

## UG HW2: Time Command

Task 1. Implement a time1 command that reports elapsed time.

```
init: starting sh
$ time1
elapsed time: 1349 ticks
$ time1 matmul
Time: 18 ticks
elapsed time: 1410 ticks
$ time1 matmul & time1 matmul
Time: 34 ticks
Time: 37 ticks
elapsed time: 1650 ticks
elapsed time: 1650 ticks
$
```

Task 2. Keep track of how much cputime a process has used.

Added cputime field in proc.h to keep track of cputime was used for each process

```
$ time1 cputime
elapsed time: 2403 ticks
elapsed time: 2403 ticks
$
```

Task 3. Implement a wait2() system call that waits for a child to exit and returns the child's status and rusage.

Doing this, I mostly learned in the interaction between user and kernel. I implemented wait2() sys call following the wait() sys call.

Task 4. Implement a time command that runs the command given to it as an argument and outputs elapsed time, CPU time, and %CPU used.

```
$ time matmul
elapsed time: 6523 ticks, cpu time: 5324 ticks
elapsed time: 6525 ticks, cpu time: 1 ticks
$ Time: 41 ticks
Time: 40 ticks
```

Extra Credit (5 points). Discuss limitations of our time command.

The limitations are that we are not taking account for the execution of the child processes created by command being timed. If the main command makes a child processes, their execution time will not be included in the output of the time command as time only measures the time spent in main process, and not in the child process.