorting echo "The array elements are:" for i in {0..9}

do

echo ${a[i]} done

#algorithm to sort the array..bubble sort for ((i=0;i<10;i++))

do

for (( j = $i; j < 10; j++ )) do

if [ ${a[$i]} -gt ${a[$j]} ]; then t=${a[$i]}

a[$i]=${a[$j]} a[$j]=$t

fi

done done

#array display after sorting echo "The array elements are:" for i in {0..9}

do

echo ${a[i]} done

**Output:**

it@it-OptiPlex-3sk046:~/Uos$ ./5c.sh Enter the element

1

Enter the element 5

Enter the element 9

Enter the element 2

Enter the element 3

Enter the element 0

Enter the element 11

Enter the element 67

Enter the element 54

Enter the element 90

The array elements are:

1

5

9

2

3

0

11

67

54

The array elements are:

0

1

2

3

5

9

11

54

67

#### Conclusion:

Array sorted constructed using shell programming.

#### References:

[1.[ht](http://www.tutorialspoint.com/unix/unix-shell.htm/)tp:[//www.tutorialspoint.com/unix/unix-shell.htm/](http://www.tutorialspoint.com/unix/unix-shell.htm/)]

* 1. Shell script to print &quot;Hello World&quot; message, in Bold, Blink effect, and in different colors like red, brown etc.

**Objectives:**

To learn shell programming and use it for write effective programs.

**Theory:**

The shell provides you with an interface to the UNIX system. It gathers input from you and executes programs based on that input. When a program finishes executing, it displays that program's output.

A shell is an environment in which we can run our commands, programs, and shell scripts. There are different flavors of shells, just as there are different flavors of operating systems. Each flavor of shell has its own set of recognized commands and functions.

**Flowchart**:

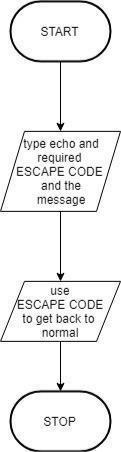


Fig 5.4 : Execution Flow

**Program:**

clear

echo -e "\033[1m Hello World" # bold effect

echo -e "\033[5m Hello World" # blink effect

echo -e "\033[0m Hello World" # back to noraml

echo -e "\033[31m Hello World" # Red color

echo -e "\033[32m Hello World" # Green color

echo -e "\033[33m Hello World" # See remaing on screen

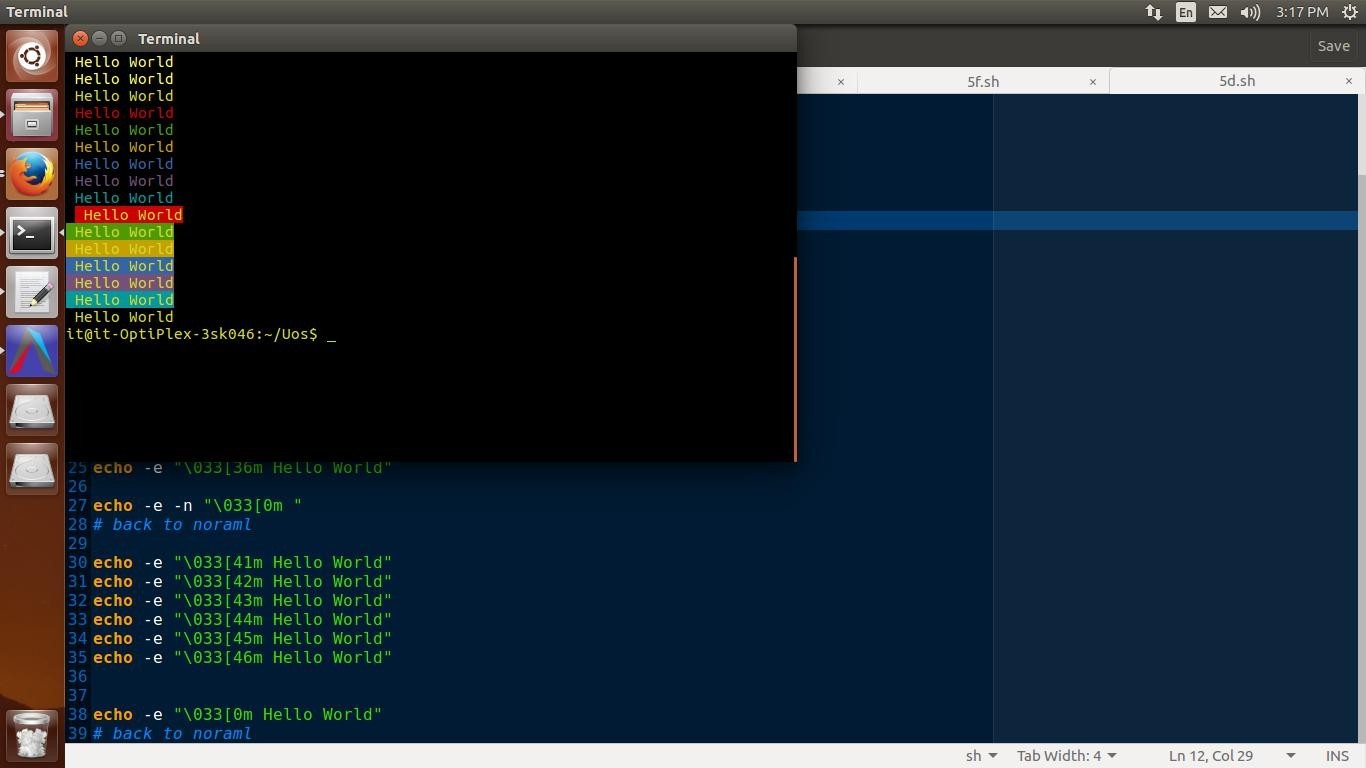
echo -e "\033[34m Hello World" echo -e "\033[35m Hello World" echo -e "\033[36m Hello World"

echo -e -n "\033[0m " # back to normal

echo -e "\033[41m Hello World" echo -e "\033[42m Hello World" echo -e "\033[43m Hello World" echo -e "\033[44m Hello World" echo -e "\033[45m Hello World" echo -e "\033[46m Hello World"

echo -e "\033[0m Hello World" # back to noraml

#### Output:



**Conclusion:**

Given text effectively styled in various formats

#### References:

[1.[ht](http://www.tutorialspoint.com/unix/unix-shell.htm/)tp:[//www.tutorialspoint.com/unix/unix-shell.htm/](http://www.tutorialspoint.com/unix/unix-shell.htm/)]

* 1. Shell script to determine whether given file exists or not.

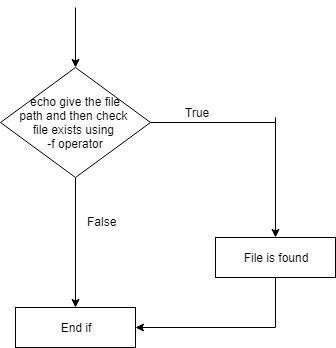
**Objectives:**

To learn shell programming and use it for write effective programs.

**Theory:**

The shell provides you with an interface to the UNIX system. It gathers input from you and executes programs based on that input. When a program finishes executing, it displays that program's output.

A shell is an environment in which we can run our commands, programs, and shell scripts. There are different flavors of shells, just as there are different flavors of operating systems. Each flavor of shell has its own set of recognized commands and functions.

**Flowchart:**

**Data Variables:**

Fig 5.5program flow

|  |  |  |  |
| --- | --- | --- | --- |
| no | Variable | Type | Use |
| 1 | file | file | Pathname |

Table 5.5

**Program:**

echo "Enter file path to check it is available or not" read file

if [ -f "$file" ] then

echo "$file found." else

echo "$file not found."

fi

**Output:**

it@it-OptiPlex-3sk046:~/Uos$ ./5e.sh Enter file path to check it is available or not

/home/it/Uos/5atheory 3/home/it/Uos/5atheory found.

it@it-OptiPlex-3sk046:~/Uos$ ./5e.sh Enter file path to check it is available or not

/home/it/5atheory

/home/it/5atheory not found.

#### Conclusion:

File path verified using shell programming

#### References:

[1.[ht](http://www.tutorialspoint.com/unix/unix-shell.htm/)tp:[//www.tutorialspoint.com/unix/unix-shell.htm/](http://www.tutorialspoint.com/unix/unix-shell.htm/)]

* 1. Import python script in shell script.

**Objectives:**

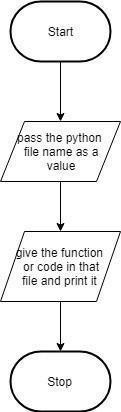
To learn shell programming and use it for write effective programs.

**Theory:**

The shell provides you with an interface to the UNIX system. It gathers input from you and executes programs based on that input. When a program finishes executing, it displays that program's output.

A shell is an environment in which we can run our commands, programs, and shell scripts. There are different flavors of shells, just as there are different flavors of operating systems. Each flavor of shell has its own set of recognized commands and functions.

**Flowchart:**



**Data Variables:**

Fig 5.6 program flow

|  |  |  |  |
| --- | --- | --- | --- |
| no | Variable | Type | use |
| 1 | value | any | import python |

**Program:**

5f.sh

echo "This is shell script" value=$(python p1.py) echo $value

p1.py

def function():

return "This is python script" if name == " main ":

print(function())

Table:5.6

**Output:**

it@it-OptiPlex-3sk046:~/Uos$ ./5f.sh This is shell script

This is python script

it@it-OptiPlex-3sk046:~/Uos$

#### Conclusion:

Python script is imported using shell script

#### References:

[1.[ht](http://www.tutorialspoint.com/unix/unix-shell.htm/)tp:[//www.tutorialspoint.com/unix/unix-shell.htm/](http://www.tutorialspoint.com/unix/unix-shell.htm/)]

# Chapter 6 IPC:Semaphores

* 1. Write a program to illustrate the semaphore concept. Use fork so that 2 process running simultaneously and communicate via semaphore.

**Objectives:**

* + 1. To learn about IPC through semaphore.
    2. Use of system call and IPC mechanism to write effective application programs.

#### Theory:

A semaphore controls access to a shared resource through the use of a counter. If the counter is greater than zero, then access is allowed. If it is zero, then access is denied. What the counter is counting are permits that allow access to the shared resource. Thus, to access the resource, a thread must be granted a permit from the semaphore.

Working of semaphore :

In general, to use a semaphore, the thread that wants access to the shared resource tries to acquire a permit. If the semaphore’s count is greater than zero, then the thread acquires a permit, which causes the semaphore’s count to be decremented. Otherwise, the thread will be blocked until a permit can be acquired. When the thread no longer needs an access to the shared resource, it releases the permit, which causes the semaphore’s count to be incremented. If there is another thread waiting for a permit, then that thread will acquire a permit at that time. The function semget() initializes or gains access to a semaphore.

It is prototyped by: int semget(key\_t key, int nsems, int semflg);

When the call succeeds, it returns the semaphore ID (semid). The key argument is a access value associated with the semaphore ID. The nsems argument specifies the number of elements in a semaphore array. The call fails when nsems is greater than the number of elements in an existing array; when the correct count is not known, supplying 0 for this argument ensures that it will succeed. POSIX Semaphores: <semaphore.h>

sem\_open() -- Connects to, and optionally creates, a named semaphore

sem\_init() -- Initializes a semaphore structure (internal to the calling program, so not a named semaphore).

sem\_close() -- Ends the connection to an open semaphore.

sem\_unlink() -- Ends the connection to an open semaphore and causes the semaphore to be removed when the last process closes it.

sem\_destroy() -- Initializes a semaphore structure (internal to the calling program, so not a named semaphore).

sem\_getvalue() -- Copies the value of the semaphore into the specified integer.

sem\_wait(), sem\_trywait() -- Blocks while the semaphore is held by other processes or returns an error if the semaphore is held by another process.

sem\_post() -- Increments the count of the semaphore.

#### Data Dictionary:

|  |  |  |  |
| --- | --- | --- | --- |
| Number | Variable/function | Data Type | Use |
| 1 | pid | int | Get Process ID |
| 2 | semflg | int | Flag to pass to semget |
| 3 | semid | int | Id of semaphore |
| 4 | key | key\_t | Key to pass to semget |
| 5 | nops | int | Number of Operations |
| 6 | sops | Struct sembuf | Pointer to operations to perform |

Table 6.1

#### Program:-

#include <stdio.h> #include <sys/types.h> #include <sys/ipc.h> #include <sys/sem.h> union semun {

int val;

struct semid\_ds \*buf; ushort \*array;

};

main()

{ int i,j; int pid;

int semid; /\* semid of semaphore set \*/

key\_t key = 1234; /\* key to pass to semget() \*/

int semflg = IPC\_CREAT | 0666; /\* semflg to pass to semget() \*/ int nsems = 1; /\* nsems to pass to semget() \*/

int nsops; /\* number of operations to do \*/

struct sembuf \*sops = (struct sembuf \*) malloc(2\*sizeof(struct sembuf));

/\* ptr to operations to perform \*/

/\* set up semaphore \*/

(void) fprintf(stderr, "\nsemget: Setting up seamaphore: semget(%#lx, %\

%#o)\n",key, nsems, semflg);

if ((semid = semget(key, nsems, semflg)) == -1) { perror("semget: semget failed");

exit(1);

} else

(void) fprintf(stderr, "semget: semget succeeded: semid =\

%d\n", semid)

/\* get child process \*/ if ((pid = fork()) < 0) {

perror("fork"); exit(1);

}

if (pid == 0)

{ /\* child

\*/ i = 0;

while (i < 3) {/\* allow for 3 semaphore sets \*/ nsops = 2;

/\* wait for semaphore to reach zero \*/ sops[0].sem\_num = 0; /\* We only use one track \*/ sops[0].sem\_op = 0; /\* wait for semaphore flag to become zero \*/ sops[0].sem\_flg = SEM\_UNDO; /\* take off semaphore asynchronous \*/ sops[1].sem\_num = 0;

sops[1].sem\_op = 1; /\* increment semaphore -- take control of track \*/ sops[1].sem\_flg = SEM\_UNDO | IPC\_NOWAIT; /\* take off semaphore \*/

/\* Recap the call to be made. \*/

(void) fprintf(stderr,"\nsemop:Child Calling semop(%d, &sops, %d) with:", semid, nsops); for (j = 0; j < nsops; j++)

{

(void) fprintf(stderr, "\n\tsops[%d].sem\_num = %d, ", j, sops[j].sem\_num); (void) fprintf(stderr, "sem\_op = %d, ", sops[j].sem\_op);

(void) fprintf(stderr, "sem\_flg = %#o\n", sops[j].sem\_flg);

}

/\* Make the semop() call and report the results.

\*/ if ((j = semop(semid, sops, nsops)) == -1)

{ perror("semop: semop failed"); }

else

{

(void) fprintf(stderr, "\tsemop: semop returned %d\n", j);

(void) fprintf(stderr, "\n\nChild Process Taking Control of Track: %d/3 times\n", i+1); sleep(5); /\* DO Nothing for 5 seconds \*/

nsops = 1;

/\* wait for semaphore to reach zero \*/ sops[0].sem\_num = 0;

sops[0].sem\_op = -1; /\* Give UP COntrol of track \*/

sops[0].sem\_flg = SEM\_UNDO | IPC\_NOWAIT; /\* take off semaphore, asynchronous \*/ if ((j = semop(semid, sops, nsops)) == -1) {

perror("semop: semop failed");

}

else

(void) fprintf(stderr, "Child Process Giving up Control of Track: %d/3 times\n", i+1);

sleep(5); /\* halt process to allow parent to catch semaphor change first \*/

}

++i;

}

}

else /\* parent \*/

{ /\* pid hold id of child \*/ i = 0;

while (i < 3) { /\* allow for 3 semaphore sets \*/ nsops = 2;

/\* wait for semaphore to reach zero

\*/ sops[0].sem\_num = 0;

sops[0].sem\_op = 0; /\* wait for semaphore flag to become zero \*/ sops[0].sem\_flg = SEM\_UNDO; /\* take off semaphore asynchronous \*/ sops[1].sem\_num = 0;

sops[1].sem\_op = 1; /\* increment semaphore -- take control of track \*/ sops[1].sem\_flg = SEM\_UNDO | IPC\_NOWAIT; /\* take off semaphore \*/

/\* Recap the call to be made. \*/

(void) fprintf(stderr,"\nsemop:Parent Calling semop(%d, &sops, %d) with:", semid, nsops); for (j = 0; j < nsops; j++)

{

(void) fprintf(stderr, "\n\tsops[%d].sem\_num = %d, ", j, sops[j].sem\_num); (void) fprintf(stderr, "sem\_op = %d, ", sops[j].sem\_op);

(void) fprintf(stderr, "sem\_flg = %#o\n", sops[j].sem\_flg);

}

/\* Make the semop() call and report the results.

\*/ if ((j = semop(semid, sops, nsops)) == -1)

{ perror("semop: semop failed"); }

else

{

(void) fprintf(stderr, "semop: semop returned %d\n", j);

(void) fprintf(stderr, "Parent Process Taking Control of Track: %d/3 times\n", i+1); sleep(5); /\* Do nothing for 5 seconds \*/

nsops = 1;

/\* wait for semaphore to reach zero \*/ sops[0].sem\_num = 0;

sops[0].sem\_op = -1; /\* Give UP COntrol of track \*/ if ((j = semop(semid, sops, nsops)) == -1)

{ perror("semop: semop failed"); }

else

(void) fprintf(stderr, "Parent Process Giving up Control of Track: %d/3 times\n", i+1); sleep(5); /\* halt process to allow child to catch semaphor change first \*/ }

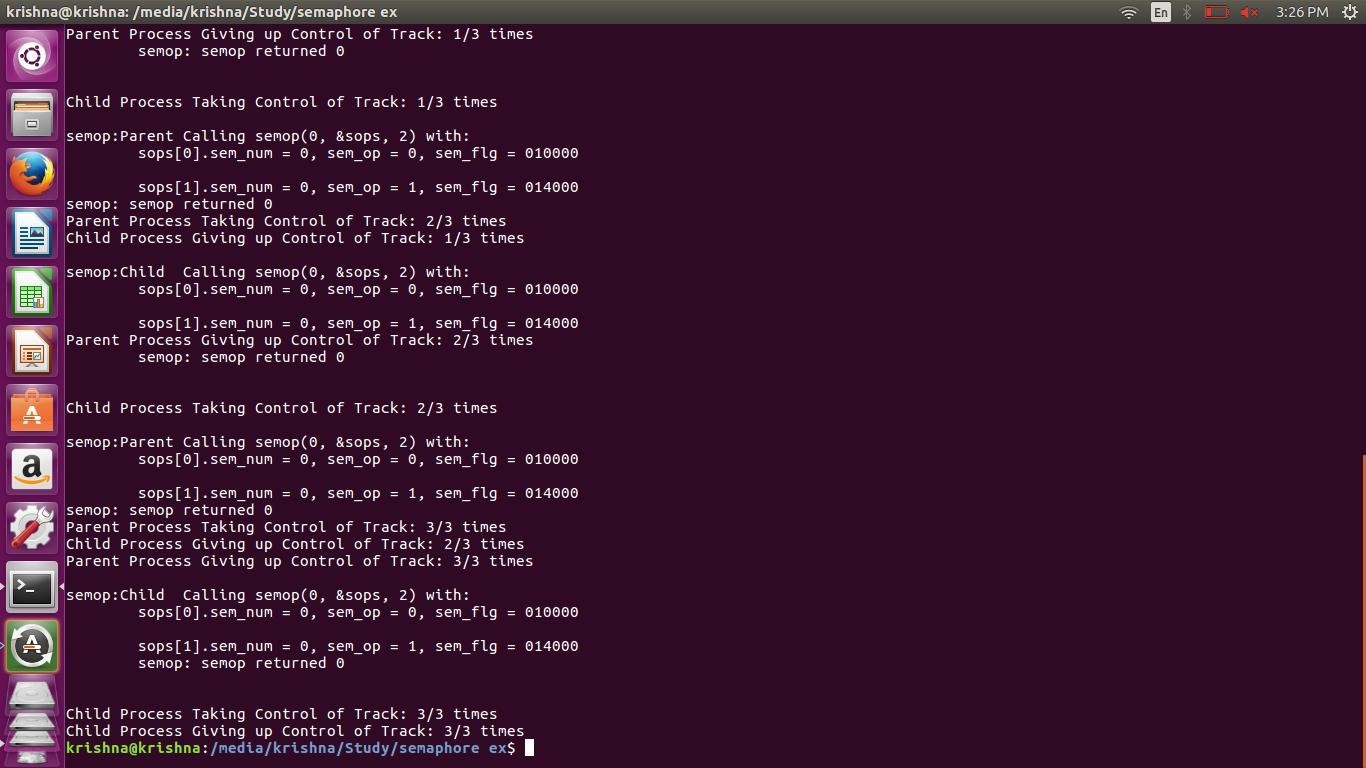
++i;

}

}

}

#### Output:



**Conclusion:**

Use of semaphore for IPC where one process is child of other and in same program using various system calls like semget,semctl is studied.

#### References:

1.[Dave’s Programming in C Tutorials]

* 1. Write a program to illustrate the semaphore concept. Use fork so that 2 process running simultaneously and communicate via semaphore.

#### Objectives:

* + 1. To learn about IPC through semaphore.
    2. Use of system call and IPC mechanism to write effective application programs.

#### Theory:

The problem describes two processes, the producer and the consumer, who share a common, fixed-size [buffer](https://en.wikipedia.org/wiki/Buffer_(computer_science)) used as a [queue.](https://en.wikipedia.org/wiki/Queue_(data_structure)) The producer's job is to generate data, put it into the buffer, and start again. At the same time, the consumer is consuming the data (i.e., removing it from the buffer), one piece at a time. The problem is to make sure that the producer won't try to add data into the buffer if it's full and that the consumer won't try to remove data from an empty buffer.

