

```
// user/twostriketest.c (Fragment for Q1)
#include "types.h"
#include "stat.h"
#include "user.h"

int
main(int argc, char *argv[])
{
    printf(1, "Enabling two-strike mode. Spinning... try killing me with
Ctrl+C\n");

    // BLANK 6: Call the system call to enable the feature
    [BLANK 6](1);

    // BLANK 7: Create a busy loop condition (always true)
    while([BLANK 7]) {
        // Spin/Busy Wait
    }

    exit();
}
```