The system calls used were

1. execve: This tells the OS to execute this program instead whatever programs were running before.
2. brk: This allows the system to request more memory if needed and/or release memory back to the system if it is not needed by the program.
3. malloc
4. mmap: This helps manage how the OS interacts with files through the virtual memory. It maps them in a way that is more efficient for the OS to work with.
5. faccessat
6. openat
7. newfstatat
8. close: This is used to close a file descriptor once it is no longer needed by the program allowing the OS to free up the space that was being used on it and focus on other programs that need to be run.
9. read: This is used to read data from a file into a buffer. So in C code itr would be reading pieces of code from the .c file into the buffer
10. munmap
11. mprotect
12. set_tid_address
13. set_robust_list
14. rseq
15. prlimit: This is used to get or set resource limits for a process such as CPU time, memory, max file size, etc. This can help prevent individual processes from consuming too many resources.
16. getrandom: This is used to get random bytes from the kernels random number generator for various purposes. It allows for a secure RNG for the applications run in the kernel.
17. write: This is used to write information from the buffer to a file descriptor.
18. exit_group: This is used to exit the process and terminate any running threads from that process in a clean way.