#### Data Dictionary:

|  |  |  |  |
| --- | --- | --- | --- |
| Number | Variable/function | Data Type | Use |
| 1 | Producers | pthread\_t | Process Thread of Producer |
| 2 | Consumer | pthread\_t | Process Thread of Consumer |
| 3 | buf\_mutex | sem\_t | To process wait condition |
| 4 | empty\_count | sem\_t | Keeps track of empty count |
| 5 | fill\_count | sem\_t | Keeps track of fill count |
| 6 | consumer | void | Used to regulate consumer action |
| 7 | producer | void | Used to regulate producer action |

Table:6.2

#### Program :

#include <stdio.h> #include <stdlib.h> #include <time.h> #include <string.h> #include <unistd.h>

#include <pthread.h> #include <semaphore.h>

/\* use the pthread flag with gcc to compile this code

~$ gcc -pthread producer\_consumer.c -o producer\_consumer \*/ pthread\_t \*producers;

pthread\_t \*consumers;

sem\_t buf\_mutex,empty\_count,fill\_count;

int \*buf,buf\_pos=-1,prod\_count,con\_count,buf\_len; int produce(pthread\_t self){ int i = 0;

int p = 1 + rand()%40; while(!pthread\_equal(\*(producers+i),self) && i < prod\_count){ i++;

}

printf("Producer %d produced %d \n",i+1,p); return p;

}

void consume(int p,pthread\_t self){ int i = 0;

while(!pthread\_equal(\*(consumers+i),self) && i < con\_count){ i++;

}

printf("Buffer:"); for(i=0;i<=buf\_pos;++i) printf("%d ",\*(buf+i));

printf("\nConsumer %d consumed %d \nCurrent buffer len: %d\n",i+1,p,buf\_pos);

}

void\* producer(void \*args){

while(1){

int p = produce(pthread\_self()); sem\_wait(&empty\_count); sem\_wait(&buf\_mutex);

++buf\_pos; // critical section

\*(buf + buf\_pos) = p; sem\_post(&buf\_mutex); sem\_post(&fill\_count); sleep(1 + rand()%3);

}

return NULL;

}

void\* consumer(void \*args){ int c;

while(1){ sem\_wait(&fill\_count); sem\_wait(&buf\_mutex); c = \*(buf+buf\_pos);

consume(c,pthread\_self());

--buf\_pos; sem\_post(&buf\_mutex); sem\_post(&empty\_count); sleep(1+rand()%5);

}

return NULL;

}

int main(void){ int i,err;

srand(time(NULL)); sem\_init(&buf\_mutex,0,1); sem\_init(&fill\_count,0,0);

printf("Enter the number of Producers:"); scanf("%d",&prod\_count);

producers = (pthread\_t\*) malloc(prod\_count\*sizeof(pthread\_t)); printf("Enter the number of Consumers:"); scanf("%d",&con\_count);

consumers = (pthread\_t\*) malloc(con\_count\*sizeof(pthread\_t)); printf("Enter buffer capacity:");

scanf("%d",&buf\_len);

buf = (int\*) malloc(buf\_len\*sizeof(int)); sem\_init(&empty\_count,0,buf\_len); for(i=0;i<prod\_count;i++){

err = pthread\_create(producers+i,NULL,&producer,NULL); if(err != 0){

printf("Error creating producer %d:

%s\n",i+1,strerror(err)); }else{ printf("Successfully created producer %d\n",i+1);

}

}

for(i=0;i<con\_count;i++){

err = pthread\_create(consumers+i,NULL,&consumer,NULL); if(err != 0){

printf("Error creating consumer %d:

%s\n",i+1,strerror(err)); }else{ printf("Successfully created consumer

%d\n",i+1); }

}

for(i=0;i<prod\_count;i++){ pthread\_join(\*(producers+i),NULL);

}

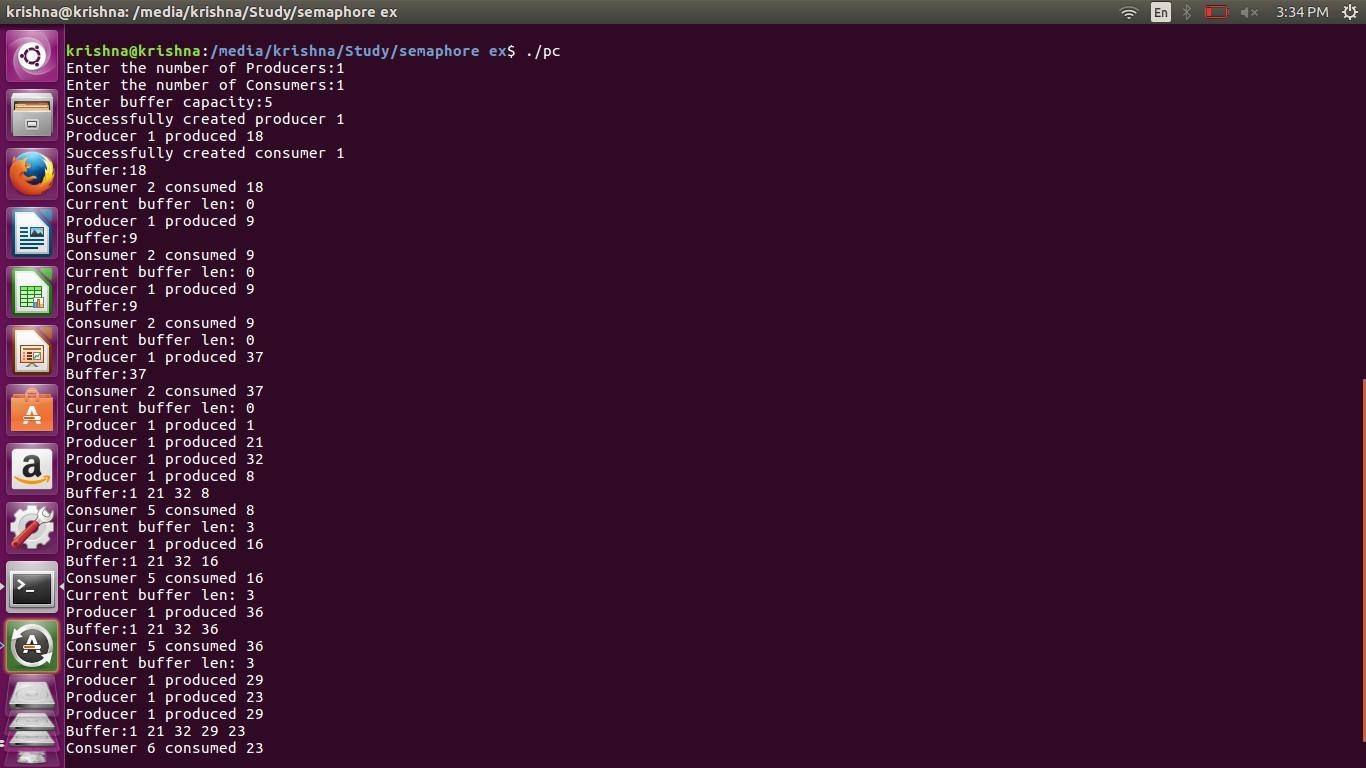
for(i=0;i<con\_count;i++){ pthread\_join(\*(consumers+i),NULL);

}

return 0;

}

#### Output:



**Conclusion:**

Synchronization using IPC semaphores done to implement and study Producer-Consumer problem.

#### References:

1.[Dave’s Programming in C Tutorials]

* 1. Write a program to illustrate the semaphore concept. Use fork so that 2 process running simultaneously and communicate via semaphore.

#### Objectives:

* + 1. To learn about IPC through semaphore.
    2. Use of system call and IPC mechanism to write effective application programs.

#### Theory:

A semaphore controls access to a shared resource through the use of a counter. If the counter is greater than zero, then access is allowed. If it is zero, then access is denied. What the counter is counting are permits that allow access to the shared resource. Thus, to access the resource, a thread must be granted a permit from the semaphore.

##### Working of semaphore :

In general, to use a semaphore, the thread that wants access to the shared resource tries to acquire a permit.

* If the semaphore’s count is greater than zero, then the thread acquires a permit, which causes the semaphore’s count to be decremented.
* Otherwise, the thread will be blocked until a permit can be acquired.
* When the thread no longer needs an access to the shared resource, it releases the permit, which causes the semaphore’s count to be incremented.
* If there is another thread waiting for a permit, then that thread will acquire a permit at that time.

The function semget() initializes or gains access to a semaphore. It is prototyped by:

int semget(key\_t key, int nsems, int semflg); When the call succeeds, it returns the semaphore ID (semid).

The key argument is a access value associated with the semaphore ID.

The nsems argument specifies the number of elements in a semaphore array. The call fails when nsems is greater than the number of elements in an existing array; when the correct count is not known, supplying 0 for this argument ensures that it will succeed.

POSIX Semaphores: <semaphore.h>

sem\_open() -- Connects to, and optionally creates, a named semaphore

sem\_init() -- Initializes a semaphore structure (internal to the calling program, so not a named semaphore).

sem\_close() -- Ends the connection to an open semaphore.

sem\_unlink() -- Ends the connection to an open semaphore and causes the semaphore to be removed when the last process closes it.

sem\_destroy() -- Initializes a semaphore structure (internal to the calling program, so not a named semaphore).

sem\_getvalue() -- Copies the value of the semaphore into the specified integer.

sem\_wait(), sem\_trywait() -- Blocks while the semaphore is held by other processes or returns an error if the semaphore is held by another process.

sem\_post() -- Increments the count of the semaphore.

#### Data Dictionary:

|  |  |  |  |
| --- | --- | --- | --- |
| Number | Variable/function | Data Type | Use |
| 1 | KEY | Long int | External identifier for the program |
| 2 | id | int | Number by which semaphore is known within a program |
| 3 | argument | Union semun | To pass arguments to the semctl function |
| 4 | retval | int | Store return value of semop function |

Table 6.4

#### Program 1: Initialization of Semaphore

#include <sys/types.h> #include <sys/ipc.h> #include <sys/sem.h> #include <stdio.h>

/\* The semaphore key is an arbitrary long integer which serves as an external identifier by which the semaphore is known to any program that wishes to use it. \*/

#define KEY (1492) void main()

{

int id; /\* Number by which the semaphore is known within a program \*/

/\* The next thing is an argument to the semctl() function. Semctl() does various things to the semaphore depending on which arguments are passed. We will use it to make sure that the value of the semaphore is initially 0. \*/

union semun { int val;

struct semid\_ds \*buf; ushort \* array;

} argument; argument.val = 0;

/\* Create the semaphore with external key KEY if it doesn't already exists. Give permissions to the world. \*/

id = semget(KEY, 1, 0666 | IPC\_CREAT);

/\* Always check system returns. \*/ if(id < 0)

{

fprintf(stderr, "Unable to obtain semaphore.\n"); exit(0);

}

/\* What we actually get is an array of semaphores. The second argument to semget() was the array dimension - in our case 1. \*/

/\* Set the value of the number 0 semaphore in semaphore array # id to the value 0. \*/ if( semctl(id, 0, SETVAL, argument) < 0)

{

fprintf( stderr, "Cannot set semaphore value.\n");

}

else

{

fprintf(stderr, "Semaphore %d initialized.\n", KEY);

}

}

#### Program 2: Semaphore A

#include <stdio.h> #include <sys/types.h> #include <sys/ipc.h> #include <sys/sem.h> #define KEY (1492)

/\* This is the external name by which the semaphore is known to any program that wishes to access it. \*/

void main()

{

int id; /\* Internal identifier of the semaphore. \*/ struct sembuf operations[1];

/\* An "array" of one operation to perform on the semaphore. \*/ int retval; /\* Return value from semop() \*/

/\* Get the index for the semaphore with external name KEY. \*/ id = semget(KEY, 1, 0666);

if(id < 0)

/\* Semaphore does not exist. \*/

{

fprintf(stderr, "Program sema cannot find semaphore, exiting.\n"); exit(0);

}

/\* Do a semaphore V-operation. \*/

printf("Program sema about to do a V-operation. \n");

/\* Set up the sembuf structure. \*/

/\* Which semaphore in the semaphore array : \*/ operations[0].sem\_num = 0;

/\* Which operation? Add 1 to semaphore value : \*/

operations[0].sem\_op = 1;

/\* Set the flag so we will wait : \*/ operations[0].sem\_flg = 0;

/\* So do the operation! \*/

retval = semop(id, operations, 1); if(retval == 0)

{

printf("Successful V-operation by program sema.\n");

}

else

{

printf("sema: V-operation did not succeed.\n"); perror("REASON");

}

}

#### Program 3: Semaphore B

#include <stdio.h> #include <sys/types.h> #include <sys/ipc.h> #include <sys/sem.h> #define KEY (1492)

/\* This is the external name by which the semaphore is known to any program that wishes to access it. \*/

void main()

{

int id; /\* Internal identifier of the semaphore. \*/ struct sembuf operations[1];

/\* An "array" of one operation to perform on the semaphore. \*/

int retval; /\* Return value from semop() \*/

/\* Get the index for the semaphore with external name KEY. \*/ id = semget(KEY, 1, 0666);

if(id < 0)

/\* Semaphore does not exist. \*/

{

fprintf(stderr, "Program semb cannot find semaphore, exiting.\n"); exit(0);

}

/\* Do a semaphore P-operation. \*/ printf("Program semb about to do a P-operation.

\n"); printf("Process id is %d\n", getpid()); /\* Set up

the sembuf structure. \*/

/\* Which semaphore in the semaphore array : \*/ operations[0].sem\_num = 0;

/\* Which operation? Subtract 1 from semaphore value : \*/ operations[0].sem\_op = -1;

/\* Set the flag so we will wait : \*/ operations[0].sem\_flg = 0;

/\* So do the operation! \*/

retval = semop(id, operations, 1); if(retval == 0)

{

printf("Successful P-operation by program semb.\n"); printf("Process id is %d\n", getpid()); }

else

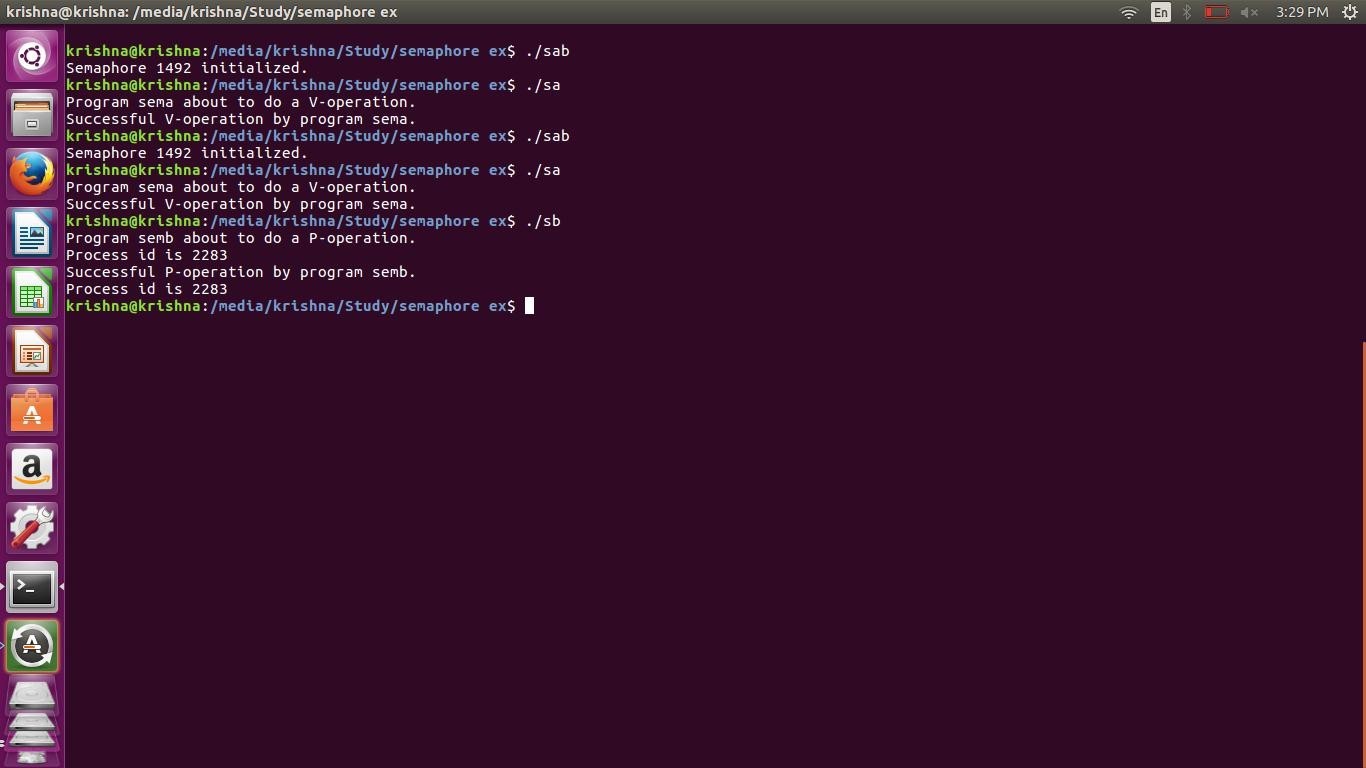
{

printf("semb: P-operation did not succeed.\n");

}

}

#### Output:



**Conclusion:**

Use of semaphore for two different processes where one has to wait for other to release is studied using IPC Semaphore

#### References:

1.[Dave’s Programming in C Tutorials]

# Chapter 7

**IPC: Message Queue**

* 1. Write a program to perform IPC using message and send “ did u get this? ”

**Theory:**

Msgget() -

The **msgget**() system call returns the System V message queue identifier associated with the value of the *key* argument. A new message queue is created if *key* has the value **IPC\_PRIVATE** or *key* isn't **IPC\_PRIVATE**, no message queue with the given key *key* exists, and **IPC\_CREAT** is specified in *msgflg*. If *msgflg* specifies both **IPC\_CREAT** and **IPC\_EXCL** and a message queue already exists for *key*, then **msgget**() fails with [*errno*](http://man7.org/linux/man-pages/man3/errno.3.html) *set to* **EEXIST**. (This is analogous to the effect of the combination **O\_CREAT | O\_EXCL** for [open(2)](http://man7.org/linux/man-pages/man2/open.2.html).) Upon creation, the least significant bits of the argument *msgflg* define the permissions of the message queue.

**Msgrcv**() -

The *msgrcv()* function reads a message from the queue associated with the message queue identifier specified by *msqid* and places it in the user-defined buffer pointed to by *msgp*.

The argument *msgp* points to a user-defined buffer that must contain first a field of type **long int** that will specify the type of the message, and then a data portion that will hold the data bytes of the message. The structure below is an example of what this user-defined buffer might look like:

struct mymsg { long int mtype; /\* message type \*/ char mtext[1]; /\* message text \*/} The structure member **mtype** is the received message's type as specified by the sending process. The structure member **mtext** is the text of the message.

Msgsnd() -

The **msgsnd**() and **msgrcv**() system calls are used, respectively, to send messages to, and receive messages from, a message queue. The calling process must have write permission on the message queue in order to send a message, and read permission to receive a message.

The *msgp* argument is a pointer to caller-defined structure of the following general form:

struct msgbuf { long mtype; /\* message type, must be > 0 \*/ char mtext[1]; /\* message data \*/};

The *mtext* field is an array (or other structure) whose size is specified by *msgsz*, a nonnegative integer value. Messages of zero length (i.e., no *mtext* field) are permitted. The *mtype* field must have a strictly positive integer value. This value can be used by the receiving process for message selection (see the description of **msgrcv**() below).

#### Data/Variables dictionary for sender:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **S**  **r. N**  **o**  **.** | **NAME OF VARIABLE/FUNCTION/ STRUCT** | **TYPE** | **USE** | **WHERE THE VARIABLE IS CALLED** |
| **1** | Msqid | int | FOR SOCKET TUPLE | In if statement for the result of msgget method |
| **2** | Msgflg | int | FOR  SEMAPHORE | As a parameter to msgflg |
| **3** | Key | key\_t | Semaphore id | Initialising it  with some constant value |
| **4** | Sbuf | struct msgbuf |  | For  composing message |
| **5** | buf\_length | size\_t |  | As a  parameter to  msgsnd function |

Table 7.1.1

#### Data/Variables dictionary for Receiver:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Sr. No.** | **NAME OF VARIABLE/FUNCT**  **ION/STRUCT** | **TYPE** | **USE** | **WHERE THE VARIABLE IS CALLED** |
| **1** | msqid | int | FOR SOCKET TUPLE | In if statement for the result of msgget method |
| **3** | Key | key\_t | Semaphore id | Initialising it with some constant value |
| **4** | rbuf | struct msgbuf | To store the message | For composing message |
| **5** | buf\_length | size\_t | Length of  message to be sent | As a parameter to msgrcv  function |

**Algorithm / Flowchart :**

Table 7.1.2

Algorithm : send(msqid, msgflg, key, sbuf, buf\_length)

* + 1. Initialise key with 1234
    2. Assign result of msgget(key, msgflg) to msqid
    3. If msqid is less than 0
       1. Print error
       2. Exit
    4. End if
    5. Set message type to in sbuf.mtype
    6. Copy string “did you get this?” to sbuf.mtext
    7. Assign length of sbuf.mtext to buf\_length
    8. Apply msgsnd(msqid, &sbuf, buf\_length)
       1. If returned –ve

result i. exit

* + - 1. End if
      2. Else
    1. End send()

1. Print “message sent”

Algorithm : receive()

* 1. Initialise key with 1234
  2. Assign result of msgget(key, msgflg) to msqid
  3. If msqid is less than 0
     1. Print error
     2. Exit
  4. End if
  5. Receive message using msgrcv(msqid, &rbuf, MSGSZ, 1, 0)
     1. If returned –ve result
        1. Print error
        2. Exit
     2. End if
     3. Else
        1. Print rbuf.mtext
  6. End receive()

**Programs**

Sender :

#include <sys/types.h> #include <sys/ipc.h> #include <sys/msg.h> #include <stdio.h> #include <string.h>

#define MSGSZ 128

/\* Declare the message structure.\*/ typedef struct msgbuf {

long mtype;

char mtext[MSGSZ];

} message\_buf; main()

{

int msqid;

int msgflg = IPC\_CREAT | 0666; key\_t key;

message\_buf sbuf; size\_t

buf\_length; /\*

* Get the message queue id for the
* "name" 1234, which was created by
* the server.

