

<b>Name of Student</b>			
<b>Lab Experiment No.</b>	3.1	<b>Roll No.</b>	
<b>Date Of Perf.:</b>		<b>Date Of Sub.:</b>	
<b>Expt. Title</b>	To study process management in OS (System calls and Unix commands)		
<b>CO Mapping</b>	LO1,LO2,LO5		

**Aim:** To study process management in OS using system calls.

### **Objectives of the Experiment:**

To study system calls fork, getpid, getppid, wait, sleep...

### **Theory:**

#### **1. System Call : int fork()**

System call **fork()** is used to create processes. It takes no arguments and returns a process ID. The purpose of **fork()** is to create a **new** process, which becomes the *child* process of the caller. After a new child process is created, **both** processes will execute the next instruction following the **fork()** system call.

- If **fork()** returns a negative value, the creation of a child process was unsuccessful.
- **fork()** returns a zero to the newly created child process.
- **fork()** returns a positive value, the **process ID** of the child process, to the parent. The returned process ID is of type **pid\_t** defined in **sys/types.h**. Normally, the process ID is an integer. Moreover, a process can use function **getpid()** to retrieve the process ID assigned to this process.

#### **2. System Call: int getpid(), int getppid()**

getpid() and getppid() return a process's id and parent process's id numbers, respectively.

#### **3. System Call: int exit(int status)**

exit() closes all of a process's file descriptors, deallocates its code, data, and stack, and then terminates the process.

#### **4. System Call: int wait(int\* status)**

wait() causes a process to suspend until one of its children terminates. A successful call to wait() returns the pid of the child that terminated and places a status code into status

## **Terminology:**

### **1. Orphan Processes**

If a parent dies before its child, the child is automatically adopted by the original "init" process, PID 1.

### **2. Zombie processes**

When a child process terminates, it sends its parent a SIGCHLD signal and waits for its termination code status to be accepted. A process that is waiting for its parent to accept its return code is called a zombie process.

1. Command to check status of current processes with examples and output
2. A parent process will create a child process.
3. The parent process should wait for child to complete executing and then exit the program.
4. Create orphan process
5. Create Zombie process

### **Post Lab Assignment:**

1. Write a program to display hello world message
2. Add fork() system call to display the message 9 times
3. Display hello word and hi world message alternatively 2 times incorporating fork () system call

## **Evaluation:**

<b>Timeline (2)</b>	<b>Understanding(2)</b>	<b>Performance (4)</b>	<b>Postlab (2)</b>	<b>Total(10)</b>

**Date & Signature of teacher:**

**Students Signature:**