

# Lab 2 (CS): Introduction to Operating Systems

Innopolis University  
Course of Operating Systems

Week 02 – Lab

## Recap.

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  - **mkdir** *folder\_name*

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What about appending the output?
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- Which command is used to create a folder.
  - mkdir** *folder\_name*
- How to execute a command as a background process.
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- How to redirect the output stream of a command line to a file.  
What about appending the output?
  - > *file\_name* (overwriting)
  - >> *file\_name* (appending)
- How do you compile a program in C?



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- Which command is used to create a folder.
  - **mkdir** *folder\_name*
- How to execute a command as a background process.
  - *command\_line* &
- How to redirect the output stream of a command line to a file.  
What about appending the output?
  - > *file\_name* (overwriting)
  - >> *file\_name* (appending)
- How do you compile a program *ex.c* in C?
  - **gcc** *ex.c -o ex*

# Lab Objectives

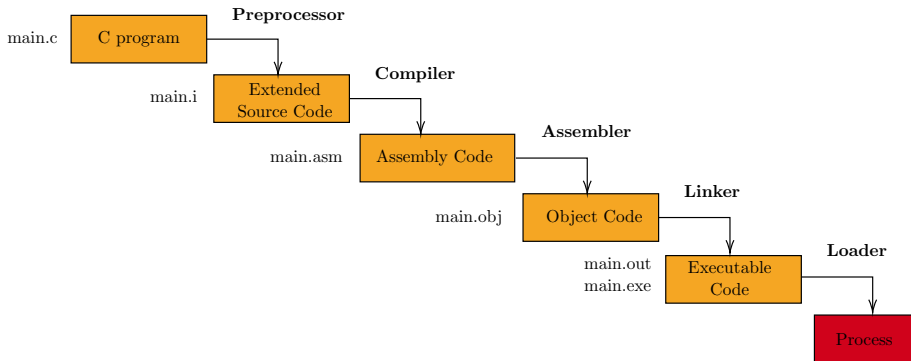
- You will learn how C program is executed from preprocessing to linking.
- You will learn how to read input from and write output in standard streams.
- You will learn how to define variables and work with control statements in C.
- You will do some exercises in C language.

# Hello World

“Hello world” program in C language.

```
1 #include <stdio.h>
2 int main(void)
3 {
4     printf("Hello World!");
5     return 0;
6 }
```

# Execution flow of C program



# Execution flow of C program

## ● Example

- Write “hello world” program in C. Save the program in the file *main.c*.
- Only preprocess the source code and save the output in a file *main.i*.
- Then compile only (do not assemble or link) the source code and save the output in a file *main.asm*. Look at the assembly code of your program.
- Then compile and assemble but do not link the source code and save the output in a file *main.obj*. Try to execute the output file. Is it a text file or binary file?
- Then compile, assemble and link the source code and save the output in a file *main.out*. Can you execute it now?

# Datatypes in C

- Primitive

- *[unsigned | signed][short | long | long long]* **int**
- *[unsigned | signed]* **char**
- **float**
- *[long]* **double**
- **void**

- Derived

- Arrays
  - String
- Structures
- Pointers
- ...etc

**Note:** You can get the size of any datatype by using the keyword ***sizeof*** which acts as a function that accepts a parameter and returns its size in bytes.

# Input/Output in C

## Output:

- Character output
  - putchar
  - puts
  - fputs
  - fputc
- Formatted output
  - printf
  - fprintf

## Input:

- Character input
  - getchar
  - gets
  - fgets
  - fgetc
- Formatted input
  - scanf
  - fscanf

**Hint:** you can get the user manual of these functions on your shell program by running the command line **man 3 function\_name**

**Reference guide:** <https://cplusplus.com/reference/clibrary/>

# Input/Output in C

## Example:

- Write a program which reads the user name using the function *gets* and prints it. Is it safe to use this function? Suggest a safer way to read a string from *stdin*?
- How to declare a string which holds the value “OpSys”? (Declare it in two ways, as a single literal “*string\0*” and as an array of characters {‘*ch1*’, ‘*ch2*’, ...etc, ‘\0’})
- How to read a float number from *stdin* and how to write to *stdout*? How to read a hexadecimal number from *stdin* and how to write to *stdout*?
- Can we use formatted input to read a string from *stdin*?
- How to convert the string “2022” to an integer 2022 and vice versa?