\*/

key = 1234;

(void) fprintf(stderr, "\nmsgget: Calling msgget(%#lx,\

%#o)\n", key, msgflg);

if ((msqid = msgget(key, msgflg )) < 0)

{ perror("msgget"); exit(1);

}

else

(void) fprintf(stderr,"msgget: msgget succeeded: msqid = %d\n", msqid);

/\*

* We'll send message type 1

\*/

sbuf.mtype = 1;

(void) fprintf(stderr,"msgget: msgget succeeded: msqid = %d\n", msqid); (void) strcpy(sbuf.mtext, "Did you get this?");

(void) fprintf(stderr,"msgget: msgget succeeded: msqid = %d\n", msqid); buf\_length = strlen(sbuf.mtext) + 1 ;

/\*

* Send a message.

\*/

if (msgsnd(msqid, &sbuf, buf\_length, IPC\_NOWAIT) < 0) {

printf ("%d, %d, %s, %d\n", msqid, sbuf.mtype, sbuf.mtext, buf\_length); perror("msgsnd");

exit(1);

}

else

printf("Message: \"%s\" Sent\n", sbuf.mtext); exit(0);

}

Receiver :

#include <sys/types.h> #include <sys/ipc.h> #include <sys/msg.h> #include <stdio.h> #define MSGSZ 128

/\*

* Declare the message structure.

\*/

typedef struct msgbuf { long mtype;

char mtext[MSGSZ];

} message\_buf; main()

{

int msqid; key\_t key; message\_buf rbuf; /\*

* Get the message queue id for the
* "name" 1234, which was created by
* the server.

\*/

key = 1234;

if ((msqid = msgget(key, 0666)) < 0)

{ perror("msgget"); exit(1);

}

/\*

* Receive an answer of message type

1. \*/

if (msgrcv(msqid, &rbuf, MSGSZ, 1, 0) < 0) { perror("msgrcv");

exit(1);

}

/\* Print the answer.\*/

printf("%s\n", rbuf.mtext); exit(0);

}

#### Output Sender:

it@it-OptiPlex-3046:~/Desktop/panu/IPC/message queue$ ./send msgget: Calling msgget(0x4d2,01666) msgget: msgget succeeded: msqid = 0

msgget: msgget succeeded: msqid = 0 msgget: msgget succeeded: msqid = 0 Message: "Did you get this?" Sent

#### Output Reciever:

it@it-OptiPlex-3046:~/Desktop/panu/IPC/message queue$

./rec Did you get this?

* 1. b) IPC: Message Queues: msgget, msgsnd, msgrcv. Objectives:

To learn about IPC through message queue.

Use of system call and IPC mechanism to write effective application programs.

#### Conclusions:

Use of message queue functions like msgget, msgsend, and msgrecv to implement message passing mechanism between server and client studied.

#### References:

1.[Dave’s Programming in C Tutorials]

* 1. Write a 2 programs that will both send and messages and construct the following dialog between them

#### IPC:Message Queues:<sys/msg.h> Theory:

Two (or more) processes can exchange information via access to a common system message queue. The sending process places via some (OS) message-passing module a message onto a queue which can be read by another process (Figure 24.1). Each message is given an identification or type so that processes can select the appropriate message. Process must share a common key in order to gain access to the queue in the first place.

Basic Message Passing IPC messaging lets processes send and receive messages, and queue messages for processing in an arbitrary order. Unlike the file byte-stream data flow of pipes, each IPC message has an explicit length. Messages can be assigned a specific type. Because of this, a server process can direct message traffic between clients on its queue by using the client process PID as the message type. For single-message transactions, multiple server processes can work in parallel on transactions sent to a shared message queue.

Before a process can send or receive a message, the queue must be initialized

Operations to send and receive messages are performed by the msgsnd() and msgrcv() functions, respectively.

When a message is sent, its text is copied to the message queue. The msgsnd() and msgrcv() functions can be performed as either blocking or non-blocking operations. Non-blocking operations allow for asynchronous message transfer -- the process is not suspended as a result of sending or receiving a message. In blocking or synchronous message passing the sending process cannot continue until the message has been transferred or has even been acknowledged by a receiver. IPC signal and other mechanisms can be employed to implement such transfer. A blocked message operation remains suspended until one of the following three conditions occurs:

* + 1. The call succeeds.
    2. The process receives a signal. 3.The queue is removed.

##### Initialising the Message Queue

The msgget() function initializes a new message queue:

int msgget(key\_t key, int msgflg)

It can also return the message queue ID (msqid) of the queue corresponding to the key argument. The value passed as the msgflg argument must be an octal integer with settings for the queue's permissions and control flags.

##### Controlling message queues

The msgctl() function alters the permissions and other characteristics of a message queue. The owner or creator of a queue can change its ownership or permissions using msgctl() Also, any process with permission to do so can use msgctl() for control operations.

The msgctl() function is prototypes as follows:

int msgctl(int msqid, int cmd, struct msqid\_ds \*buf )

##### Sending and Receiving Messages

The msgsnd() and msgrcv() functions send and receive messages, respectively: int msgsnd(int msqid, const void \*msgp, size\_t msgsz,

int msgflg);

int msgrcv(int msqid, void \*msgp, size\_t msgsz, long msgtyp, int msgflg);

The msqid argument must be the ID of an existing message queue. The msgp argument is a pointer to a structure that contains the type of the message and its text. The structure below is an example of what this user-defined buffer might look like:

struct mymsg {

long mtype; /\* message type \*/

char mtext[MSGSZ]; /\* message text of length MSGSZ \*/

}

The msgsz argument specifies the length of the message in bytes.

The structure member msgtype is the received message's type as specified by the sending process.

The argument msgflg specifies the action to be taken if one or more of the following are true: The number of bytes already on the queue is equal to msg\_qbytes.

The total number of messages on all queues system-wide is equal to the system-imposed limit. These actions are as follows:

If (msgflg & IPC\_NOWAIT) is non-zero, the message will not be sent and the calling process will return immediately.

If (msgflg & IPC\_NOWAIT) is 0, the calling process will suspend execution until one of the following occurs:

The condition responsible for the suspension no longer exists, in which case the message is sent.

The message queue identifier msqid is removed from the system; when this occurs, errno is set equal to EIDRM and -1 is returned.

The calling process receives a signal that is to be caught; in this case the message is not sent and the calling process resumes execution.

Upon successful completion, the following actions are taken with respect to the data structure associated with msqid:

1. msg\_qnum is incremented by 1.
2. msg\_lspid is set equal to the process ID of the calling process. 3.msg\_stime is set equal to the current time.

#### Data Dictionary:

|  |  |  |  |
| --- | --- | --- | --- |
| **Sr.**  **No.** | **NAME OF VARIABLE**  **/FUNCTION/STRUCT** | **TYPE** | **USE** |
| **1** | Msqid | int | FOR SOCKET TUPLE |
| **2** | Msgflg | int | FOR SEMAPHORE |
| 3 | Key | Key\_t | Semaphore id |
| 4 | Sbuf | Struct msgbuf |  |
|  |  |
| 5 | buf\_length | size\_t |  |

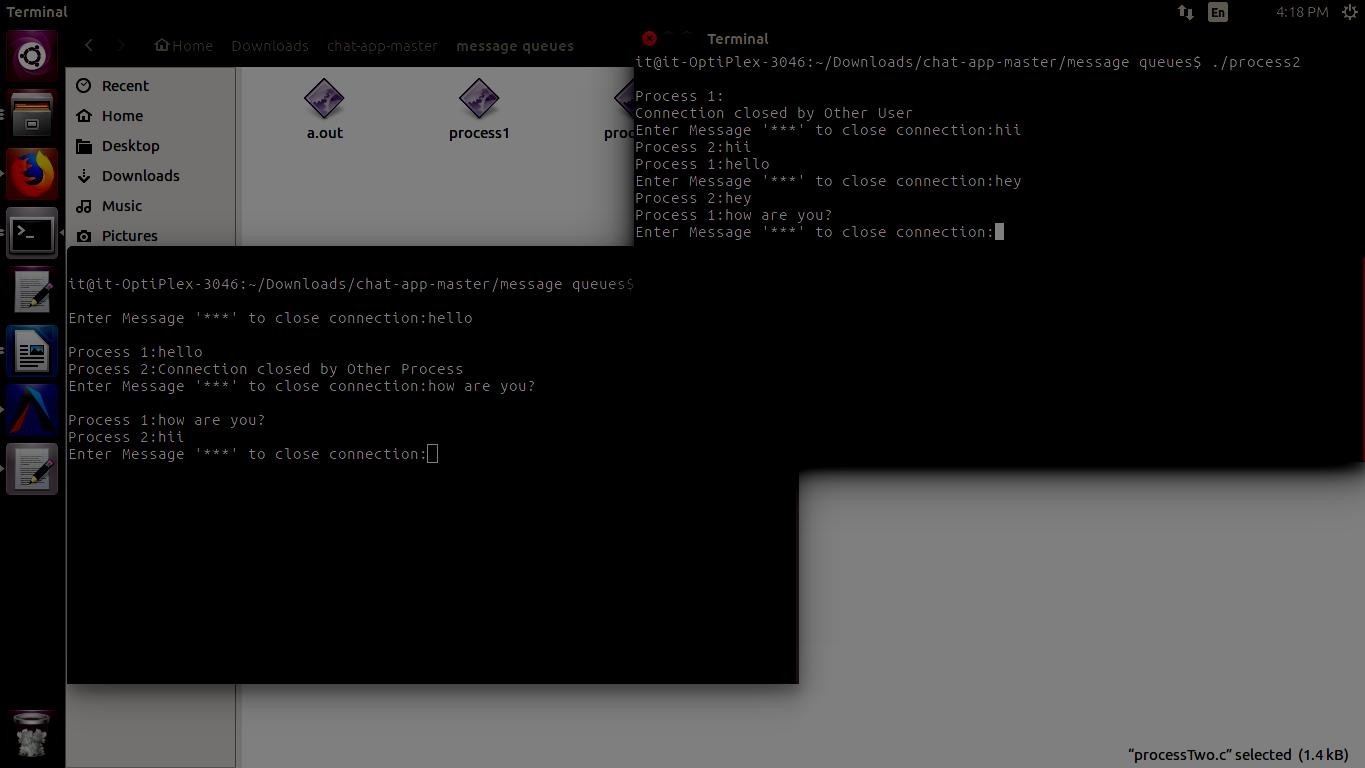
Table 7.2.1

Data/Variables dictionary for Receiver:

|  |  |  |  |
| --- | --- | --- | --- |
| SN. | **NAME OF VARIABLE/ FUNCTION/ STRUCT** | **TYPE** | **USE** |
| 1 | msqid | int | FOR SOCKET TUPLE |
| 3 | Key | key\_t | Semaphore id |
| **4** | rbuf | Struct msgbuf | To store the message |
| 5 | buf\_length | size\_t | Length of message to be sent |

Table 7.2.2

#### Output:



**Conclusion:**

Use of message queue functions like msgget, msgsend, and msgrecv to implement message passing mechanism between server and client studied and implemented it to intoduce concept of chatting.

#### References:

1.[Dave’s Programming in C Tutorials.]

* 1. Write a *server* program and two *client* programs so that

the *server* can communicate privately to *each client* individually via a *single* message queue.

#### IPC: Message Queues: msgget, msgsnd, msgrcv

Message queues are one of the interprocess communication mechanisms available under Linux. Message queues, shared memory and semaphores are normally listed as the three

interprocess communication mechanisms under Linux. Semaphores, though, are really for process

synchronization. In practice, shared memory, aided by semaphores, makes an interprocess communication mechanism. Message queues is the other interprocess communication mechanis. 1.msgget():

In order to create a new message queue, or access an existing queue, the msgget() system call is used.

SYSTEM CALL: msgget();

PROTOTYPE: int msgget ( key\_t key, int msgflg ); RETURNS: message queue identifier on success

-1 on error: errno = EACCESS (permission denied) EEXIST (Queue exists, cannot create)

EIDRM (Queue is marked for deletion) ENOENT (Queue does not exist)

ENOMEM (Not enough memory to create queue) ENOSPC (Maximum queue limit exceeded) 2.msgsnd():

The msgsnd() function is used to send a message to the queue associated with the message queue identifier specified by msgid.

The argument msgp points to a user-defined buffer that must contain first a field of type long int

that will specify the type of the message, and then a data portion that will hold the data bytes of the message. The structure below is an example of what this user-defined buffer should look like:

struct message

{

long int mtype; Message type int mtext[n]; Message text

}

1. msgrcv():

The msgrcv() function reads a message from the queue associated with the message queue

identifier that msqid specifies and places it in the user-defined structure that msgp points to.

When

successfully completed, the following actions are taken with respect to the data structure associated with msqid:

* msg\_lrpid is set to the process ID of the calling process.
* msg\_rtime is set to the current time.

#### Program:

Write a server program and two client programs so that the server can communicate privately to each client individually via a single message queue

* (Process 1) Sends the message "Are you hearing me?"
* (Process 2) Receives the message and replies "Loud and Clear"
* (Process 1) Receives the reply and then says "I can hear you too"

Server.c

#include <stdio.h> #include <sys/types.h> #include <sys/ipc.h> #include <sys/msg.h> extern void exit(); extern void perror(); main()

{

key\_t key; /\* key to be passed to msgget() \*/

int msgflg, /\* msgflg to be passed to msgget() \*/ msqid; /\* return value from msgget() \*/

(void) fprintf(stderr,

"All numeric input is expected to follow C conventions:\n"); (void) fprintf(stderr, "\t0x... is interpreted as hexadecimal,\n");

(void) fprintf(stderr, "\t0... is interpreted as octal,\n"); (void) fprintf(stderr, "\totherwise, decimal.\n");

(void) fprintf(stderr, "IPC\_PRIVATE == %#lx\n", IPC\_PRIVATE); (void) fprintf(stderr, "Enter key: ");

(void) scanf("%li", &key);

(void) fprintf(stderr, "\nExpected flags for msgflg argument are:\n");

(void) fprintf(stderr, "\tIPC\_EXCL =\t%#8.8o\n", IPC\_EXCL); (void) fprintf(stderr, "\tIPC\_CREAT =\t%#8.8o\n", IPC\_CREAT); (void) fprintf(stderr, "\towner read =\t%#8.8o\n", 0400);

(void) fprintf(stderr, "\towner write =\t%#8.8o\n", 0200); (void) fprintf(stderr, "\tgroup read =\t%#8.8o\n", 040);

(void) fprintf(stderr, "\tgroup write =\t%#8.8o\n", 020); (void) fprintf(stderr, "\tother read =\t%#8.8o\n", 04); (void) fprintf(stderr, "\tother write =\t%#8.8o\n", 02); (void) fprintf(stderr, "Enter msgflg value: ");

(void) scanf("%i", &msgflg);

(void) fprintf(stderr, "\nmsgget: Calling msgget(%#lx, %#o)\n",

key, msgflg);if ((msqid = msgget(key, msgflg)) == -1)

{

perror("msgget: msgget failed"); exit(1);

} else {

(void) fprintf(stderr,

"msgget: msgget succeeded: msqid = %d\n", msqid); exit(0);

}

}

Client1.c

#include <stdio.h> #include <sys/types.h> #include <sys/ipc.h> #include <sys/msg.h> #include <time.h> static void do\_msgctl(); extern void exit(); extern void perror();

static char warning\_message[] = "If you remove read permission for \

yourself, this program will fail frequently!"; main()

{

struct msqid\_ds buf; /\* queue descriptor buffer for IPC\_STAT and IP\_SET commands \*/

int cmd, /\* command to be given to msgctl() \*/ msqid; /\* queue ID to be given to msgctl() \*/ (void fprintf(stderr,

"All numeric input is expected to follow C conventions:\n"); (void) fprintf(stderr, "\t0x... is interpreted as hexadecimal,\n");

(void) fprintf(stderr, "\t0... is interpreted as octal,\n"); (void) fprintf(stderr, "\totherwise, decimal.\n");

/\* Get the msqid and cmd arguments for the msgctl() call. \*/ (void) fprintf(stderr,

"Please enter arguments for msgctls() as requested."); (void) fprintf(stderr, "\nEnter the msqid: ");

(void) scanf("%i", &msqid);

(void) fprintf(stderr, "\tIPC\_RMID = %d\n", IPC\_RMID); (void) fprintf(stderr, "\tIPC\_SET = %d\n", IPC\_SET); (void) fprintf(stderr, "\tIPC\_STAT = %d\n", IPC\_STAT); (void) fprintf(stderr, "\nEnter the value for the command: "); (void) scanf("%i", &cmd);

switch (cmd) {

case IPC\_SET:/\* Modify settings in the message queue control structure.

\*/

(void) fprintf(stderr, "Before IPC\_SET, get current values:");

/\* fall through to IPC\_STAT processing \*/ case IPC\_STAT:

/\* Get a copy of the current message queue control

* structure and show it to the user. \*/ do\_msgctl(msqid, IPC\_STAT, &buf); (void) fprintf(stderr, ] "msg\_perm.uid = %d\n", buf.msg\_perm.uid); (void) fprintf(stderr, "msg\_perm.gid = %d\n", buf.msg\_perm.gid); (void) fprintf(stderr,

"msg\_perm.cuid = %d\n", buf.msg\_perm.cuid);

(void) fprintf(stderr, "msg\_perm.cgid = %d\n", buf.msg\_perm.cgid); (void) fprintf(stderr, "msg\_perm.mode = %#o, ", buf.msg\_perm.mode);

(void) fprintf(stderr, "access permissions = %#o\n", buf.msg\_perm.mode & 0777); (void) fprintf(stderr, "msg\_cbytes = %d\n", buf.msg\_cbytes);

(void) fprintf(stderr, "msg\_qbytes = %d\n", buf.msg\_qbytes); (void) fprintf(stderr, "msg\_qnum = %d\n", buf.msg\_qnum); (void) fprintf(stderr, "msg\_lspid = %d\n", buf.msg\_lspid); (void) fprintf(stderr, "msg\_lrpid = %d\n", buf.msg\_lrpid); (void) fprintf(stderr, "msg\_stime = %s",

buf.msg\_stime ? ctime(&buf.msg\_stime) : "Not Set\n");

(void) fprintf(stderr, "msg\_rtime = %s",

buf.msg\_rtime ? ctime(&buf.msg\_rtime) : "Not Set\n");

(void) fprintf(stderr, "msg\_ctime = %s", ctime(&buf.msg\_ctime)); if (cmd == IPC\_STAT)

break;

/\* Now continue with IPC\_SET. \*/

(void) fprintf(stderr, "Enter msg\_perm.uid: ");

(void) scanf ("%hi", &buf.msg\_perm.uid); (void) fprintf(stderr, "Enter msg\_perm.gid: "); (void) scanf("%hi", &buf.msg\_perm.gid); (void) fprintf(stderr, "%s\n", warning\_message); (void) fprintf(stderr, "Enter msg\_perm.mode: "); (void) scanf("%hi", &buf.msg\_perm.mode); (void) fprintf(stderr, "Enter msg\_qbytes: "); (void) scanf("%hi", &buf.msg\_qbytes); do\_msgctl(msqid, IPC\_SET, &buf);

break;

case IPC\_RMID:

default:/\* Remove the message queue or try an unknown command. \*/ do\_msgctl(msqid, cmd, (struct msqid\_ds \*)NULL); break;

}

exit(0);

}

/\*

* Print indication of arguments being passed to msgctl(), call
* msgctl(), and report the results. If msgctl() fails, do not
* return; this example doesn't deal with errors, it just reports
* them.

\*/

static void do\_msgctl(msqid, cmd, buf)

struct msqid\_ds \*buf; /\* pointer to queue descriptor buffer \*/ int cmd, /\* command code \*/

msqid; /\* queue ID \*/

{

register int rtrn; /\* hold area for return value from msgctl()

\*/

(void) fprintf(stderr, "\nmsgctl: Calling msgctl(%d, %d,

%s)\n",

msqid, cmd, buf ? "&buf" : "(struct msqid\_ds

\*)NULL"); rtrn = msgctl(msqid, cmd, buf); if (rtrn ==

-1) {

perror("msgctl: msgctl failed"); exit(1);

} else {

(void) fprintf(stderr, "msgctl: msgctl returned %d\n", rtrn);

}

}Client2.c

#include <sys/types.h> #include <sys/ipc.h> #include <sys/msg.h> #include <stdio.h> #include <string.h> #define MSGSZ

128

/\*

* Declare the message structure.

\*/

typedef struct msgbuf

{ long mtype;

char mtext[MSGSZ];

} message\_buf; main()

{

int msqid;

int msgflg = IPC\_CREAT | 0666; key\_t key;

message\_buf sbuf; size\_t

buf\_length; /\*

* Get the message queue id for the
* "name" 1234, which was created by
* the server.

