$EE\ 3233\ System\ Programming\ for\ Engineers\ -\ Summer\ 2025$

Exam 2

(Monday, July 14)

/130 Name: Score: Total 6 pages [1 - 3] Refer to the following bash command results and answer the questions: \$ 1s -al -rw-rw-r-- 1 user1 staff 0 Nov 17 20:29 2.py -rw-rw-r-- 1 user1 staff -rw-rw-r-- 1 user1 staff -rw-rw-r-- 1 user1 staff 0 Nov 17 20:30 foo.txt 0 Nov 17 20:30 func1.py 0 Nov 17 20:30 func2.py drwxrwxr-x 2 user1 staff 4096 Nov 17 20:30 myDir \$ ls -al myDir -rw-rw-r-- 1 user1 staff 0 Nov 17 20:32 abc.txt \$ grep -r 123456 * 2.py:123456 func2.py: func2(., 123456)

1. What will be the result when you run the following python code (func1.py) with the command? \$ python3 func1.py .

(grep is a command to search a string, -r indicates recursive search)

myDir/abc.txt:123456

```
#!/usr/bin/python3
import os
import sys

def func1(startdir):
    for (thisDir, dirsHere, filesHere) in os.walk(startdir):
        for fname in filesHere:
            fpath = os.path.join(thisDir, fname)
            print(fpath)

if __name__ == '__main__':
    func1(sys.argv[1])
```

```
a. __/func1.py b. __/func1.py c. __/2.py d. None of them __/2.py ___/func2.py __/func2.py __/myDir/abc.txt
```

What will be the result when you run the following python code (func2.py)?\$ python3 func2.py

```
#!/usr/bin/python3
import os

def func2(startdir, strToFind):
    for (thisDir, dirsHere, filesHere) in os.walk(startdir):
        for fname in filesHere:
            fpath = os.path.join(thisDir, fname)
            if strToFind in open(fpath).read():
                 print(fpath)

if __name__ == '__main__':
    func2(".", "123456")
```

3. If you run the following python code (func3.py), what will be the result? **python3 func3.py**

```
#!/usr/bin/python
import fnmatch
import os

startdir = "."
for (thisDir, dirsHere, filesHere) in os.walk(startdir):
    for fname in dirsHere + filesHere:
        if fnmatch.fnmatch(fname, "*.txt"):
            print(fname)
```

4. When you run the following C code (**t_kill**), choose a CORRECT statement about the outcome?

```
include <stdio.h
#include <signal.h>
#include <errno.h>
#include <stdlib.h>
#include <string.h>
int main(int argc, char *argv[])
   pid_t pid;
   if (argc != 3 || strcmp(argv[1], "--help") == 0) {
       printf("%s pid sig-num\n", argv[0]);
       exit(-1);
   sig = atoi(argv[2]);
   pid = atoi(argv[1]);
    s = kill(pid, sig);
   if (sig != 0) {
           printf("kill\n");
           exit(-1);
       if (s == 0) {
           printf("Process exists and we can send it a signal\n");
           if (errno == EPERM) {
               printf("Process exists, but we don't have "
                       "permission to send it a signal\n");
               printf("Process does not exist\n");
               printf("kill\n");
               exit(-1);
```

- a. When a process with PID=3429 for example, is running, if you run the t_kill as
 \$./t_kill 3429 0, it will give you message, "Process exists and we can send it a signal"
- b. When a process with PID=3429 for example, is running, if you run the t_kill as\$./t kill 3429 0, it will terminate the process 3429
- c. When a process with PID=100 for example, is running, if you run the t_kill as\$./t_kill 100 0, it will exit with an error message, "kill"
- d. When a process with PID=100 for example, is running, if you run the t_kill as\$./t kill 100 0, it will print out "Process does not exist"

a.	A	b. B	c. C	d. D
	sigset_t blo	ckSet, prevMask;		
		A		
	sigemptyset(sigaddset(&b	&blockSet); lockSet, SIGINT);		
		В		
		ask(SIG_BLOCK, &blockSet, "sigprocmask1");	&prevMask) == -1)	
		С		
		sk(SIG_SETMASK, &prevMask, NU sigprocmask2");	LL) == -1)	
		D		

6. nice values are inherited by child processes?
a. True b. False

5. Which code section will be not interrupted by SIGINT?

7. What do you expect when you run the following code assuming that child PID=71, parent PID=70?

```
#include <stdio.h>
#include <stdlib.h>
#include <sys/types.h>
#include <unistd.h>
static int idata = 100;
int main(int argc, char *argv[])
    int istack = 200;
    pid_t childPid;
    switch (childPid = fork())
    case -1:
        printf("error: fork\n");
        exit(-1);
    case 0:
        idata++;
        istack++;
        break;
    default:
        sleep(2);
        idata *= 2;
        istack *= 2;
        break;
    printf("PID = %ld %s idata = %d istack = %d\n", (long)getpid(),
           (childPid == 0) ? "(child) " : "(parent)", idata, istack);
    exit(EXIT_SUCCESS);
```

- a. PID=71 (child) idata=200 istack=400 PID=70 (parent) idata=101 istack=201
- b. PID=71 (child) idata=0 istack=0 PID=70 (parent) idata=101 istack=201
- c. PID=71 (child) idata=101 istack=201 PID=70 (parent) idata=200 istack=400
- d. PID=71 (child) idata=0 istack=0 PID=70 (parent) idata=200 istack=400

8.	/proc 1. What useful information can be found? 2. Can any file be changed? why or why not.			
9.	Why can't one make a hard link across two file systems?			
(B6	onus)10. What are some synchronization techniques when creating processes using fork?			
11: (Code Submission) (turn in as separate file)				
V	Write a program utilizing fork() to update /proc/sys/kernel/pid_max.			
	1. (5pts) Use command line args to input desired value			
	 (5pts) The child process will read the old value, print it, and update the value (Remember to use a value <= to the old pid_max). 			
	3. (5pts) The parent will read and print the new value. (you might need to run your program with sudo to change the value)			
	4. (15pts) You must use proper error handling for all library functions/system calls.			