# Control Statements and functions in C

- Control statements
  - if/else
  - for (initialization; condition; step)
  - while (condition)
  - do ... while(condition);
  - break; continue; goto;
- function

```
return_type func_name(params){  
    ...  
    function_body  
    ...  
}
```

## Exercise 1

- Create a program *ex1.c* that declares integer, unsigned short integer, signed long int, float and double variables.
- Find out how to assign maximum values for each variable (hint: use `INT_MAX` for integer, etc.)
- Print sizes and values of each variable.
- Write a script *ex1.sh* to run your program.
- **Note:** you should submit the file *ex1.c* and the script *ex1.sh*.

## Exercise 2

- Write a program *ex2.c* that asks the user to type a string character-by-character until **dot** (.) character is entered and prints its reverse with double quotation.

- Example

Input	Output
C language. is easy and simple.	"egaugnal C"

Example on Exercise 2 Input/Output

- Write a script *ex2.sh* to run your program.
- Hints:
  - a string in C is an array of chars (more about arrays next week)
  - use `strlen()` function to get the length of a string
- Notes:
  - You should submit the file *ex2.c* and the script *ex2.sh*.
  - The maximum size of the string is 256.
  - If the user did not type **dot** (.) character, then pressing **Enter key** will be accepted as terminating character.

## Exercise 3 (1/2)

- In computer systems, the data is stored in the memory as 0s and 1s which forms a number in binary system. We use different numeral systems since reading these binary numbers is difficult for humans. The most common number systems are binary, decimal, octal, and hexadecimal systems.
- In this exercise, you have to write a function **convert** which converts a given number  $x$  from a numeral system  $s$  to another numeral system  $t$  where  $t, s$  are numbers in the range  $[2-10]$ . If the given number is wrong or  $s$  or  $t$  are out of the previous range then we should print the error message “**cannot convert!**”.

For instance, the function call **convert(1234, 8, 2)** will convert the given number *1234* from the octal (8) system to the binary (2) system and prints *1010011100*.

## Exercise 3 (2/2)

- Write a program *ex3.c* which uses the function **convert**, reads a long long number and the source and target number system specifiers from the user, then it should print the converted number or error message in case of errors.
- Write a script *ex3.sh* to run your program.
- Notes:**
  - You should submit *ex3.sh* and *ex3.c* which contains the function **convert**.
  - We assume that the user enters a non-negative number.
  - using arrays, structures or pointers is not allowed in this exercise. But you can use an array of characters which is a string.
  - The numerals in the number systems are represented by decimal numbers [0-9]. For instance, in the number system 7, we have the numerals [0, 1, 2, 3, 4, 5, 6].
  - We did not specify the return type of the function **convert**.
- Hint:** use `sscanf()` to convert string to int and `sprintf()` to convert int to string.

## Exercise 4 (1/2)

- Write a function **count** which returns the number of occurrences of an input character in a string.
- Example:

Input	Output
Innopolis, i	i:2
Innopolis, m	m:0

Example on **count** function input/output

- Write a function **countAll** which prints the number of occurrences of each character in the input string.
  - Hint:** Use your function **count**.
- Example:

Input	Output
Innopolis	i:2, n:2, n:2, o:2, p:1, o:2, l:1, i:2, s:1

Example on **countAll** function input/output

## Exercise 4 (2/2)

- Write a program *ex4.c* that accepts an input string from the command line and prints the number of occurrences of all characters in the input string.
- Write a script *ex4.sh* to run your program.
- **Notes:**
  - using arrays, structures or pointers is not allowed in this exercise. But you can use an array of characters which is a string.
  - The maximum size of the string is 256.
  - your program should be case-insensitive. This means that characters 'i' and 'I' are treated as a single character.
  - you should submit *ex4.sh* and *ex4.c* which contains the functions **count** and **countAll**.

## Exercise 5

- The Tribonacci sequence  $T_n$  is defined as follows:

$$T_n = \begin{cases} 0 & n = 0 \\ 1 & 1 \leq n \leq 2 \\ T_{n-1} + T_{n-2} + T_{n-3} & n \geq 3 \end{cases}$$

- Write a function **tribonacci** that takes as argument  $n$  and returns the value of  $T_n$  ( $0 \leq n \leq 37$ )
- You are neither allowed to use arrays nor function recursion
- Write a program *ex5.c* which calls the above function with arguments 4, 36 and print the output to standard output.
- Submit your *ex5.c* file accompanied by an *ex5.sh* file to compile and execute *ex5.c*



## Exercise 6 (optional)

- Write a program which prints the following patterns.  
examples are:

*	*	*****
**	**	*****
***	***	*****
****	****	*****
*****	****	*****
*****	**	*****
*****	*	*****

End of lab 2 (OS)