\*/

key = 1234;

(void) fprintf(stderr, "\nmsgget: Calling msgget(%#lx,\

%#o)\n", key, msgflg);

if ((msqid = msgget(key, msgflg )) < 0)

{ perror("msgget"); exit(1);

}

else

(void) fprintf(stderr,"msgget: msgget succeeded: msqid = %d\n", msqid); /\* We'll send message type 1\*/

sbuf.mtype = 1;(void) fprintf(stderr,"msgget: msgget succeeded: msqid = %d\n", msqid); (void) strcpy(sbuf.mtext, "Did you get this?");

(void) fprintf(stderr,"msgget: msgget succeeded: msqid = %d\n", msqid); buf\_length = strlen(sbuf.mtext) + 1 ;

/\* Send a message.\*/

if (msgsnd(msqid, &sbuf, buf\_length, IPC\_NOWAIT) < 0) {

printf ("%d, %d, %s, %d\n", msqid, sbuf.mtype, sbuf.mtext, buf\_length); perror("msgsnd");

exit(1);

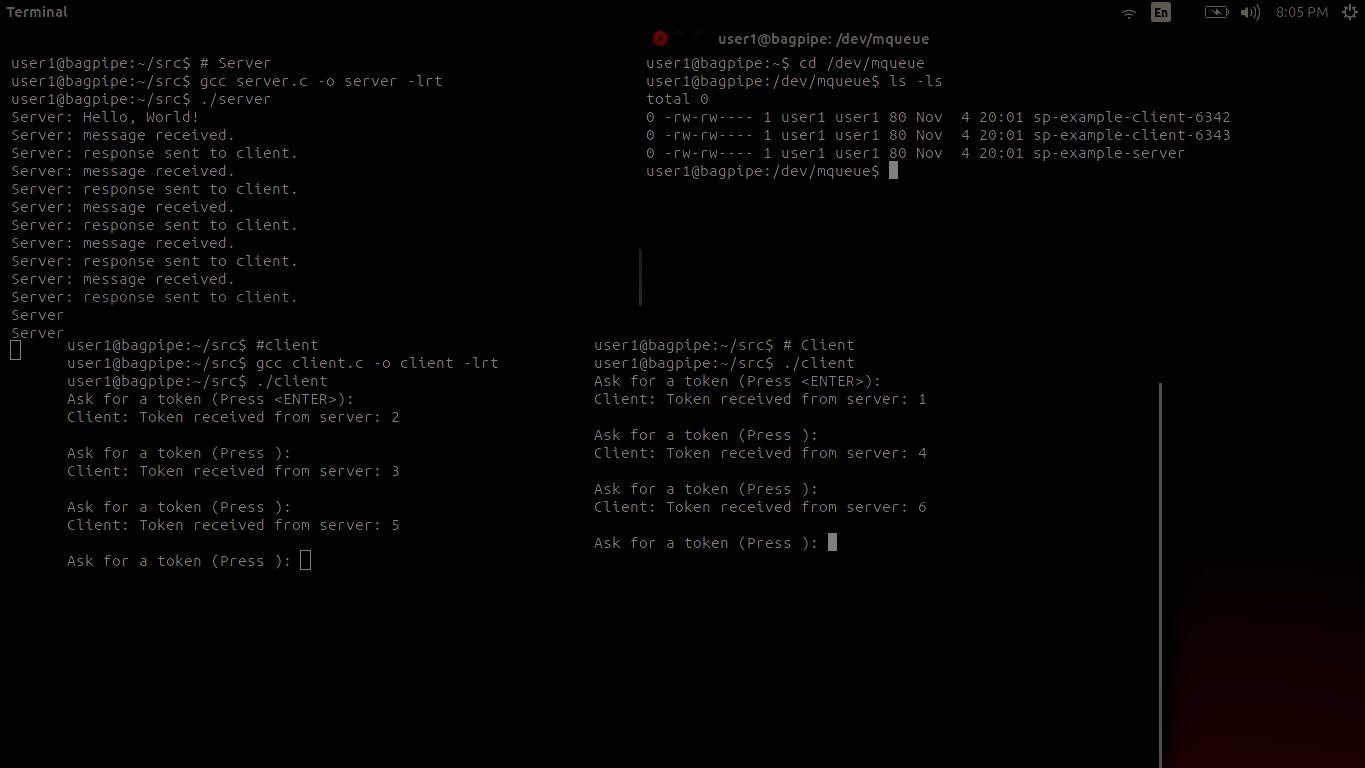
}

else

printf("Message: \"%s\" Sent\n", sbuf.mtext); exit(0);

}

#### Output:



**Conclusion:**

Use of message queue functions like msgget, msgsend, and msgrecv to implement message passing mechanism between server and client studied. Various clients communicated independently with server.

#### References:

**1.[**Dave’s Programming in C Tutorials]

# Chapter 8

**IPC: Shared Memory**

* 1. Write a program to perform IPC using shared memory to illustrate the passing of a simple piece of memory (a string) between the processes if running simultaneously.

**Objectives**:

1. To learn about IPC through message queue.
2. Use of system call and IPC mechanism to write effective application programs.

#### Theory:

*Shared Memory* is an efficeint means of passing data between programs. One program will create a memory portion which other processes (if permitted) can access.

Communication between processes using shared memory requires processes to share some variable and it completely depends on how programmer will implement it. One way of communication using shared memory can be imagined like this: Suppose process1 and process2 are executing simultaneously and they share some resources or use some information from other process, process1 generate information about certain computations or resources being used and keeps it as a record in shared memory. When process2 need to use the shared information, it will check in the record stored in shared memory and take note of the information generated by process1 and act accordingly. Processes can use shared memory for extracting information as a record from other process as well as for delivering any specific information to other process.

The server maps a shared memory in its address space and also gets access to a synchronization mechanism. The server obtains exclusive access to the memory using the synchronization mechanism and copies the file to memory. The client maps the shared memory in its address space. Waits until the server releases the exclusive access and uses the data.

To use shared memory, we have to perform 2 basic steps:

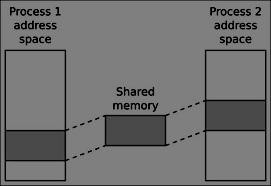
* + Request to the operating system a memory segment that can be shared between processes. The user can create/destroy/open this memory using a **shared memory object**: *An object that represents memory that can be mapped concurrently into the address space of more than one process.*.
  + Associate a part of that memory or the whole memory with the address space of the calling process. The operating system looks for a big enough memory address range in the calling process' address space and marks that address range as an special range.

A process creates a shared memory segment using shmget()

The original owner of a shared memory segment can assign ownership to another user with shmctl().

A shared segment can be attached to a process address space using shmat(). It can be detached using shmdt().

Once attached, the process can read or write to the segment, as allowed by the permission requested in the attach operation. A shared segment can be attached multiple times by the same process. A shared memory segment is described by a control structure with a unique ID that points to an area of physical memory.



#### Data Dictionary:

Fig 8.1 shared memory

|  |  |  |  |
| --- | --- | --- | --- |
| Number | Variable/function | Data Type | Use |
| 1 | shmid | int | Store value of identifier of System V shared memory |
| 2 | key | key\_t | Used to pass the key to shmget |

Table 8.1.1

Server:

|  |  |  |  |
| --- | --- | --- | --- |
| Number | Variable/function | Data Type | Use |
| 1 | shmid | int | Store value of identifier of System V shared memory |
| 2 | key | key\_t | Used to pass the key to shmget |
| 3 | c | char | Used to check character |

Table 8.1.2

#### Program:

//client side program #include <sys/types.h> #include <sys/ipc.h> #include <sys/shm.h> #include <stdio.h> #include <stdlib.h> #define SHMSZ 30 void main()

{

int shmid; key\_t key; char \*shm, \*s; key = 5858;

if ((shmid = shmget(key, SHMSZ, 0666)) < 0) { perror("shmget");

exit(1);

}

if ((shm = shmat(shmid, NULL, 0)) == (char \*) -1) { perror("shmat");

exit(1);

}

for (s = shm; \*s != NULL; s++) putchar(\*s);

putchar('\n'); shm = '#';

exit(0);

}

//server side program #include <sys/types.h> #include <sys/ipc.h> #include <sys/shm.h> #include <stdio.h> #include <stdlib.h> #include <unistd.h> #define SHMSZ 30 void main()

{

char c;

int shmid; key\_t key; char \*shm, \*s; key = 5858;

if ((shmid = shmget(key, SHMSZ, IPC\_CREAT | 0666)) < 0) { perror("shmget");

exit(1);

}

if ((shm = shmat(shmid, NULL, 0)) == (char \*) -1)

{ perror("shmat");

exit(1);

}

s = shm;

for (c = 'a'; c <= 'z'; c++)

\*s++ = c;

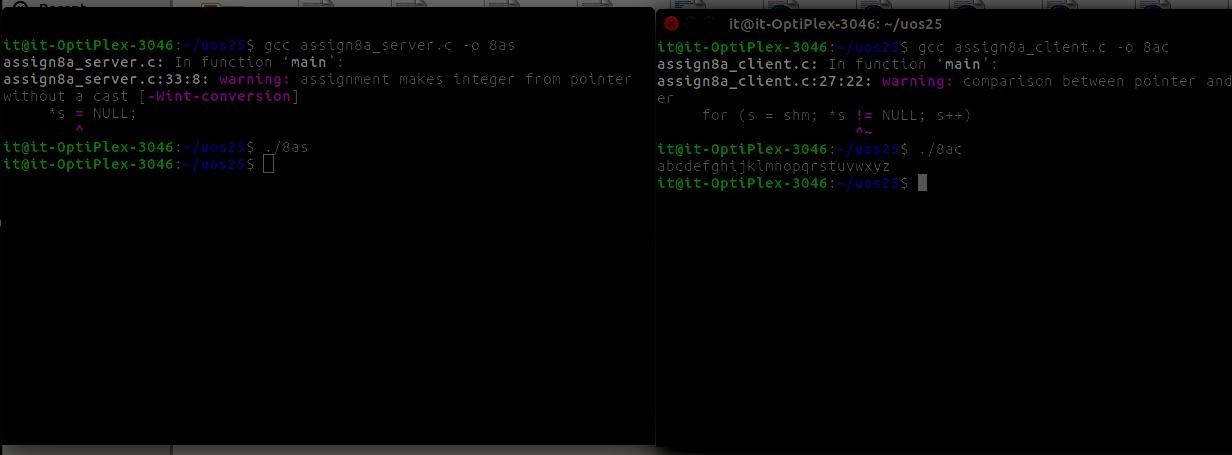
\*s = NULL;

while (\*shm != '#') sleep(1);

exit(0);

}

#### Output:



**Conclusion:**

Memory shared between client and server using IPC-SHM functions. The data placed can be accessed by both.

#### References:

1.[Dave’s Programming in C Tutorials]

* 1. Write 2 programs that will communicate via shared memory and semaphores. Data will be exchanged via memory and semaphores will be used to synchronize and notify each process when operations such as memory loaded and memory read have been performed.

#### Objectives:

1. To learn about IPC through message queue.
2. Use of system call and IPC mechanism to write effective application programs.

#### Theory:

*Shared Memory* is an efficeint means of passing data between programs. One program will create a memory portion which other processes (if permitted) can access.

Communication between processes using shared memory requires processes to share some variable and it completely depends on how programmer will implement it. One way of communication using shared memory can be imagined like this: Suppose process1 and process2 are executing simultaneously and they share some resources or use some information from other process, process1 generate information about certain computations or resources being used and keeps it as a record in shared memory. When process2 need to use the shared information, it will check in the record stored in shared memory and take note of the information generated by process1 and act accordingly. Processes can use shared memory for extracting information as a record from other process as well as for delivering any specific information to other process.

The server maps a shared memory in its address space and also gets access to a synchronization mechanism. The server obtains exclusive access to the memory using the synchronization mechanism and copies the file to memory. The client maps the shared memory in its address space. Waits until the server releases the exclusive access and uses the data.

To use shared memory, we have to perform 2 basic steps:

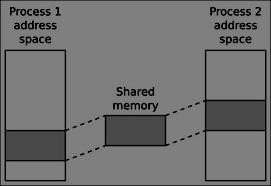
* + Request to the operating system a memory segment that can be shared between processes. The user can create/destroy/open this memory using a **shared memory object**: *An object that represents memory that can be mapped concurrently into the address space of more than one process.*.
  + Associate a part of that memory or the whole memory with the address space of the calling process. The operating system looks for a big enough memory address range in the calling process' address space and marks that address range as an special range.

A process creates a shared memory segment using shmget()

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A shared segment can be attached to a process address space using shmat(). It can be detached using shmdt().

Once attached, the process can read or write to the segment, as allowed by the permission requested in the attach operation. A shared segment can be attached multiple times by the same process. A shared memory segment is described by a control structure with a unique ID that points to an area of physical memory.



#### Data Dictionary:

Fig 8.2.1 shared memory

|  |  |  |  |
| --- | --- | --- | --- |
| Number | Variable/function | Data Type | Use |
| 1 | operations | Struct sembuf | Used to Store Operations |
| 2 | shm\_address | void | Shared memory address |
| 3 | semid | int | Used to store semaphore id |
| 4 | shmid | int | Used to store Shared memory id |

Table 8.2

|  |  |  |  |
| --- | --- | --- | --- |
| 5 | semkey | key\_t | Store key of semaphores |
| 6 | shmkey | key\_t | Store key of SHM |

#### Program:

//client side program #include <stdio.h> #include <string.h> #include <sys/ipc.h> #include <sys/sem.h> #include <sys/shm.h>

#define SEMKEYPATH "/dev/null" #define SEMKEYID 1

#define SHMKEYPATH "/dev/null" #define SHMKEYID 1

#define NUMSEMS 2

#define SIZEOFSHMSEG 50

int main(int argc, char \*argv[])

{

struct sembuf operations[2]; void \*shm\_address;

int semid, shmid, rc; key\_t semkey, shmkey;

semkey = ftok(SEMKEYPATH,SEMKEYID); if ( semkey == (key\_t)-1 )

{

printf("main: ftok() for sem failed\n"); return -1;

}

shmkey = ftok(SHMKEYPATH,SHMKEYID); if ( shmkey == (key\_t)-1 )

{

printf("main: ftok() for shm failed\n"); return -1;

}

semid = semget( semkey, NUMSEMS, 0666); if ( semid == -1 )

{

printf("main: semget() failed\n"); return -1;

}

shmid = shmget(shmkey, SIZEOFSHMSEG, 0666); if (shmid == -1)

{

printf("main: shmget() failed\n"); return -1;

}

shm\_address = shmat(shmid, NULL, 0); if ( shm\_address==NULL )

{

printf("main: shmat() failed\n"); return -1;

}

operations[0].sem\_num = 0;

operations[0].sem\_op = 0;

operations[0].sem\_flg = 0;

operations[1].sem\_num = 0;

operations[1].sem\_op = 1;

operations[1].sem\_flg = 0;

rc = semop( semid, operations, 2 ); if (rc == -1)

{

printf("main: semop() failed\n"); return -1;

}

strcpy((char \*) shm\_address, "Hello from Client"); operations[0].sem\_num = 0; operations[0].sem\_op = -1; operations[0].sem\_flg

= 0; operations[1].sem\_num = 1; operations[1].sem\_op = 1; operations[1].sem\_flg

= 0;

rc = semop( semid, operations, 2 ); if (rc == -1)

{

printf("main: semop() failed\n"); return -1;

}

rc = shmdt(shm\_address); if (rc==-1)

{

printf("main: shmdt() failed\n"); return -1;

}

if(operations[0].sem\_op == -1)

printf("\nread performed by server"); return 0;

}

//server side program #include <stdio.h> #include <string.h> #include <sys/ipc.h> #include <sys/sem.h> #include <sys/shm.h>

#define SEMKEYPATH "/dev/null" #define SEMKEYID 1

#define SHMKEYPATH "/dev/null" #define SHMKEYID 1

#define NUMSEMS 2

#define SIZEOFSHMSEG 50

#define NUMMSG 2

int main(int argc, char \*argv[])

{

int rc, semid, shmid, i; key\_t semkey, shmkey; void \*shm\_address;

struct sembuf operations[2]; struct shmid\_ds shmid\_struct; short sarray[NUMSEMS];

semkey = ftok(SEMKEYPATH,SEMKEYID); if ( semkey == (key\_t)-1 )

{

printf("main: ftok() for sem failed\n");

return -1;

}

shmkey = ftok(SHMKEYPATH,SHMKEYID); if ( shmkey == (key\_t)-1 )

{

printf("main: ftok() for shm failed\n"); return -1;

}

semid = semget( semkey, NUMSEMS, 0666 | IPC\_CREAT | IPC\_EXCL ); if ( semid == -1 )

{

printf("main: semget() failed\n"); return -1;

}

sarray[0] = 0;

sarray[1] = 0;

rc = semctl( semid, 1, SETALL, sarray); if(rc == -1)

{

printf("main: semctl() initialization failed\n"); return -1;

}

shmid = shmget(shmkey, SIZEOFSHMSEG, 0666 | IPC\_CREAT | IPC\_EXCL); if (shmid == -1)

{

printf("main: shmget() failed\n"); return -1;

}

shm\_address = shmat(shmid, NULL, 0); if ( shm\_address==NULL )

{

printf("main: shmat() failed\n"); return -1;

}

printf("Ready for client jobs\n"); for (i=0; i < NUMMSG; i++)

{

operations[0].sem\_num = 1;

operations[0].sem\_op = -1;

operations[0].sem\_flg = 0;

operations[1].sem\_num = 0;

operations[1].sem\_op = 1; operations[1].sem\_flg = IPC\_NOWAIT; rc = semop( semid, operations, 2 );

if (rc == -1)

{

printf("main: semop() failed\n"); return -1;

}

printf("Server Received : \"%s\"\n", (char \*) shm\_address); operations[0].sem\_num = 0;

operations[0].sem\_op = -1; operations[0].sem\_flg = IPC\_NOWAIT; rc = semop( semid, operations, 1 );

if (rc == -1)

{

printf("main: semop() failed\n"); return -1;

}

}

rc = semctl( semid, 1, IPC\_RMID ); if (rc==-1)

{

printf("main: semctl() remove id failed\n"); return -1;

}

rc = shmdt(shm\_address); if (rc==-1)

{

printf("main: shmdt() failed\n"); return -1;

}

rc = shmctl(shmid, IPC\_RMID, &shmid\_struct); if (rc==-1)

{

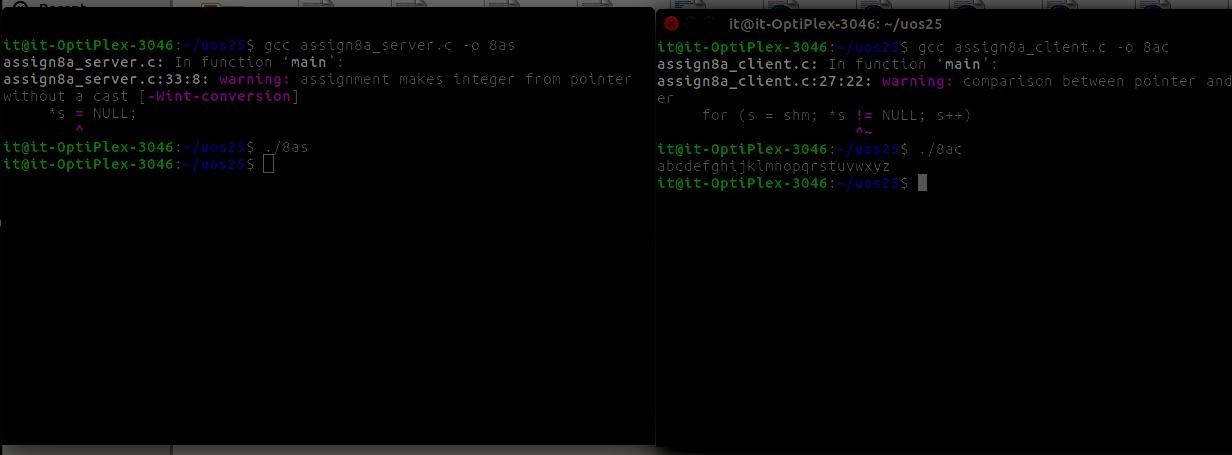
printf("main: shmctl() failed\n"); return -1;

}

return 0;

}

#### Output:



**Conclusion:**

Communication using Shared Memory IPC between client and server established and implemented using shm functions.

#### References:

1.[Dave’s Programming in C Tutorials]

* 1. Write 2 programs. 1st program will take small file from the user and write inside the shared memory. 2nd program will read from the shared memory and write into the file.

#### Objectives:

1. To learn about IPC through message queue.
2. Use of system call and IPC mechanism to write effective application programs.

#### Theory:

*Shared Memory* is an efficeint means of passing data between programs. One program will create a memory portion which other processes (if permitted) can access.

Communication between processes using shared memory requires processes to share some variable and it completely depends on how programmer will implement it. One way of communication using shared memory can be imagined like this: Suppose process1 and process2 are executing simultaneously and they share some resources or use some information from other process, process1 generate information about certain computations or resources being used and keeps it as a record in shared memory. When process2 need to use the shared information, it will check in the record stored in shared memory and take note of the information generated by process1 and act accordingly. Processes can use shared memory for extracting information as a record from other process as well as for delivering any specific information to other process.

The server maps a shared memory in its address space and also gets access to a synchronization mechanism. The server obtains exclusive access to the memory using the synchronization mechanism and copies the file to memory. The client maps the shared memory in its address space. Waits until the server releases the exclusive access and uses the data.

To use shared memory, we have to perform 2 basic steps:

* + Request to the operating system a memory segment that can be shared between processes. The user can create/destroy/open this memory using a **shared memory object**: *An object that represents memory that can be mapped concurrently into the address space of more than one process.*.
  + Associate a part of that memory or the whole memory with the address space of the calling process. The operating system looks for a big enough memory address range in the calling process' address space and marks that address range as an special range.

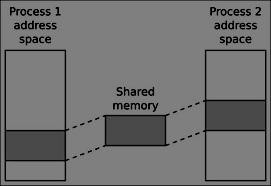
A process creates a shared memory segment using shmget()

The original owner of a shared memory segment can assign ownership to another user with shmctl().

A shared segment can be attached to a process address space using shmat().

It can be detached using shmdt().

Once attached, the process can read or write to the segment, as allowed by the permission requested in the attach operation. A shared segment can be attached multiple times by the same process. A shared memory segment is described by a control structure with a unique ID that points to an area of physical memory.



