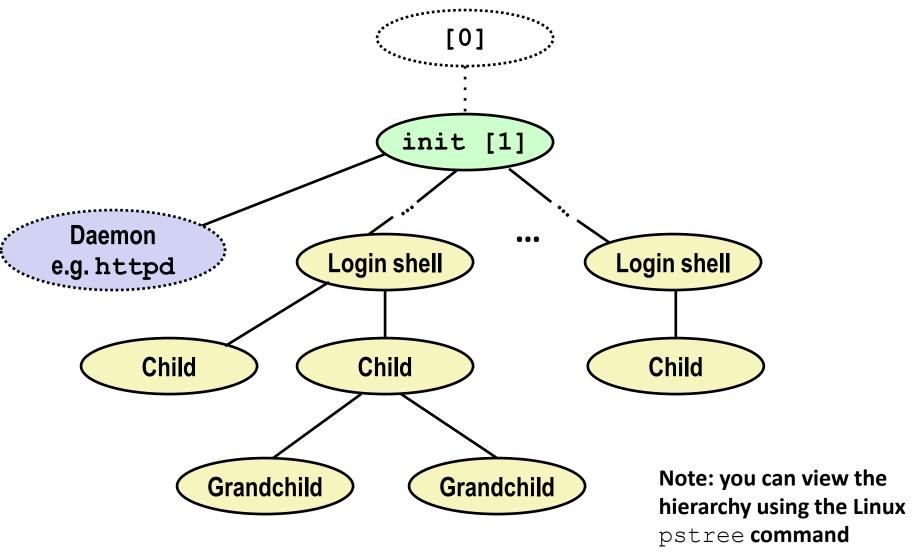
Exceptional Control Flow: Shells & Forks

Linux Process Hierarchy



Shell Programs

A shell is an application program that runs programs on behalf of the user.

```
    sh Original Unix shell (Stephen Bourne, AT&T Bell Labs, 1977)
    csh/tcsh BSD Unix C shell
    bash "Bourne-Again" Shell (default Linux shell)
```

```
int main()
{
    char cmdline[MAXLINE]; /* command line */
    while (1) {
        /* read */
        printf("> ");
        Fgets(cmdline, MAXLINE, stdin);
        if (feof(stdin))
            exit(0);

        /* evaluate */
        eval(cmdline);
    }
}
```

Execution is a sequence of read/evaluate steps

Simple Shell eval Function

```
void eval(char *cmdline)
     char *argv[MAXARGS]; /* Argument list execve() */
     char buf[MAXLINE]; /* Holds modified command line */
                   /* Should the job run in bg or fg? */
/* Process id */
     int bg:
     pid_t pid;
     strcpy(buf, cmdline);
bg = parseline(buf, argv);
if (argv[0] == NULL)
           return; /* Ignore empty lines */
     if (!builtin_command(argv)) {
           if ((pid = Fork()) == 0) {  /* Child runs user job */
   if (execve(argv[0], argv, environ) < 0) {
      printf("%s: Command not found.\n", argv[0]);</pre>
                      exit(0):
           /* Parent waits for foreground job to terminate */
           if (!bg) {
                int status:
                if (waitpid(pid, &status, 0) < 0) /* Reaping */
    unix_error("waitfg: waitpid error");</pre>
          }
else
                printf("%d %s", pid, cmdline);
     return:
                                                                                     shellex.c
```

Problem with Simple Shell Example

Our example shell correctly waits for and reaps foreground jobs

- But what about background jobs?
 - Will become zombies when they terminate
 - Will never be reaped because shell (typically) will not terminate
 - Will create a memory leak that could run the kernel out of memory

ECF to the Rescue!

Solution: Exceptional control flow

- The kernel will interrupt regular processing to alert us when a background process completes
- In Unix, the alert mechanism is called a signal