```c
// kernel/console.c (Fragment for Q1)

void
consoleintr(int (*getc)(void))
{
  int c, doprocdump = 0, do_twostrike = 0;

  acquire(&cons.lock);
  while((c = getc()) >= 0){
    switch(c){

    // BLANK 1: ASCII value for Ctrl+C
    case [BLANK 1]:
      do_twostrike = 1;
      break;

    // ... existing system key cases (C('P'), C('U'), etc.) ...
    default:
      // ... existing input logic ...
      break;
    }
  }
  release(&cons.lock);

  if(doprocdump) {
    procdump();
  }

  // --- Two Strike Logic ---
  if(do_twostrike) {
    struct proc *p = myproc();

    // BLANK 2: Process State Check
    if(p != 0 && p->state == [BLANK 2]) {

      if(p->twostrike_mode == 1) {

        // BLANK 3: Check if this is the FIRST strike
        if(p->strike_count == [BLANK 3]) {

          // BLANK 4: Update the count
          p->strike_count = [BLANK 4];
          cprintf("\n[Strike 1] Press Ctrl+C again to exit.\n");

        } else {
          cprintf("\n[Strike 2] Exiting.\n");
          // BLANK 5: Mark process for termination
          p->killed = [BLANK 5];
        }

      } else {
        // Not in two-strike mode, kill immediately
        p->killed = 1;
      }
    }
  }
}
```