#### Data Dictionary:

Fig 8.3 shared memory

|  |  |  |  |
| --- | --- | --- | --- |
| Number | Variable/function | Data Type | Use |
| 1 | shm | char | Shared memory address |
| 2 | shmid | int | Used to store Shared memory id |
| 3 | key | key\_t | Store key of SHM |

#### Program:

//client side program #include <sys/types.h>

Table 8.3

#include <sys/ipc.h> #include <sys/shm.h> #include <stdio.h> #include <stdlib.h> #define SHMSZ 30 void main()

{

int shmid; key\_t key; char \*shm, \*s; key = 5858;

if ((shmid = shmget(key, SHMSZ, 0666)) < 0) { perror("shmget");

exit(1);

}

if ((shm = shmat(shmid, NULL, 0)) == (char \*) -1) { perror("shmat");

exit(1);

}

for (s = shm; \*s != NULL; s++) putchar(\*s);

putchar('\n');

\*shm = '#';

exit(0);

}

//server side program #include <sys/types.h> #include <sys/ipc.h>

#include <sys/shm.h> #include <stdio.h> #include <stdlib.h> #include <unistd.h> #define SHMSZ 30 void main()

{

char c;

int shmid; key\_t key; char \*shm, \*s; key = 5858;

if ((shmid = shmget(key, SHMSZ, IPC\_CREAT | 0666)) < 0) { perror("shmget");

exit(1);

}

if ((shm = shmat(shmid, NULL, 0)) == (char \*) -1) { perror("shmat");

exit(1);

}

s = shm; FILE \*fptr;

fptr=fopen("test.txt","r"); while(c!=EOF)

{

c=fgetc(fptr);

\*s++=c;

}

\*s=NULL;

/\* for (c = 'a'; c <= 'z'; c++)

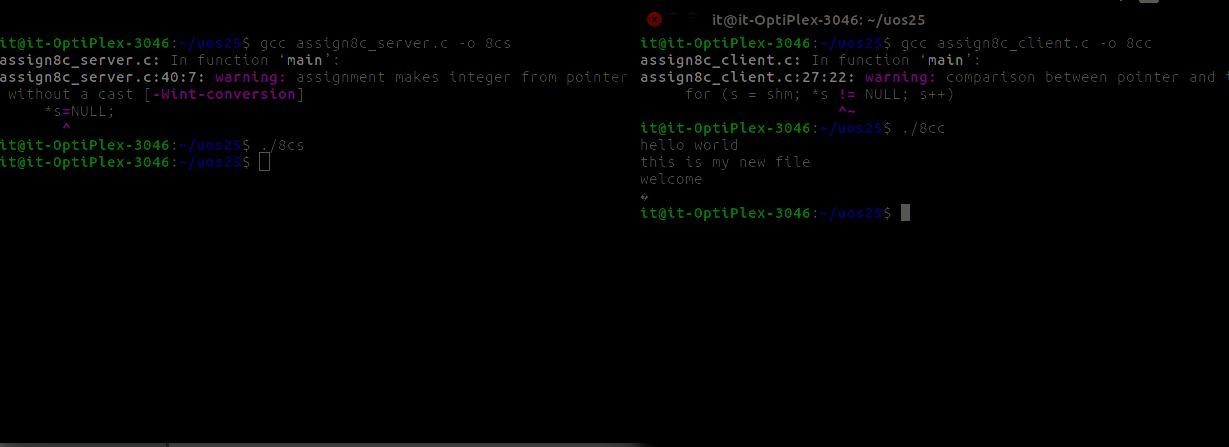
\*s++ = c;

\*s = NULL; \*/ while (\*shm != '#') sleep(1);

exit(0);

}

#### Output:



**Conclusion:** Sharing of files between client and server by using shared memory IPC was implemented.

#### References:

**1.[** Dave’s Programming in C Tutorials]

# Chapter 9 IPC: Sockets

* 1. Write two programs (server/client) and establish a socket to communicate.

**Objectives:**

1. To learn about fundamentals of IPC through C socket programming.
2. Learn and understand the OS intraction with socket programming.
3. Use of system call and IPC mechanism to write effective application programs.
4. To know the port numbersing and process relation.
5. To knows the iterative and concurrent server concept.

#### Theory:

JAVA SOCKET PROGRAMMING

A very basic one-way Client and Server setup where a Client connects, sends messages to server and the server shows them using socket connection. Java API networking package (java.net) takes care of all of that, making network programming very easy for programmers.

CLIENT SIDE PROGRAMMING:

Establish a Socket Connection

To connect to other machine we need a socket connection. A socket connection means the two machines have information about each other’s network location (IP Address) and TCP port.The java.net.Socket class represents a Socket. To open a socket:

Socket socket = new Socket(“127.0.0.1”, 5000)

* First argument – IP address of Server. (127.0.0.1 is the IP address of localhost, where code will run on single stand-alone machine).
* Second argument – TCP Port. (Just a number representing which application to run on a server. For example, HTTP runs on port 80. Port number can be from 0 to 65535)

To communicate over a socket connection, streams are used to both input and output the data. Closing the connection

The socket connection is closed explicitly once the message to server is sent. SERVER SIDE PROGRAMMING:

Establish a Socket Connection

To write a server application two sockets are needed.

* + A ServerSocket which waits for the client requests (when a client makes a new Socket())
  + A plain old Socket socket to use for communication with the client.

getOutputStream() method is used to send the output through the socket. Close the Connection

After finishing, it is important to close the connection by closing the socket as well as input/output streams.

#### Data Dictionary:

|  |  |  |  |
| --- | --- | --- | --- |
| Sr Number | Variable/Function | Datatype | Use |
| 1 | Ss | ServerSocket | Create a socket for server side communication. |
| 2 | S | Socket | Socket is created. |
| 3 | Dos | DataOutputStream | Output Stream. |
| 4 | Dis | DataInputStream | Input Stream. |
| 5 | Str | String | String to display message from clients. |

Table 9.1

#### Program:

SERVER:

import java.net.\*; import java.io.\*; class Server1

{

public static void main(String []args)throws Exception

{

ServerSocket ss=new ServerSocket(5050);//5050 is port no.

System.out.println("Server is Waiting. ");

Socket s=ss.accept();//waiting for client

DataOutputStream dos=new DataOutputStream(s.getOutputStream()); DataInputStream dis=new DataInputStream(s.getInputStream()); String str="Welcomes you are connected \n";

dos.writeUTF(str); //sends msg to client str=dis.readUTF(); //reads msg send by client System.out.println("From client"+" "+str); ss.close();

s.close();

dos.close();

dis.close();

}

}

CLIENT:

import java.net.\*; import java.io.\*; class Client1

{

public static void main(String []args)throws Exception

{

Socket s=new Socket("localhost",5050);

DataOutputStream dos=new DataOutputStream(s.getOutputStream());

DataInputStream dis=new DataInputStream(s.getInputStream()); String str=dis.readUTF(); //receives msg send by server System.out.println("From server"+" "+str);

str="Thank u for connecting"; dos.writeUTF(str); //writes to server s.close();

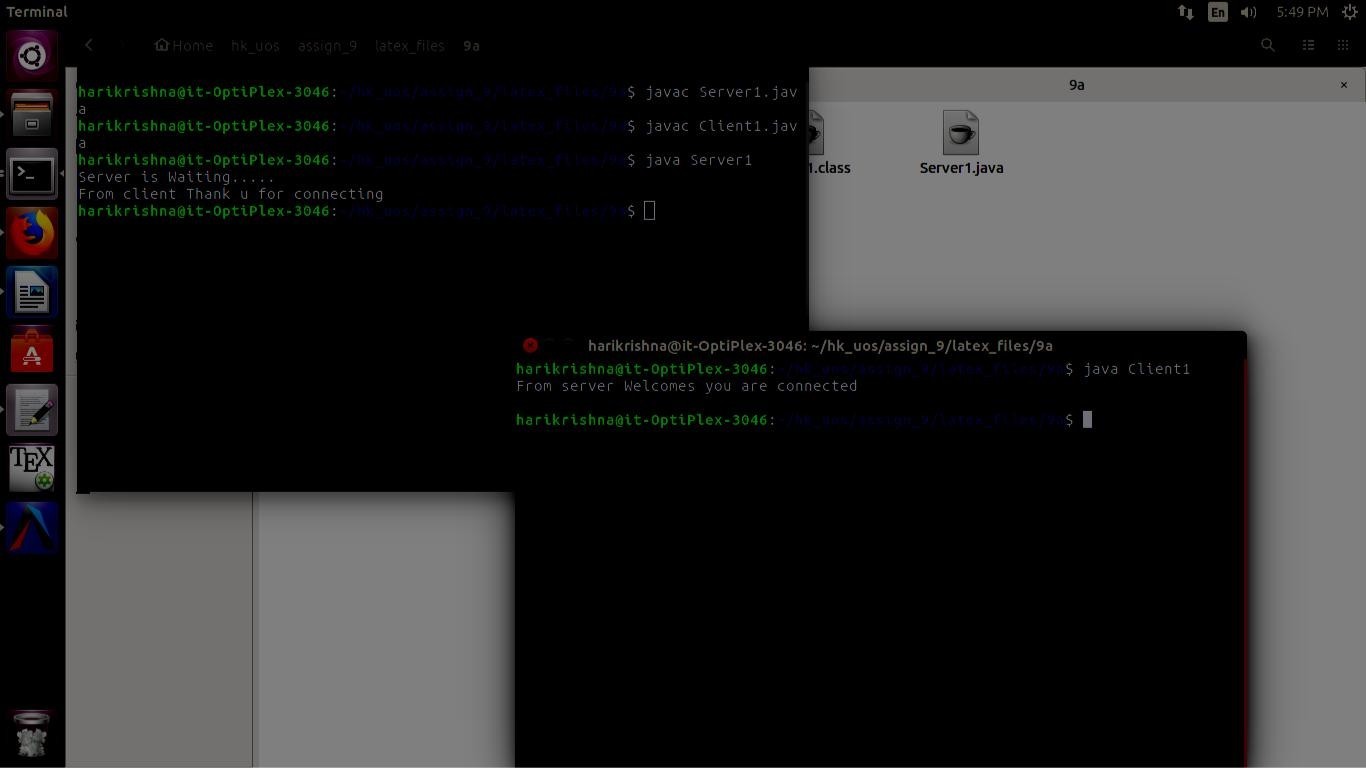
dos.close();

dis.close();

}

}

#### OUTPUT:



**Conclusion:**

Java can be used to establish communication between two programs on remote or same machine using sockets and system calls.

#### References:

1.[<http://www.prasannatech.net/2008/07/socket-programming-tutorial.html>]

* 1. Write programs (server and client) to implement concurrent/iteraitve server to conntect multiple clients requests handled through concurrent/iterative logic using UDP/TCP socket connection.

#### OBJECTIVES:

1. To learn about fundamentals of IPC through C socket programming.
2. Learn and understand the OS intraction with socket programming.
3. Use of system call and IPC mechanism to write effective application programs.
4. To know the port numbersing and process relation.
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Socket socket = new Socket(“127.0.0.1”, 5000)

3. First argument – IP address of Server. ( 127.0.0.1 is the IP address of localhost, where code will run on single stand-alone machine).

7. Second argument – TCP Port. (Just a number representing which application to run on a server. For example, HTTP runs on port 80. Port number can be from 0 to 65535)

To communicate over a socket connection, streams are used to both input and output the data. Closing the connection

The socket connection is closed explicitly once the message to server is sent. SERVER SIDE PROGRAMMING:

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To write a server application two sockets are needed.

* A ServerSocket which waits for the client requests (when a client makes a new Socket())
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getOutputStream() method is used to send the output through the socket. Close the Connection

After finishing, it is important to close the connection by closing the socket as well as input/output streams.

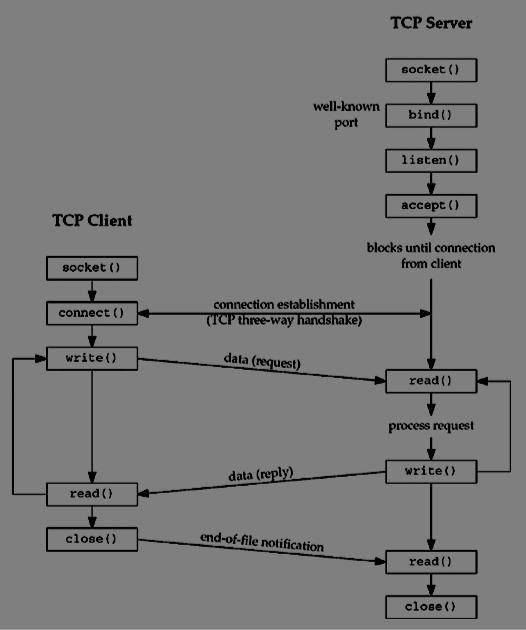


Fig 9.2

#### Data Dictionary:

|  |  |  |  |
| --- | --- | --- | --- |
| Sr Number | Variable/Function | Datatype | Use |
| 1 | ss | ServerSocket | Create a socket for server side communication. |
| 2 | s | Socket | Socket is created. |
| 3 | dos | DataOutputStream | Output Stream. |
| 4 | dis | DataInputStream | Input Stream. |
| 5 | cnm | String | String to display message from clients. |
| 6 | br | BufferedReader | Input data. |

Table 9.2

#### Program:

SERVER:

import java.net.\*; import java.io.\*; class Server5

{

public static void main(String []args)throws Exception

{

ServerSocket ss=new ServerSocket(5060); while(true)

{

Socket s=ss.accept();

DataOutputStream dos=new DataOutputStream(s.getOutputStream()); DataInputStream dis=new DataInputStream(s.getInputStream()); dos.writeUTF("Welcomes u");

String cnm=dis.readUTF();

ThrdComm a=new ThrdComm(dos,dis,cnm);

}

}

}

class ThrdComm extends Thread

{

DataOutputStream dos; DataInputStream dis; BufferedReader br; String str,cnm;

ThrdComm(DataOutputStream dos,DataInputStream dis,String cnm)throws Exception

{

super(cnm); this.dos=dos; this.dis=dis; this.cnm=cnm;

br=new BufferedReader(new InputStreamReader(System.in)); start();

}

public void run()

{

while(true)

{

try

{

talk();

}

catch(Exception e){}

}

}

synchronized void talk()throws Exception

{

System.out.println("Message To"+" "+cnm+":"); str=br.readLine();

dos.writeUTF(str);//sends msg to Client str=dis.readUTF();//reads msg from client System.out.println("From Client:"+" "+str);

}

}

CLIENT:

import java.net.\*; import java.io.\*;

class Client5 extends Thread

{

public static void main(String []args)throws Exception

{

if(args.length!=1) return;

Client5 a=new Client5(args[0]);

}

Client5(String s1)throws Exception

{

super(s1);//naming to thread s=new Socket("localhost",5060);

dos=new DataOutputStream(s.getOutputStream()); dis=new DataInputStream(s.getInputStream()); br=new BufferedReader(new

InputStreamReader(System.in)); cnm=s1;//set aurgument as

client name str="";

str=dis.readUTF();//reads msg send by server System.out.println("From Server:"+" "+str); dos.writeUTF(cnm);//client sends its name to server start();

}

public void run()

{

while(true)

{

try

{

talk();

}

catch(Exception e){}

}

}

synchronized void talk()throws Exception

{

str=dis.readUTF();//msg from server System.out.println("From Server:"+" "+str); System.out.println("Message to Server:"); str=br.readLine();

dos.writeUTF(str);

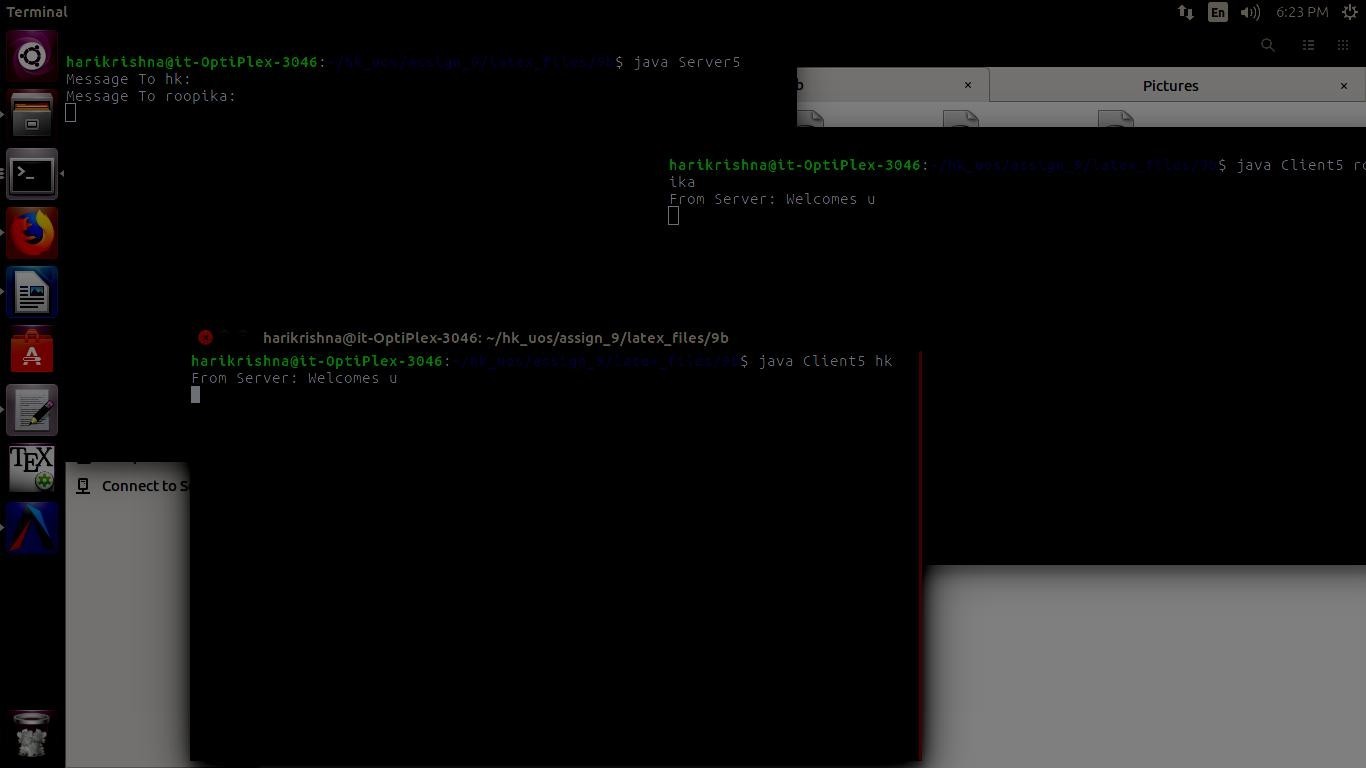
}

Socket s; String str,cnm;

DataOutputStream dos; DataInputStream dis; BufferedReader br;

}

**OUTPUT:**



#### Conclusion:

Various communication protocols like TCP/UDP can be implemented using socket programming in Java to serve requests from multiple clients.

#### References:

[1.[ht](http://www.prasannatech.net/2008/07/socket-programming-tutorial.html)tp:[//www.prasannatech.net/2008/07/socket-programming-tutorial.html](http://www.prasannatech.net/2008/07/socket-programming-tutorial.html)]

* 1. Write two programs (server and client) to show how you can establish a TCP socket connection using the above functions.

#### OBJECTIVES:

1. To learn about fundamentals of IPC through C socket programming.
2. Learn and understand the OS intraction with socket programming.
3. Use of system call and IPC mechanism to write effective application programs.
4. To know the port numbersing and process relation.
5. To knows the iterative and concurrent server concept.

#### THEORY:

JAVA SOCKET PROGRAMMING

A very basic one-way Client and Server setup where a Client connects, sends messages to server and the server shows them using socket connection. Java API networking package (java.net) takes care of all of that, making network programming very easy for programmers.

CLIENT SIDE PROGRAMMING:

Establish a Socket Connection

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* First argument – IP address of Server. (127.0.0.1 is the IP address of localhost, where code will run on single stand-alone machine).
* Second argument – TCP Port. (Just a number representing which application to run on a server. For example, HTTP runs on port 80. Port number can be from 0 to 65535)

To communicate over a socket connection, streams are used to both input and output the data. Closing the connection

The socket connection is closed explicitly once the message to server is sent. SERVER SIDE PROGRAMMING:

Establish a Socket Connection

To write a server application two sockets are needed.

* A ServerSocket which waits for the client requests (when a client makes a new Socket())
* A plain old Socket socket to use for communication with the client. getOutputStream() method is used to send the output through the socket. Close the Connection

After finishing, it is important to close the connection by closing the socket as well as input/output streams.

#### Program:

SERVER:

#include <stdio.h> #include <stdlib.h> #include <unistd.h> #include <errno.h> #include <string.h> #include <sys/types.h> #include <sys/socket.h> #include <netinet/in.h> #include <arpa/inet.h>

#define SERV\_TCP\_PORT 8000 /\* server's port number \*/ #define MAX\_SIZE 80

int main(int argc, char \*argv[])

{

int sockfd, newsockfd, clilen;

struct sockaddr\_in cli\_addr, serv\_addr; int port;

char string[MAX\_SIZE]; int len;

/\* command line: server [port\_number] \*/ if(argc == 2)

sscanf(argv[1], "%d", &port); /\* read the port number if provided \*/ else

port = SERV\_TCP\_PORT;

/\* open a TCP socket (an Internet stream socket) \*/ if((sockfd = socket(AF\_INET, SOCK\_STREAM, 0)) < 0) { perror("can't open stream socket"); exit(1);

}

/\* bind the local address, so that the cliend can send to server \*/ bzero((char \*) &serv\_addr, sizeof(serv\_addr)); serv\_addr.sin\_family = AF\_INET;

serv\_addr.sin\_addr.s\_addr = htonl(INADDR\_ANY); serv\_addr.sin\_port = htons(port);

if(bind(sockfd, (struct sockaddr \*) &serv\_addr, sizeof(serv\_addr)) < 0) { perror("can't bind local address");

exit(1);

}

/\* listen to the socket \*/ listen(sockfd, 5);

for(;;) {

/\* wait for a connection from a client; this is an iterative server

\*/ clilen = sizeof(cli\_addr);

newsockfd = accept(sockfd, (struct sockaddr \*) &cli\_addr, &clilen); if(newsockfd < 0) {

perror("can't bind local address");

}

/\* read a message from the client \*/

len = read(newsockfd, string, MAX\_SIZE);

/\* make sure it's a proper string \*/ string[len] = 0;

printf("%s\n", string); close(newsockfd);

}

}

CLIENT:

#include <string.h>

#include <stdio.h> #include <sys/types.h> #include <sys/socket.h> #include <arpa/inet.h> #include <netinet/in.h> #include <netinet/tcp.h> #include <netdb.h> #include <stdlib.h> #include <unistd.h> #include <errno.h>

#define SERV\_TCP\_PORT 8000 /\* server's port \*/ int main(int argc, char \*argv[]) {

int sockfd;

struct sockaddr\_in serv\_addr; char \*serv\_host = "localhost"; struct hostent \*host\_ptr;

int port;

int buff\_size = 0;

/\* command line: client [host [port]]\*/ if(argc >= 2)

serv\_host = argv[1]; /\* read the host if provided

\*/ if(argc == 3)

sscanf(argv[2], "%d", &port); /\* read the port if provided

\*/ else

port = SERV\_TCP\_PORT;

/\* get the address of the host \*/

if((host\_ptr = gethostbyname(serv\_host)) == NULL)

{ perror("gethostbyname error"); exit(1);

}

if(host\_ptr->h\_addrtype != AF\_INET) { perror("unknown address type"); exit(1);

}

bzero((char \*) &serv\_addr, sizeof(serv\_addr)); serv\_addr.sin\_family = AF\_INET; serv\_addr.sin\_addr.s\_addr =

((struct in\_addr \*)host\_ptr->h\_addr\_list[0])->s\_addr; serv\_addr.sin\_port = htons(port); /\* open a TCP socket \*/

if((sockfd = socket(AF\_INET, SOCK\_STREAM, 0)) < 0) { perror("can't open stream socket"); exit(1);

/\* connect to the server \*/

if(connect(sockfd, (struct sockaddr \*) &serv\_addr, sizeof(serv\_addr)) < 0) {

perror("can't connect to server"); exit(1);

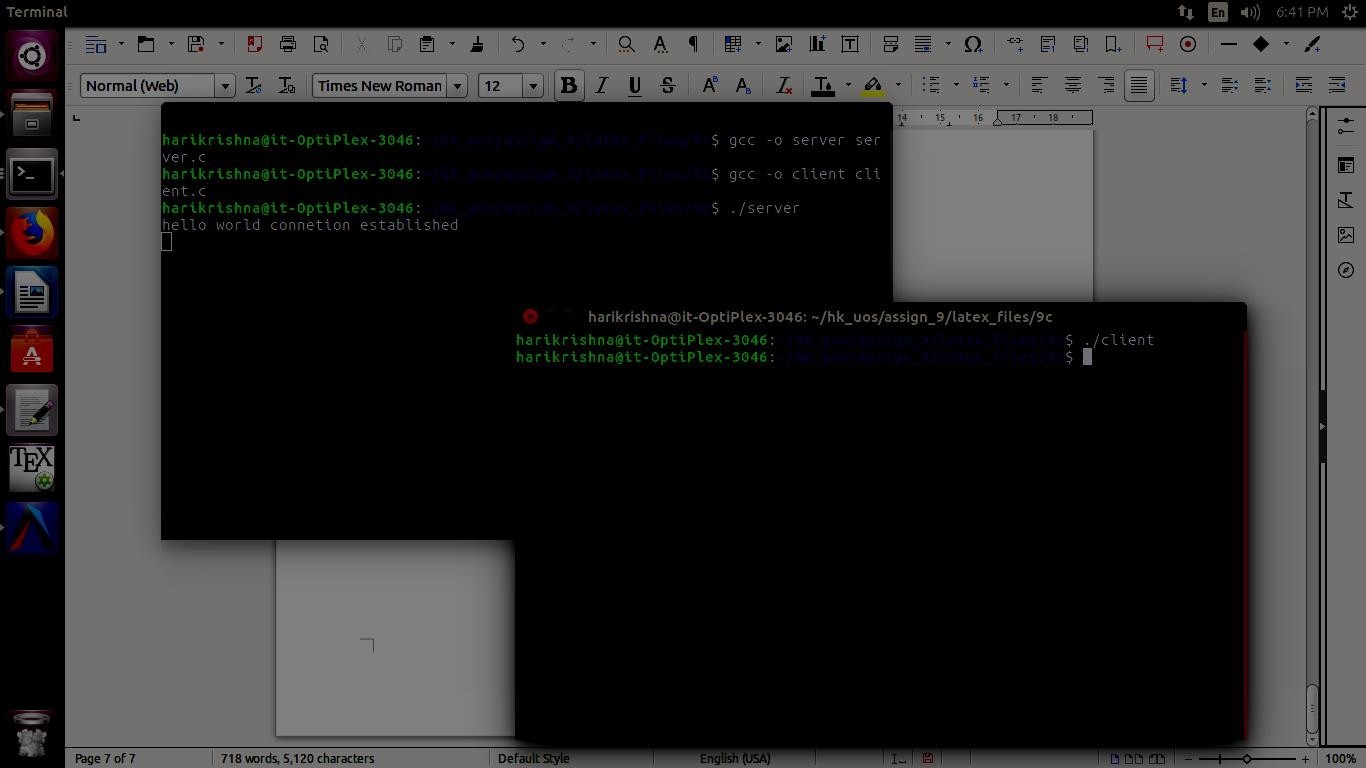
}

/\* write a message to the server \*/

write(sockfd, "hello world connetion established", sizeof("hello world connetion established")); close(sockfd);

}

**OUTPUT:-**



#### Conclusion:

TCP socket connetion using system calls in C studied and client server connection established.

**References: 1.[**[www.cs.cf.ac.uk/Dave/C/CE.html](http://www.cs.cf.ac.uk/Dave/C/CE.html)]

* 1. Write two programs (server and client) to show how you can establish a UDP socket connection using the above functions.

#### OBJECTIVES:

1. To learn about fundamentals of IPC through C socket programming.
2. Learn and understand the OS intraction with socket programming.
3. Use of system call and IPC mechanism to write effective application programs.
4. To know the port numbersing and process relation.
5. To knows the iterative and concurrent server concept.

#### THEORY:

JAVA SOCKET PROGRAMMING

TCP is a connection-oriented protocol layered on the top of IP of the TCP/IP stack with the ability to acknowledge receipt of packets at both ends. Acknowledgement ensures that the lost/corrupt packets can be retransmitted upon request. It also maintains a sequence in the sense that packets can be put back in the same order at the receiving end as they were transmitted.

Although everything seems fair and advantageous at first look, it is also its weakness on occasion, because maintaining a guaranteed data transmission carries a fair amount of overhead (the header size of TCP packet is 20 bit whereas UDP header is 8 bit). In a situation where the order of the data is not that important or say, loss of a few packets does not matter to the verge of completely corrupting the data, TCP can be a real bottleneck. UDP is an unreliable connectionless protocol that neither guarantees that the packets will ever reach the destination nor that they will arrive in the same order they were sent. But, it works and surprisingly reaches the destination, without the slightest aura of "guarantee" or "reliability." TCP can be best suited for file transfer or the like where loss of bits is unacceptable. UDP, on the other hand, is best suited where a little loss in the transmission bits does not matter. For example, a few lost bits in video or audio signals are less severe without much quality degradation. Further, error correction in UDP can be built into data streams at the application level to account for missing information. So, UDP is not a total loss, after all.

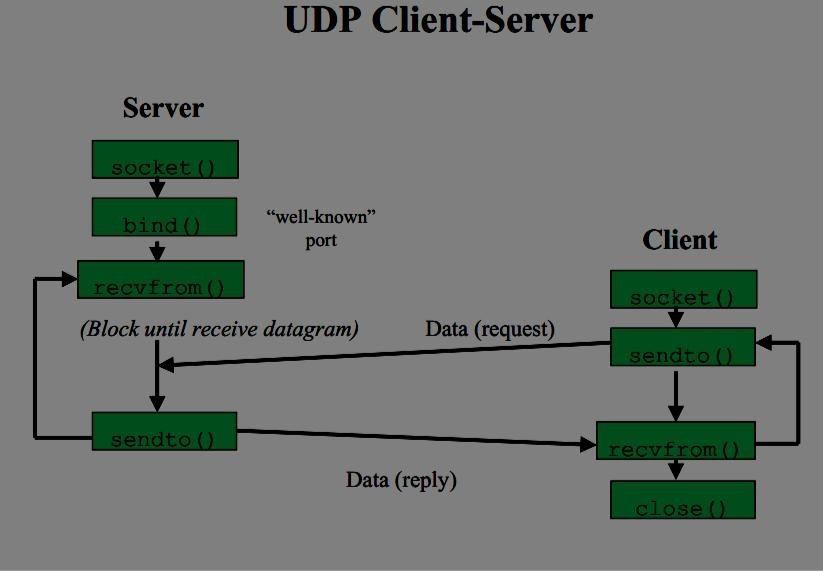


Fig 9.4 process

#### Program:

SERVER:

#include <stdio.h> #include <stdlib.h> #include <unistd.h> #include <errno.h> #include <string.h> #include <sys/types.h> #include <sys/socket.h> #include <netinet/in.h> #include <arpa/inet.h> #define MYPORT 4950

#define MAXBUFLEN 500 int main(int argc, char \*argv[])

{

int sockfd;

struct sockaddr\_in my\_addr; struct sockaddr\_in their\_addr; int addr\_len, numbytes;

char buf[MAXBUFLEN];

if((sockfd = socket(AF\_INET, SOCK\_DGRAM, 0)) == -1)

{

perror("Server-socket() sockfd error lol!"); exit(1);

}

else

printf("Server-socket() sockfd is OK...\n");

/\* host byte order \*/ my\_addr.sin\_family = AF\_INET;

my\_addr.sin\_port = htons(MYPORT); my\_addr.sin\_addr.s\_addr = INADDR\_ANY; memset(&(my\_addr.sin\_zero), '\0', 8);

if(bind(sockfd, (struct sockaddr \*)&my\_addr, sizeof(struct sockaddr)) == -1)

{

perror("Server-bind() error lol!"); exit(1);

}

else

printf("Server-bind() is OK...\n"); addr\_len = sizeof(struct sockaddr);

if((numbytes = recvfrom(sockfd, buf, MAXBUFLEN-1, 0, (struct sockaddr

\*)&their\_addr, &addr\_len)) == -1)

{

perror("Server-recvfrom() error lol!"); exit(1);

}

else

{

printf("Server-Waiting and listening...\n"); printf("Server-recvfrom() is OK...\n");

}

printf("Server-Got packet from %s\n", inet\_ntoa(their\_addr.sin\_addr)); printf("Server-Packet is %d bytes long\n", numbytes);

buf[numbytes] = '\0';

printf("Server-Packet contains \"%s\"\n", buf); if(close(sockfd) != 0)

printf("Server-sockfd closing failed!\n"); else

printf("Server-sockfd successfully closed!\n"); return 0;

}

CLIENT:

#include <stdio.h> #include <stdlib.h> #include <unistd.h> #include <errno.h> #include <string.h> #include <netdb.h> #define MYPORT 4950

int main(int argc, char \*argv[ ])

{

int sockfd;

struct sockaddr\_in their\_addr; struct hostent \*he;

int numbytes; if (argc != 3)

{

fprintf(stderr, "Client-Usage: %s <hostname> <message>\n", argv[0]); exit(1);

}

if ((he = gethostbyname(argv[1])) == NULL)

{

perror("Client-gethostbyname() error lol!"); exit(1);

}

else

printf("Client-gethostname() is OK...\n");

if((sockfd = socket(AF\_INET, SOCK\_DGRAM, 0)) == -1)

{

perror("Client-socket() error lol!"); exit(1);

}

else

printf("Client-socket() sockfd is OK...\n"); their\_addr.sin\_family = AF\_INET; printf("Using port: 4950\n"); their\_addr.sin\_port = htons(MYPORT);

their\_addr.sin\_addr = \*((struct in\_addr \*)he->h\_addr); memset(&(their\_addr.sin\_zero), '\0', 8);

if((numbytes = sendto(sockfd, argv[2], strlen(argv[2]), 0, (struct sockaddr

\*)&their\_addr, sizeof(struct sockaddr))) == -1)

{

perror("Client-sendto() error lol!"); exit(1);

}

else

printf("Client-sendto() is OK...\n");

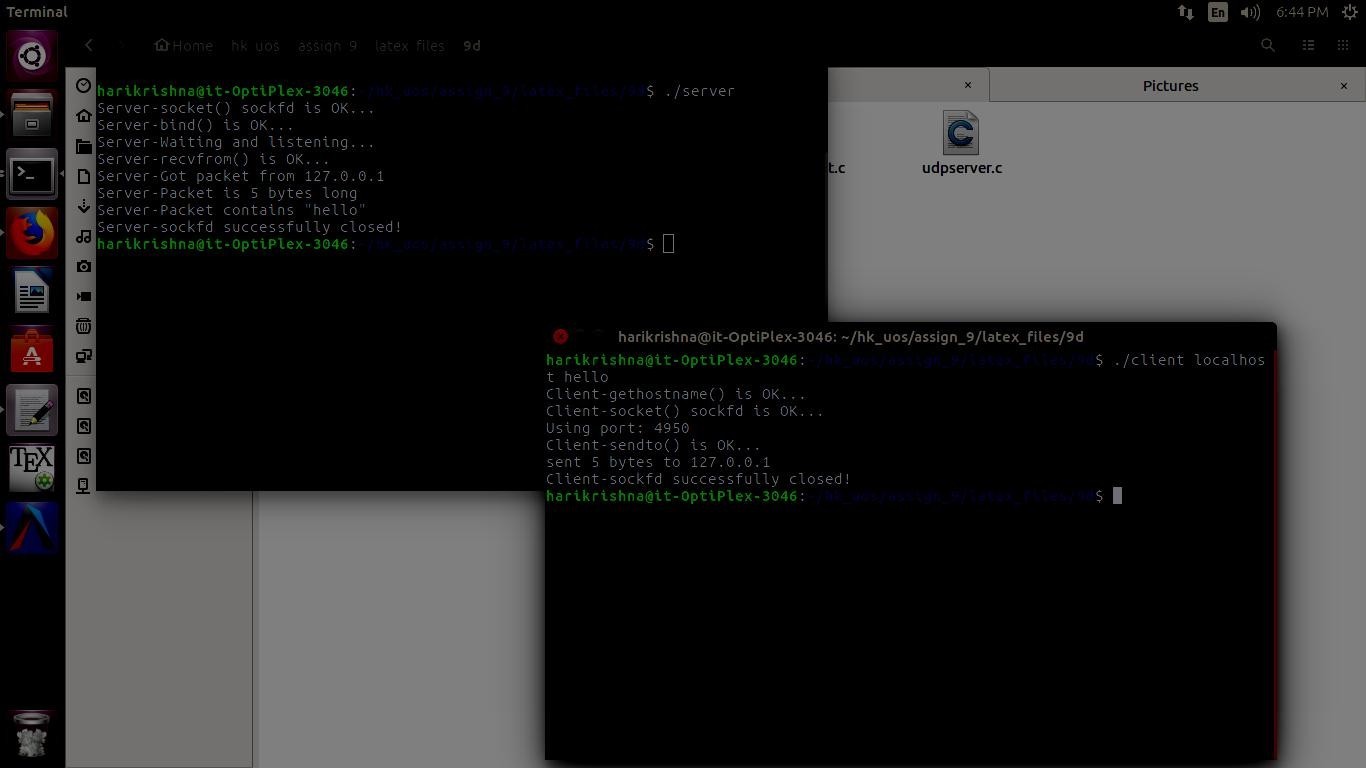
printf("sent %d bytes to %s\n", numbytes, inet\_ntoa(their\_addr.sin\_addr)); if (close(sockfd) != 0)

printf("Client-sockfd closing is failed!\n"); else

printf("Client-sockfd successfully closed!\n"); return 0;

}

**OUTPUT:-**



#### Conclusion:

UDP socket connetion using system calls in C studied and client server connection established.

#### References:

[1.[w](http://www.cs.cf.ac.uk/Dave/C/CE.html)ww[.c](http://www.cs.cf.ac.uk/Dave/C/CE.html)s[.cf.ac.uk/Dave/C/CE.html](http://www.cs.cf.ac.uk/Dave/C/CE.html)]

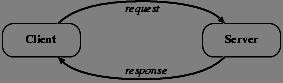
* 1. **)** Implement echo server using TCP/UDP in iterative/concurrent logic.

#### OBJECTIVES:

1. To learn about fundamentals of IPC through C socket programming.
2. Learn and understand the OS intraction with socket programming.
3. Use of system call and IPC mechanism to write effective application programs.
4. To know the port numbersing and process relation.
5. To knows the iterative and concurrent server concept.

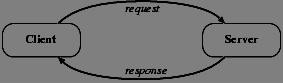
#### THEORY:

JAVA SOCKET PROGRAMMING

1. TCP Echo Client
   * In the TCP Echo client a socket is created.
   * Using the socket a connection is made to the server using the connect() function.
   * After a connection is established, we send messages input from the user and display the data received from the server using send() and read() functions.
2. UDP Echo Client

* In the UDP Echo client a socket is created.
* Then we bind the socket.
* After the binding is successful, we send messages input from the user and display the data received from the server using sendto() and recvfrom() functions.

1. TCP Echo Server

* In the TCP Echo server, we create a socket and bind to an advertised port number.
* After binding, the process listens for incoming connections.
* Then an infinite loop is started to process the client requests for connections.
* After a connection is requested, it accepts the connection from the client machine and forks a new process.
* The new process receives data from the client using recv() function and echoes the same data using the send() function.
* Please note that this server is capable of handling multiple clients as it forks a new process for every client trying to connect to the server.

1. UDP Echo Server

* In the UDP Echo server, we create a socket and bind to an advertised port number.
* Then an infinite loop is started to process the client requests for connections.
* The process receives data from the client using recvfrom () function and echoes the same data using the sendto() function.
* Please note that this server is capable of handles multiple clients automatically as UDP is a datagram based protocol hence no exclusive connection is required to a client in this case.

#### Program:

SERVER:

#include <stdio.h> #include <stdlib.h> #include <unistd.h> int main()

{

char str[100];

int listen\_fd, comm\_fd; struct sockaddr\_in servaddr;

listen\_fd = socket(AF\_INET, SOCK\_STREAM, 0); bzero( &servaddr, sizeof(servaddr)); servaddr.sin\_family = AF\_INET; servaddr.sin\_addr.s\_addr = htons(INADDR\_ANY); servaddr.sin\_port = htons(22000);

bind(listen\_fd, (struct sockaddr \*) &servaddr, sizeof(servaddr)); listen(listen\_fd, 10);

comm\_fd = accept(listen\_fd, (struct sockaddr\*) NULL, NULL); while(1)

{

bzero( str, 100); read(comm\_fd,str,100); printf("Echoing back - %s",str); write(comm\_fd, str, strlen(str)+1);

}

}

CLIENT:

#include <stdio.h> #include <unistd.h> #include <errno.h> #include <string.h> #include <sys/types.h> #include <sys/socket.h> #include <netinet/in.h>

int main(int argc,char \*\*argv)

{

int sockfd,n;

char sendline[100]; char recvline[100];

struct sockaddr\_in servaddr; sockfd=socket(AF\_INET,SOCK\_STREAM,0); bzero(&servaddr,sizeof servaddr); servaddr.sin\_family=AF\_INET; servaddr.sin\_port=htons(22000); inet\_pton(AF\_INET,"127.0.0.1",&(servaddr.sin\_addr)); connect(sockfd,(struct sockaddr \*)&servaddr,sizeof(servaddr)); while(1)

{

bzero( sendline, 100);

bzero( recvline, 100);

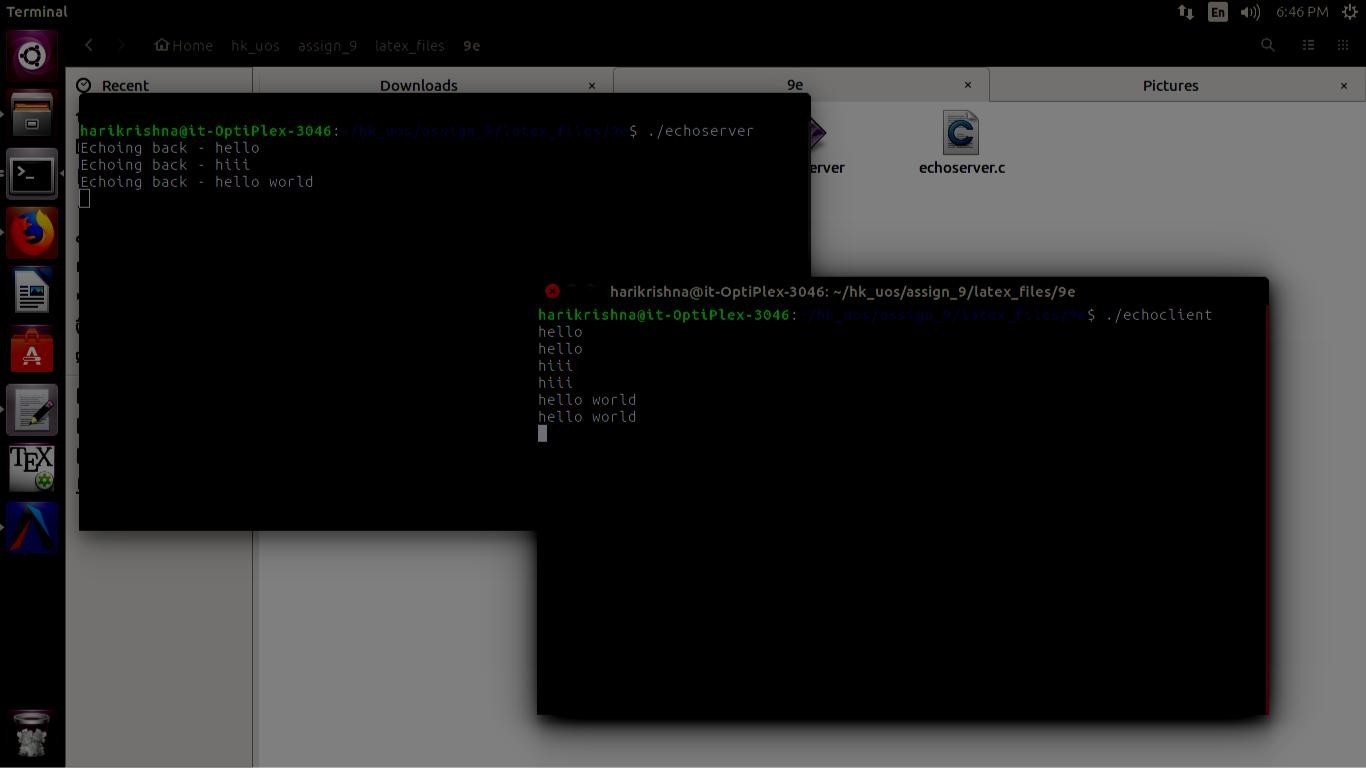
fgets(sendline,100,stdin); /\*stdin = 0 , for standard input \*/ write(sockfd,sendline,strlen(sendline)+1); read(sockfd,recvline,100);

printf("%s",recvline);

}

}

**OUTPUT:-**



#### Conclusion:

Using TCP connection between Client and server, the echo server mechanism was implemented using iterative logic.

#### Reference:

[1.[w](http://www.cs.cf.ac.uk/Dave/C/CE.html)ww[.c](http://www.cs.cf.ac.uk/Dave/C/CE.html)s[.cf.ac.uk/Dave/C/CE.html](http://www.cs.cf.ac.uk/Dave/C/CE.html)]

* 1. Implement chating using TCP/UDP socket (between two or more users.)

#### OBJECTIVES:

1. To learn about fundamentals of IPC through C socket programming.
2. Learn and understand the OS intraction with socket programming.
3. Use of system call and IPC mechanism to write effective application programs.
4. To know the port numbersing and process relation.
5. To knows the iterative and concurrent server concept.

#### THEORY:

JAVA SOCKET PROGRAMMING

TCP is a connection-oriented protocol layered on the top of IP of the TCP/IP stack with the ability to acknowledge receipt of packets at both ends. Acknowledgement ensures that the lost/corrupt packets can be retransmitted upon request. It also maintains a sequence in the sense that packets can be put back in the same order at the receiving end as they were transmitted.

Although everything seems fair and advantageous at first look, it is also its weakness on occasion, because maintaining a guaranteed data transmission carries a fair amount of overhead (the header size of TCP packet is 20 bit whereas UDP header is 8 bit). In a situation where the order of the data is not that important or say, loss of a few packets does not matter to the verge of completely corrupting the data, TCP can be a real bottleneck. UDP is an unreliable connectionless protocol that neither guarantees that the packets will ever reach the destination nor that they will arrive in the same order they were sent. But, it works and surprisingly reaches the destination, without the slightest aura of "guarantee" or "reliability." TCP can be best suited for file transfer or the like where loss of bits is unacceptable. UDP, on the other hand, is best suited where a little loss in the transmission bits does not matter. For example, a few lost bits in video or audio signals are less severe without much quality degradation. Further, error correction in UDP can be built into data streams at the application level to account for missing information. So, UDP is not a total loss, after all.

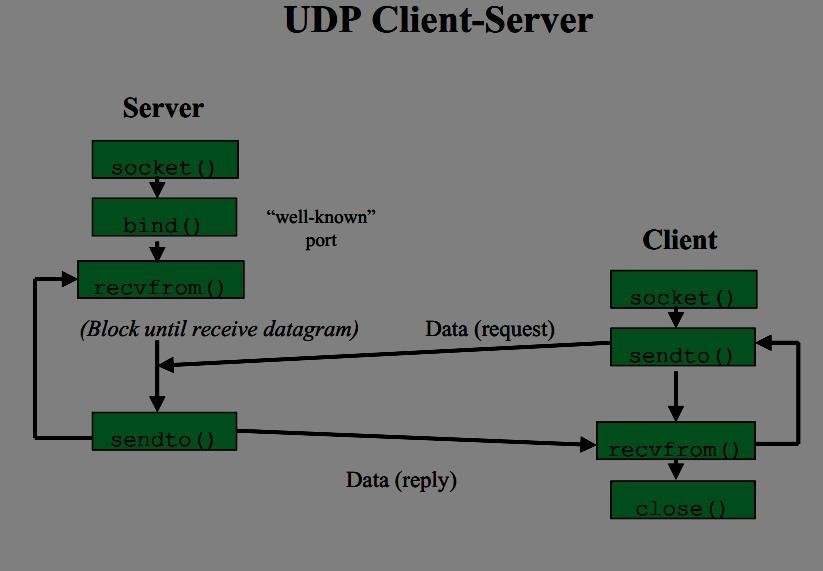


Fig 9.6 program execution

CODE:

SERVER:

import java.net.\*; import java.io.\*; import java.util.\*; class Server2

{

public static void main(String []args)throws Exception

{

Scanner sc=new Scanner(System.in);

ServerSocket ss=new ServerSocket(5050);//5050 is port no. System.out.println("Server is Waiting. ");

Socket s=ss.accept();//waiting for client

DataOutputStream dos=new DataOutputStream(s.getOutputStream()); DataInputStream dis=new DataInputStream(s.getInputStream()); String str="Welcomes u";

dos.writeUTF(str); //sends msg to client

str=dis.readUTF(); //reads msg send by client System.out.println("From client:"+" "+str); while(true)

{

System.out.print("\nEnter Message(from Server to client):"); str=sc.nextLine();

dos.writeUTF(str); if(str.equals("bye")) break; str=dis.readUTF();

System.out.print("From Client:"+" "+str); if(str.equals("bye"))

break;

}

try

{

ss.close();

s.close();

dos.close();

dis.close();

}

catch(Exception e){}

}

} CLIENT:

import java.net.\*; import java.io.\*; import java.util.\*;

class Client2

{

public static void main(String []args)throws Exception

{

Scanner sc=new Scanner(System.in); Socket s=new Socket("localhost",5050);

DataOutputStream dos=new DataOutputStream(s.getOutputStream()); DataInputStream dis=new DataInputStream(s.getInputStream()); String str=dis.readUTF(); //receives msg send by server System.out.println("From server:"+" "+str);

str="Thank u";

dos.writeUTF(str); //writes to server while(true)

{

str=dis.readUTF(); System.out.println("From Server:"+" "+str); if(str.equals("bye"))

break;

System.out.print("Enter Message(from Client to Server):"); str=sc.nextLine();

dos.writeUTF(str); if(str.equals("bye")) break;

}

try

{

s.close();

dos.close();

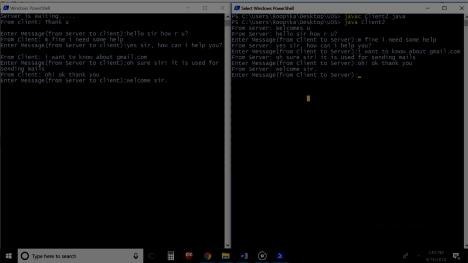
dis.close();

}

catch(Exception e){}

}

} OUTPUT:



#### Conclusion:

Multiway communication from client to server and vice versa can be implemented in the form of chatting by using TCP connection and socket programming in C.

#### References :

[1.[w](http://www.cs.cf.ac.uk/Dave/C/CE.html)ww[.c](http://www.cs.cf.ac.uk/Dave/C/CE.html)s[.cf.ac.uk/Dave/C/CE.html](http://www.cs.cf.ac.uk/Dave/C/CE.html)]

# Chapter 10

**Python:As a scripting language**

* 1. Write a program to display the following pyramid. The number of lines in the pyramid should not be hard-coded. It should be obtained from the user. The pyramid should appear as close to the center of the screen as possible.

**Objectives:**

1. To learn about python as scripting option.

#### Theory:

Subprocess Management:

The [subprocess](https://docs.python.org/2/library/subprocess.html#module-subprocess) module allows you to spawn new processes, connect to their input/output/error pipes, and obtain their return codes. This module intends to replace several older modules and functions:

os.system os.spawn\* os.popen\* popen2.\* commands.\*

Using the subprocess module:

The recommended way to launch subprocesses is to use the following convenience functions. For more advanced use cases when these do not meet your needs, use the underlying [Popen](https://docs.python.org/2/library/subprocess.html#subprocess.Popen) interface.

subprocess.call(*args*, *\**, *stdin=None*, *stdout=None*, *stderr=None*, *shell=False*)

Run the command described by *args*. Wait for command to complete, then return the returncode attribute.

The arguments shown above are merely the most common ones, described below in Frequently Used Arguments (hence the slightly odd notation in the abbreviated signature). The full function

signature is the same as that of the [Popen](https://docs.python.org/2/library/subprocess.html#subprocess.Popen) constructor - this functions passes all supplied arguments directly through to that interface.

#### Program:

import os

rows, columns = os.popen('stty size', 'r').read().split() r=int(rows)

c=int(columns)

n = int(input("Enter number of rows:")) for i in range(int(r/2-n/2)):

print()

for i in range(n):

for k in range(int(c/2)-int(n/2)): print(" ",end="")

for k in range(n-i-1): print(" ",end="")

for k in range(2\*i+1): print("\*",end="")

print("\n",end="")

for i in range(int(r/2-n/2)): print()

#### Output:

Enter number of rows:6

\*

\*\*\*

\*\*\*\*\*

\*\*\*\*\*\*\*

\*\*\*\*\*\*\*\*\*

\*\*\*\*\*\*\*\*\*\*\*

#### Conclusion:

Basics of python like the concept of loops and conditional statements learnt.

#### References:

1.[https://docs.python.org/3/]

* 1. Write a python function for prime number input limit in as parameter to it.

#### Objectives:

1. To learn about python as scripting option.

#### Theory:

Prime Number:

A prime number is a whole number greater than 1 whose only factors are 1 and itself. A factor is a whole numbers that can be divided evenly into another number. The first few prime numbers are 2, 3, 5, 7, 11, 13, 17, 19, 23 and 29.

How do for loops work?

Many languages have conditions in the syntax of their ***for*** loop, such as a relational expression to determine if the loop is done, and an increment expression to determine the next loop value. In Python this is controlled instead by generating the appropriate sequence. Basically, any object with an iterable method can be used in a ***for*** loop. Even strings, despite not having an iterable method - but we'll not get on to that here. Having an iterable method basically means that the data can be presented in list form, where there are multiple values in an orderly fashion. You can define your own iterables by creating an object with next() and iter() methods.

Nested loops:

When you have a block of code you want to run **x** number of times, then a block of code within that code which you want to run **y** number of times, you use what is known as a "nested loop". In Python, these are heavily used whenever someone has a list of lists - an iterable object within an iterable object.

for x in xrange(1, 11):

for y in xrange(1, 11):

print '%d \* %d = %d' % (x, y, x\*y)

Early Exits:

Like the *while* loop, the *for* loop can be made to exit before the given object is finished. This is done using the *break* statement, which will immediately drop out of the loop and contine execution at the first statement after the block. You can also have an optional *else* clause, which will run should the *for* loop exit cleanly - that is, without breaking.

for x in xrange(3):

if x == 1:

break

#### Program:

n=int(input("Enter number:"))

for i in range(1,n+1): c=0

# print(i)

# print() if(i==1): continue if(i==2): print(2) continue

for j in range(2,i-1): if(i%j==0): c=c+1 if(c==0):

print(i)

#### Output:

it@it:~$ python 10b.py Enter number:20

2

3

5

7

11

13

17

19

#### Conclusion:

Basics of python like the concept of loops and conditional statements learnt.

#### References:

1.[https://docs.python.org/3/]

### Take any txt file and count word frequencies in a file. (hint: file handling+basics)

#### Objectives:

1. To learn about python as scripting option.

#### Theory:

File handling:

A file is some information or data which stays in the computer storage devices. You already know about different kinds of file , like your music files, video files, text files. Python gives you easy ways to manipulate these files. Generally we divide files in two categories, text file and binary file. Text files are simple text where as the binary files contain binary data which is only readable by computer.

File opening:

To open a file we use *open()* function. It requires two arguments, first the file path or file name, second which mode it should open. Modes are like

* + “r” -> open read only, you can read the file but can not edit / delete anything inside
  + “w” -> open with write power, means if the file exists then delete all content and open it to write
  + “a” -> open in append mode

The default mode is read only, ie if you do not provide any mode it will open the file as read only. Let us open a file

* fobj = open("love.txt")
* fobj

<\_io.TextIOWrapper name='love.txt' mode='r' encoding='UTF-8'>

Closing a file:

After opening a file one should always close the opened file. We use method *close()* for this.

* fobj = open("love.txt")
* fobj

<\_io.TextIOWrapper name='love.txt' mode='r' encoding='UTF-8'>

>>> fobj.close()

Reading a file:

To read the whole file at once use the *read()* method.

* fobj = open("sample.txt")
* fobj.read()

'I love Python\nPradeepto loves KDE\nSankarshan loves Openoffice\n'

#### Program:

f=open("10cfile.txt") d={}

for line in f: l=line.split() #print(line)

#print(l)

for word in l:

#print(word) if word in d:

d[word]=d[word]+1 else:

d[word]=1 for key in d:

print key," : ",d[key]

Output:

it@it-OptiPlex-3046:~$ python uox10.py a : 2

A : 1

Peter : 4

of : 4

Piper : 4

pickled : 4

Where's : 1

picked : 4

peppers : 4

the : 1

peck : 4

If : 1

#### Conclusion:

File handling and manipulation of data using list and dicitionary learnt.

#### References:

1.[https://docs.python.org/3/]

### Generate frequency list of all the commands you have used, and show the top 5 commands along with their count. (Hint: history command will give you a list of all commands used.)

#### Objectives:

1. To learn about python as scripting option.

#### Theory:

Overview:

All of our services are currently running on Linux. In Linux, there is a very useful command to show you all of the last commands that have been recently used. The command is simply called history, but can also be accessed by looking at your .bash\_history in your home folder. By default, the history command will show you the last five hundred commands you have entered.

history

You should now see a list quickly go by with the last 500 commands used, like the example below. If you like, you can just use the up arrow and down arrow to browse for any particular command you may have used recently.

|  |  |
| --- | --- |
| 496 | ls -la |
| 497 | ls |
| 498 | history |
| 499 | ls |
| 500 | cd domains |
| 501 | cd .. |
| 502 | ls |
| 503 | history |
| 504 | cd ls |
| 505 | ls |
| 506 | cd data |

|  |  |
| --- | --- |
| 507 | ls |
| 508 | cd .. |
| 509 | cd domains |
| 510 | ls |
| 511 | cd .. |
| 512 | history |

#### Program:

import operator

from subprocess import Popen, PIPE, STDOUT shell\_command = 'bash -i -c "history -r; history"'

event = Popen(shell\_command, shell=True, stdin=PIPE, stdout=PIPE, stderr=STDOUT)

output = event.communicate() l=list(output) l1=l[0].split("\n")

d={}

for key in l1: key=key.split(" ")

if key[len(key)-1] in d:

d[key[len(key)-1]]=d[key[len(key)-1]]+1 else:

d[key[len(key)-1]]=1 l1=[]

for key,value in d.iteritems(): temp=[key,value] l1.append(temp)

l1=sorted(l1,key=operator.itemgetter(1)) l1.reverse()

for i in range(5):

print(l1[i])

#### Output:

it@it-OptiPlex-3046:~$ python temp2.py ['./a.out', 136]

['g++ inher.cpp', 60]

['gedit inher.cpp', 60]

['packettracer', 29]

['cd Desktop', 20]

#### Conclusion:

Implementing of bash command using os library and some basics to find frequency of bash commands used.

#### References:

1.[https://docs.python.org/3/]

### Write a shell script that will take a filename as input and check if it is executable. 2. Modify the script in the previous question, to remove the execute permissions, if the file is executable.

#### Objectives:

1. To learn about python as scripting option.

#### Theory:

Executable File:

An executable file is a file that is used to perform various functions or operations on a computer. Unlike a data file, an executable file cannot be read because it has been compiled. On an IBM compatible computer, common executable files are .BAT, .COM, .EXE, and .BIN. On an Apple mac computer running macOS the .DMG and .APP files are executable files. Depending on the operating system and its setup, there can also be other executable files.

access():

**Description:**

The method access() uses the real uid/gid to test for access to path. Most operations will use the effective uid/gid, therefore this routine can be used in a suid/sgid environment to test if the invoking user has the specified access to path.It returns True if access is allowed, False if not.

Syntax:

Following is the syntax for access() method − os.access(path, mode);

Parameters:

* path − This is the path which would be tested for existence or any access.
* mode − This should be F\_OK to test the existence of path, or it can be the inclusive OR of one or more of R\_OK, W\_OK, and X\_OK to test permissions.
  + os.F\_OK − Value to pass as the mode parameter of access() to test the existence of path.
  + os.R\_OK − Value to include in the mode parameter of access() to test the readability of path.
  + os.W\_OK Value to include in the mode parameter of access() to test the writability of path.
  + os.X\_OK Value to include in the mode parameter of access() to determine if path can be executed.

Return Value:

This method returns True if access is allowed, False if not.

#### Program:

import os

print "Enter file name:"; f = raw\_input();

if os.access(f,os.X\_OK):

print "Executable changing mode";

os.chmod(f,666)

if os.access(f,os.X\_OK): print "Mode Change error";

else:

print "Mode changed to non executable"; else:

print "Not Executable";

#### Output:

it@it-OptiPlex-3046:~/Gaurav/UOS assignments/Assignment No. 10$ python 10e.pyEnter file name:

10h.docx Executable changing mode

Mode changed to non executable

#### Conclusion:

Various system calls can invoked using OS library of python to check permissions on files and modify them.

#### References:

1.[https://docs.python.org/3/]

* 1. **Generate a word frequency list for wonderland.txt. Hint: use grep, tr, sort, uniq (or anything else that you want)**

#### Objectives:

1. To learn about python as scripting option.

#### Theory:

File handling:

A file is some information or data which stays in the computer storage devices. You already know about different kinds of file , like your music files, video files, text files. Python gives you easy ways to manipulate these files. Generally we divide files in two categories, text file and binary file. Text files are simple text where as the binary files contain binary data which is only readable by computer.

File opening:

To open a file we use *open()* function. It requires two arguments, first the file path or file name, second which mode it should open. Modes are like

* + “r” -> open read only, you can read the file but can not edit / delete anything inside
  + “w” -> open with write power, means if the file exists then delete all content and open it to write
  + “a” -> open in append mode

The default mode is read only, ie if you do not provide any mode it will open the file as read only. Let us open a file

* fobj = open("love.txt")
* fobj

<\_io.TextIOWrapper name='love.txt' mode='r' encoding='UTF-8'>

Closing a file:

After opening a file one should always close the opened file. We use method *close()* for this.

* fobj = open("love.txt")
* fobj

<\_io.TextIOWrapper name='love.txt' mode='r' encoding='UTF-8'>

>>> fobj.close()

Reading a file:

To read the whole file at once use the *read()* method.

* fobj = open("sample.txt")
* fobj.read()

#### Program:

f=open("wonderland.txt") d={}

for line in f: l=line.split()

#print(line) #print(l)

for word in l:

#print(word) if word in d:

d[word]=d[word]+1 else:

d[word]=1 for key in d:

print key," : ",d[key]

#### Output:

it@it-OptiPlex-3046:~/Desktop$ python 10c.py "--and : 2

figure!" : 1

four : 6

attending!" : 1

hanging : 3

ringlets : 1

story!" : 2

(And : 1

Foundation : 14

IX. : 1 cake, : 2

\_Who : 2

dear!" : 3

dear!' : 1

joined): : 1

wood, : 1

wood. : 3

leisurely : 1

screaming : 1

prize : 1

wooden : 1

solid : 1

persisted : 1 and so on...

#### Conclusion:

File handling and manipulation of data using list and dicitionary learnt.

#### References:

1.[https://docs.python.org/3/]

### Write a bash script that takes 2 or more arguments

#### Objectives:

1. To learn about python as scripting option.

#### Theory:

File handling:

A file is some information or data which stays in the computer storage devices. You already know about different kinds of file , like your music files, video files, text files. Python gives you easy ways to manipulate these files. Generally we divide files in two categories, text file and binary file. Text files are simple text where as the binary files contain binary data which is only readable by computer.

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* fobj = open("love.txt")
* fobj

<\_io.TextIOWrapper name='love.txt' mode='r' encoding='UTF-8'>

Closing a file:

After opening a file one should always close the opened file. We use method *close()* for this.

* fobj = open("love.txt")
* fobj

<\_io.TextIOWrapper name='love.txt' mode='r' encoding='UTF-8'>

>>> fobj.close()

Reading a file:

To read the whole file at once use the *read()* method.

* fobj = open("sample.txt")
* **fobj.read()**

#### Program:

import sys l=sys.argv

for i in range(1,len(l)): #print("witing ",l[i])

with open(str(l[i])) as f:

with open("test1.txt", "a") as f1: for line in f:

f1.write(line) #print(line) f1=open("test1.txt") print("New file") for line in f1:

print(line)

#### Output:

New file

The stty command sets certain I/O options for the device that is the current standard input. This command writes output to the device that is the current standard output.

This version of the operating system uses the standard X/Open Portability Guide Issue 4 interface to control the terminals, maintaining a compatibility with POSIX and BSD interfaces. The stty command supports both POSIX and BSD compliant options, but the usage of POSIX options is strongly recommended. A list of obsolete BSD options, with the corresponding POSIX options, is also provided.

The open() function is used to open files in our system, the filename is the name of the file to be opened.

The mode indicates, how the file is going to be opened "r" for reading, "w" for writing and "a" for a appending.

The open function takes two arguments, the name of the file and and the mode for which we would like to open the file.

By default, when only the filename is passed, the open function opens the file in read mode.

#### Conclusion:

File handling, command line arguments and checking of file using bash commands implemented in python.

#### References:

1.[https://docs.python.org/3/]

* 1. **Write a python function for merge/quick sort for integer list as parameter to it.**

#### Objectives:

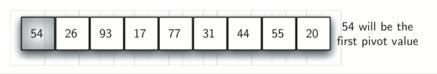
1. To learn about python as scripting option.

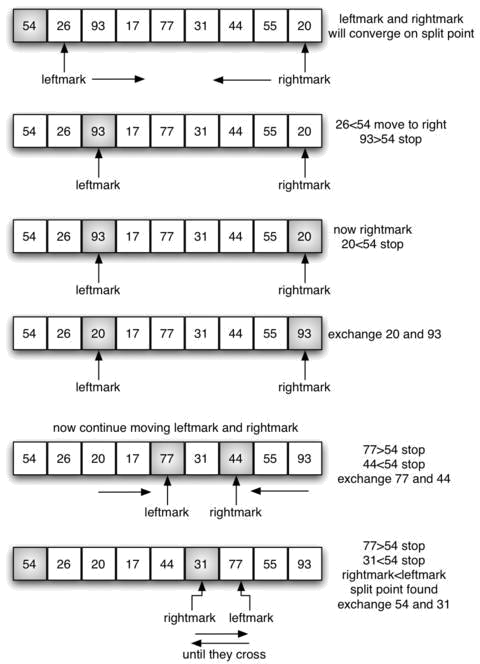
#### Theory:

Quick Sort:

The **quick sort** uses divide and conquer to gain the same advantages as the merge sort, while not using additional storage. As a trade-off, however, it is possible that the list may not be divided in half. When this happens, we will see that performance is diminished.

A quick sort first selects a value, which is called the **pivot value**. Although there are many different ways to choose the pivot value, we will simply use the first item in the list. The role of the pivot value is to assist with splitting the list. The actual position where the pivot value belongs in the final sorted list, commonly called the **split point**, will be used to divide the list for subsequent calls to the quick sort.

Figure shows that 54 will serve as our first pivot value. Since we have looked at this example a few times already, we know that 54 will eventually end up in the position currently holding 31. The **partition** process will happen next. It will find the split point and at the same time move other items to the appropriate side of the list, either less than or greater than the pivot value.



#### Program:

def quickSort(alist): quickSortHelper(alist,0,len(alist)-1)

def quickSortHelper(alist,first,last):

if first<last:

splitpoint = partition(alist,first,last)

quickSortHelper(alist,first,splitpoint-1) quickSortHelper(alist,splitpoint+1,last)

def partition(alist,first,last):

pivotvalue = alist[first]

leftmark = first+1 rightmark = last

done = False while not done:

while leftmark <= rightmark and alist[leftmark] <= pivotvalue: leftmark = leftmark + 1

while alist[rightmark] >= pivotvalue and rightmark >= leftmark: rightmark = rightmark -1

if rightmark < leftmark: done = True

else:

temp = alist[leftmark] alist[leftmark] = alist[rightmark] alist[rightmark] = temp

temp = alist[first]

alist[first] = alist[rightmark] alist[rightmark] = temp

return rightmark

alist = list(map(int, input("Enter a list: ").split())) quickSort(alist)

print(alist)

#### Output:

Enter a list: 485 982745 9827 9274

[485, 9274, 9827, 982745]

#### Conclusion:

Sorting a list using efficient algorithms like merge and quick sort was implemented to enhance the application of basics of python

#### References:

1.[<https://docs.python.org/3/>]

# Chapter 11 IPC

11 b) IPC: MPI(C library for message passing between processes of different systems) Distributed memory programming.

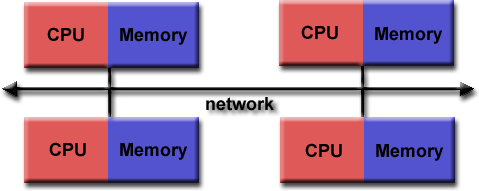
**Theory -**

**What is MPI** ? (Message Passing Interface)

* MPI is a ***specification*** for the developers and users of message passing libraries. By itself, it is NOT a library - but rather the specification of what such a library should be.
* MPI primarily addresses the ***message-passing parallel programming model:*** da
* ta is moved from the address space of one process to that of another process through cooperative operations on each process.
* Simply stated, the goal of the Message Passing Interface is to provide a widely used standard for writing message passing programs.

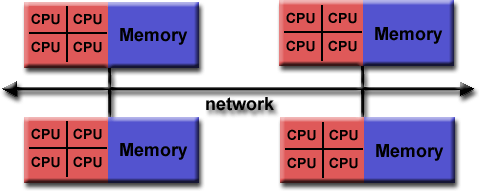
 Programming Model:

* Originally, MPI was designed for distributed memory architectures, which were becoming increasingly popular at that time (1980s - early 1990s).
* As architecture trends changed, shared memory SMPs were combined over networks



creating hybrid distributed memory / shared memory systems.

* MPI implementors adapted their libraries to handle both types of underlying memory architectures seamlessly. They also adapted/developed ways of handling different interconnects and protocols.
* Today, MPI runs on virtually any hardware platform:
  + Distributed Memory
  + Shared Memory
  + Hybrid
* The programming model clearly remains a distributed memory model however, regardless of the underlying physical architecture of the machine.



* All parallelism is explicit: the programmer is responsible for correctly identifying parallelism and implementing parallel algorithms using MPI constructs.

 Reasons for Using MPI:

* Standardization
* Portability
* Performance Opportunities
* Functionality
* Availability

Program-

#include <boost/mpi.hpp> #include <iostream>

int main(int argc, char\* argv[])

{

boost::mpi::environment env(argc, argv); boost::mpi::communicator world;

if (world.rank() == 0) { world.send(1, 9, 32);

world.send(2, 9, 33);

} else { int data;

world.recv(0, 9, data);

std::cout << "In process " << world.rank( ) << "with data " << data

<< std::endl;

}

return 0;

}

Output-

1. In process 1 with data 32
2. In process 2 with data 33

Conclusion-

From a usability standpoint, IPC is easy to use. However, the MPI library is dependant on native MPI implementations,

ASSIGNMENT NO 11(c)

**Title:**

IPC: MPI(C library for message passing between processes of different systems) Distributed memory programming.

configure cluster and experiment MPI program on it. (E)

Objectives :

* 1. To learn about IPC through MPI.
  2. Use of IPC mechanism to write effective application programs.
  3. Configure cluster and experiment MPI program on it.

Theory:

The first step to building an MPI program is including the MPI header files with #include<mpi.h>. After this, the MPI environment must be initialized with: **MPI\_Init(**

int\* argc, char\*\*\* argv)

During MPI\_Init, all of MPI’s global and internal variables are constructed. For example, a communicator is formed around all of the processes that were spawned, and unique ranks are assigned to each process. Currently, MPI\_Init takes two arguments that are not necessary, and the extra parameters are simply left as extra space in case future implementations might need them. (many times in practice the MPI code is the whole executable so it would make sense to pass all the command line arguments.)

After MPI\_Init, there are two main functions that are called. These two functions are used in almost every single MPI program that you will write.

MPI\_Comm\_size( MPI\_Comm communicator, int\* size)

MPI\_Comm\_size returns the size of a communicator. In our example, MPI\_COMM\_WORLD (which is constructed for us by MPI) encloses all of the processes in the job, so this call should return the amount of processes that were requested for the job.

MPI\_Comm\_rank( MPI\_Comm communicator, int\* rank)

MPI\_Comm\_rank returns the rank of a process in a communicator. Each process inside of a communicator is assigned an incremental rank starting from zero. The ranks of the processes are primarily used for identification purposes when sending and receiving messages.

MPI\_Comm\_rank returns the rank of a process in a communicator. Each process inside of a communicator is assigned an incremental rank starting from zero. The ranks of the processes are primarily used for identification purposes when sending and receiving messages.

MPI\_Get\_processor\_name( char\* name,

**int\* name\_length)**

MPI\_Get\_processor\_name obtains the actual name of the processor on which the process is executing. The final call in this program is:

MPI\_Finalize()

MPI\_Finalize is used to clean up the MPI environment. No more MPI calls can be made after this one.

#include <stdio.h> #include <stdlib.h> #include <time.h> #include <mpi.h> #define N 1E8 #define d 1E-8

int main (int argc, char\* argv[])

{

int rank, size, error, i, result=0, sum=0; double pi=0.0, begin=0.0, end=0.0, x, y;

error=MPI\_Init (&argc, &argv);

//Get process ID

MPI\_Comm\_rank (MPI\_COMM\_WORLD, &rank);

//Get processes Number

MPI\_Comm\_size (MPI\_COMM\_WORLD, &size);

//Synchronize all processes and get the begin time MPI\_Barrier(MPI\_COMM\_WORLD);

begin = MPI\_Wtime(); srand((int)time(0));

//Each process will caculate a part of the sum for (i=rank; i<N; i+=size)

{ x=rand()/(RAND\_MAX+1.0); y=rand()/(RAND\_MAX+1.0);

if(x\*x+y\*y<1.0) result++;

}

//Sum up all results

MPI\_Reduce(&result, &sum, 1, MPI\_INT, MPI\_SUM, 0, MPI\_COMM\_WORLD);

//Synchronize all processes and get the end time MPI\_Barrier(MPI\_COMM\_WORLD);

end = MPI\_Wtime();

//Caculate and print PI if (rank==0)

{

pi=4\*d\*sum;

printf("np=%2d; Time=%fs; PI=%0.4f\n", size, end-begin, pi);

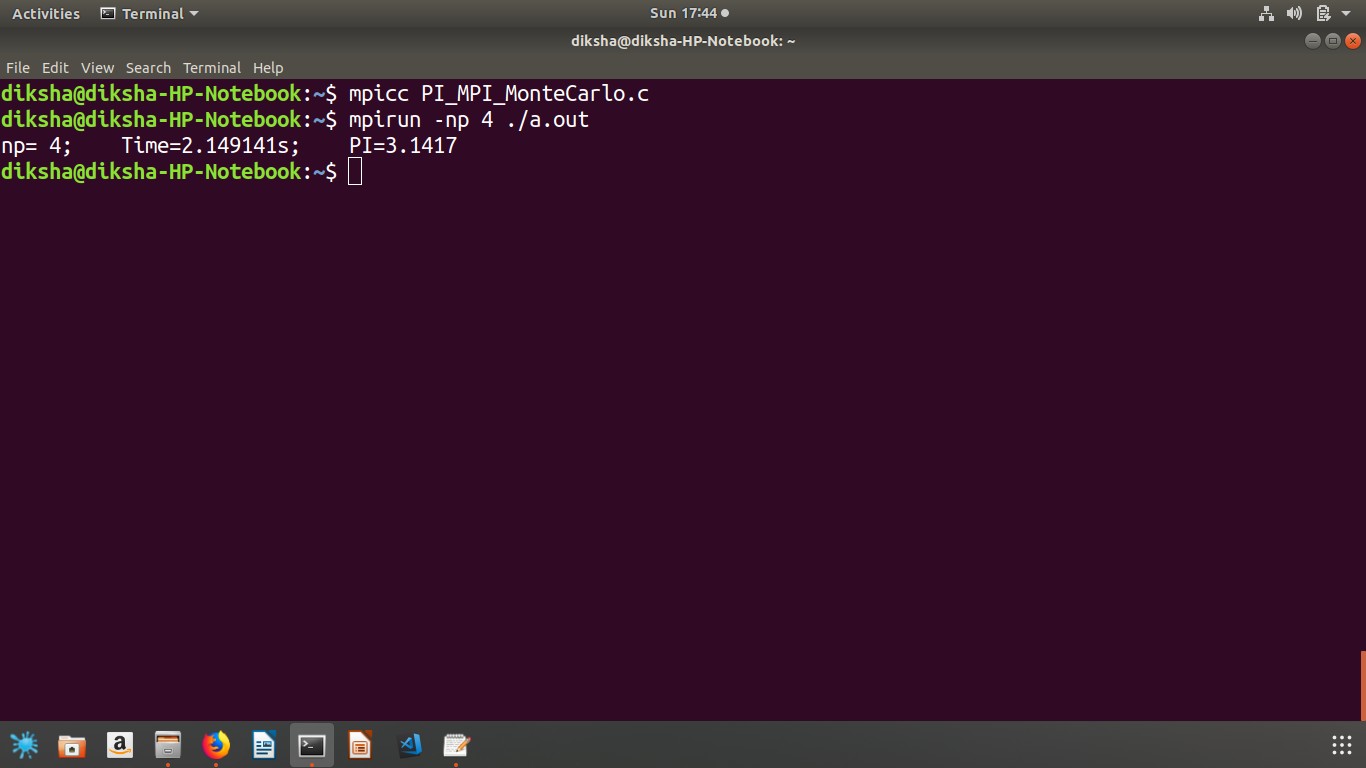
}

error=MPI\_Finalize();

return 0;

}

OUTPUT:



**Conclusion:** Reference:ftp://10.10.13.16/pub/Academic\_Material/TYIT/Semister\_2/Unix\_Operating\_System/ OpenMP.....

# Chapter 12 OpenMP

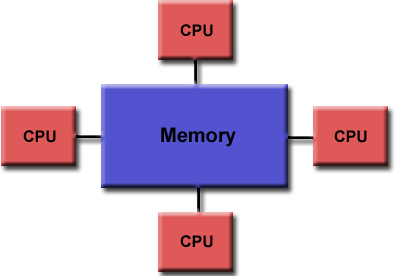
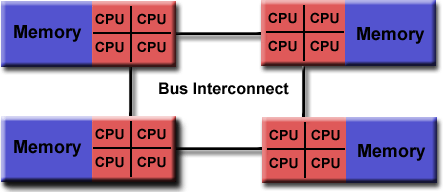
12 b)OpenMP: (C library for Threading on multicore) shared memory programming.

**Theory-**

 OpenMP Is:

* An Application Program Interface (API) that may be used to explicitly direct *multi- threaded, shared memory* parallelism.
* Comprised of three primary API components:
  + Compiler Directives
  + Runtime Library Routines
  + Environment Variables
* An abbreviation for: Open Multi-Processing Shared Memory Model:
* OpenMP is designed for multi-processor/core, shared memory machines. The underlying architecture can be shared memory UMA or NUMA.

Non-Uniform Memory Access Uniform Memory Access



Pogram-

#include<stdio.h> #include<stdlib.h> #include<omp.h> Int main()

{

int i, n, t1 = 0, t2 = 1, nextTerm=0,j=0,counter,i,a,count; #pragma openmp parallel private(i,counter,a,count)

In ID = omp\_get\_thread\_num(); if(ID==1)

{

for (i = 1; i <= n; ++i)

{

printf("%dth Fib no: =%d \n", nextTerm); nextTerm = t1 + t2;

t1 = t2;

t2 = nextTerm;

}

}

if(ID==2)

{

for(counter = 1; counter <= 100; counter++) { if(counter%2 == 1) {

printf("%dth Odd no: =%d \n", j,counter);

}

}

if(ID==3)

{

for (i=100;i<500;i++)

{

count=0;

for (a=1;a<=i;a++)

{

if (i%a==0)

count++;

}

if (count==2)

printf("%dth Prime no: =%d \n", j,i); j++;

}

}

}

Output-

1th Fib no: = 0 2th Fib no: = 1 3th Fib no: = 1 4th Fib no: = 2 5th Fib no: = 3 1th Prime no: = 2 6th Fib no: = 5 1th Odd no: = 1 2th Odd no: = 3 2th Prime no: = 3 7th Fib no: = 8 3th Odd no: = 5 3th Prime no: = 5 8th Fib no: = 13 4th Prime no: = 7 9th Fib no: = 21 4th Odd no: = 7 5th Prime no: = 11 10th Fib no: = 34

6th Prime no: = 13 ……………

Conclusion -

If compared with serial code, OpenMP works faster as work is performed by multiple threads simultaneously. CPU is being more utilized.

12(c) Title : Write a program for Matrix Multiplication in OpenMP. (E) Objectives:

1. To learn about openMP for better use multicore system.

Theory:

OpenMP is an implementation of multithreading, a method of parallelizing whereby a master thread (a series of instructions executed consecutively) forks a specified number of slave threads and the system divides a task among them. The threads then run concurrently, with the runtime environment allocating threads to different processors.

The section of code that is meant to run in parallel is marked accordingly, with a compiler directive that will cause the threads to form before the section is executed. Each thread has an id attached to it which can be obtained using a function (called **omp\_get\_thread\_num()**). The thread id is an integer, and the master thread has an id of 0. After the execution of the parallelized code, the threads join back into the master thread, which continues onward to the end of the program.

By default, each thread executes the parallelized section of code independently. Work- sharing constructs can be used to divide a task among the threads so that each thread executes its allocated part of the code. Both task parallelism and data parallelism can be achieved using OpenMP in this way.

The runtime environment allocates threads to processors depending on usage, machine load and other factors. The runtime environment can assign the number of threads based on environment variables, or the code can do so using functions. The OpenMP functions are included in a header file labelled omp.h in C/C++.

**Program:** #include<omp.h> #include<stdio.h> #include <time.h>

int main()

{

clock\_t begin = clock();

int a[3][3],b[3][3],c[3][3],i,j,k,l;

int time;

for(i=0;i < 3 ;i++)

{

for(j=0;j<3;j++){

a[i][j]=5;

b[i][j]=5;

c[i][j]=0;

}

}

#pragma OMP parallel for private(l,k) for(i=0;i<3;i++)

{

for(l=0;l<3;l++){ for(k=0;k<3;k++)

c[i][l]+=a[i][k]\*b[k][l]; time=omp\_get\_wtime();

//printf("time :%d\n",time);

}

}

printf("Matrix Multiplication\n"); for(i=0;i<3;i++)

{

for(j=0;j<3;j++){ printf(" %d ",c[i][j]);

}

printf("\n");

}

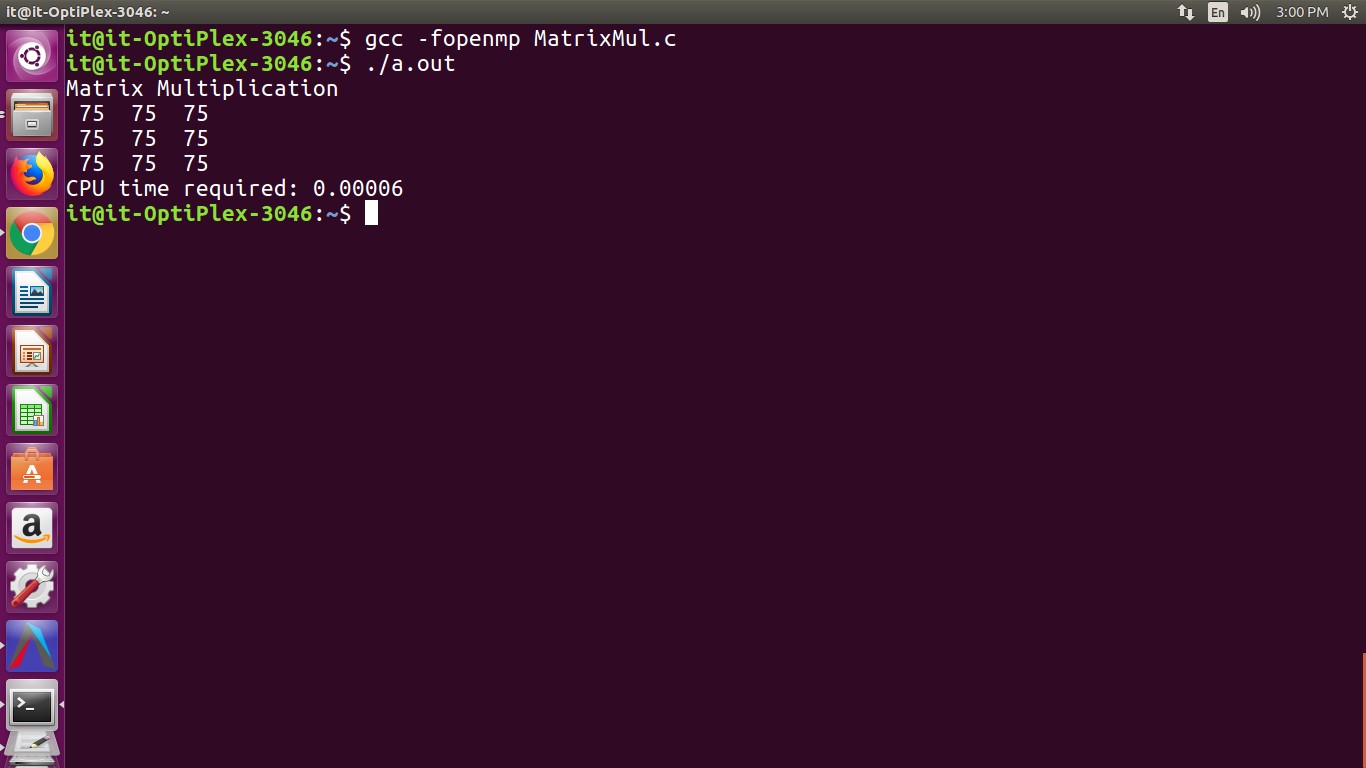
clock\_t end = clock();

printf("CPU time required: %.5lf\n",(double)(end - begin) / CLOCKS\_PER\_SEC);

return 0;

}

Output:



**Conclusion**:

Implementation of matrix multiplication using OpenMP takes minimum time than serial execution.

References:

1.

[ftp://10.10.13.16/pub/Academic\_Material/TYIT/Semister\_2/Unix\_Operating\_System/Op enMP OR Search on internet]