

# Linux Process Control

# Process

- Process is a running program in memory
- Process is identified by process id or “pid” assigned to it on creation by Linux system
- Process is created by other process called parent
  - So, each process will have a parent process id except init process (process 0, the first os process)

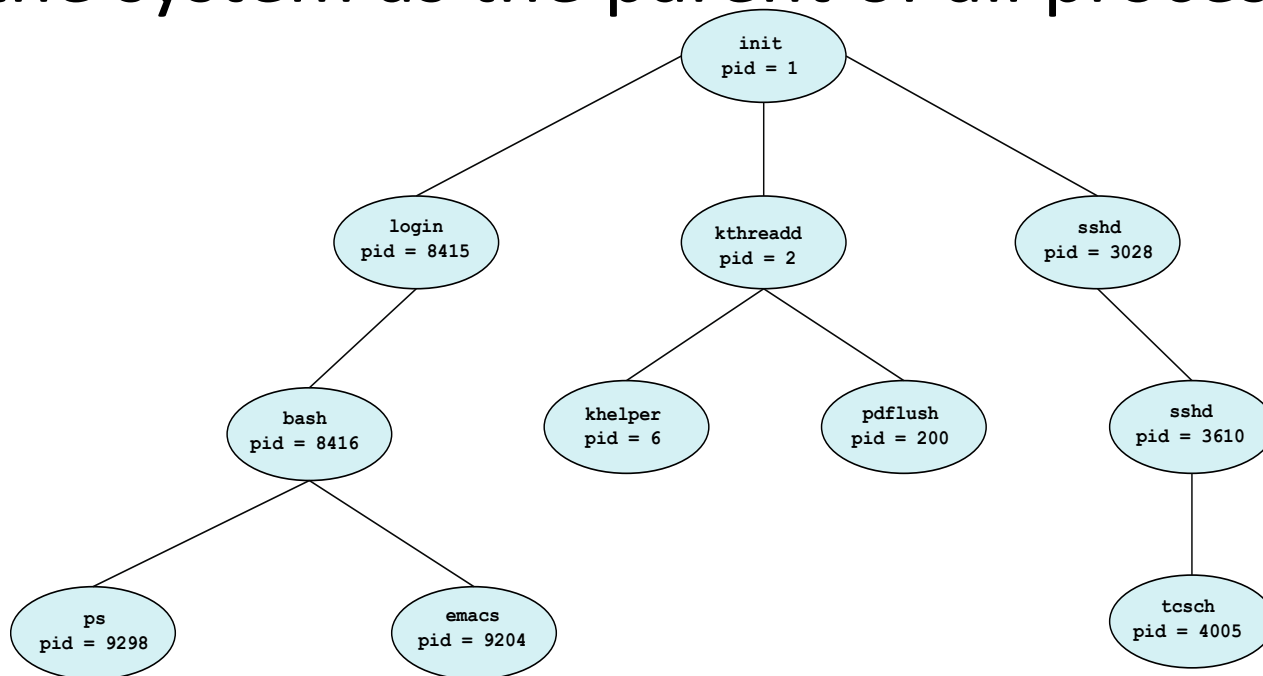
```
pu@NCC1701D: ~  
pu@NCC1701D:~$ ps -l
```

	S	UID	PID	PPID	C	PRI	NI	ADDR	SZ	WCHAN	TTY	TIME	CMD
	S	1000	2200	2191	0	80	0	-	6718	wait	pts/0	00:00:00	bash
	R	1000	2557	2200	0	80	0	-	3565	-	pts/0	00:00:00	ps

```
pu@NCC1701D:~$
```

# Process Tree

- Process in Linux is created by parent so process will have a tree relation ship
- When boot up process 0 called init is created by the system as the parent of all processes

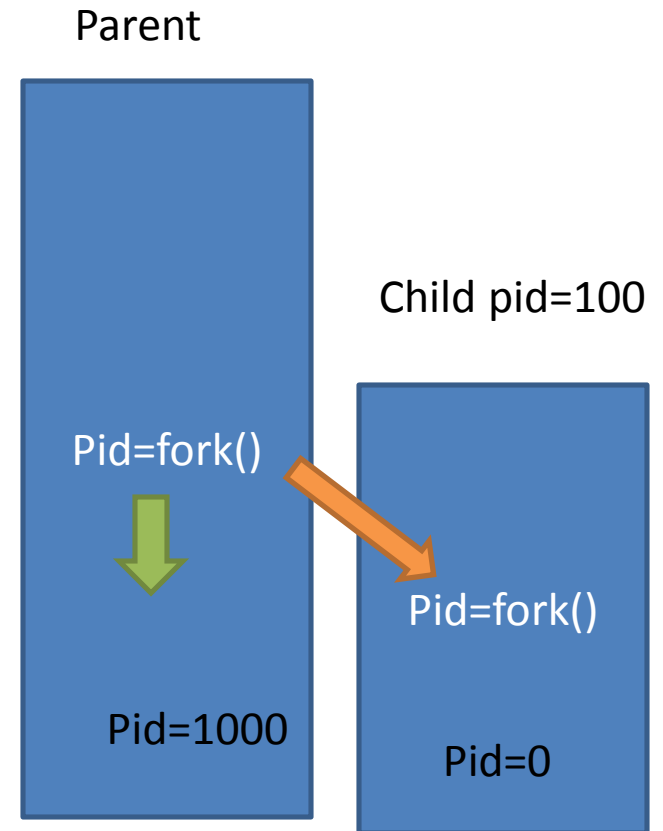


# Process creation

- Linux use a set of system call to perform process creation
  - Fork – create new process
  - Wait – parent call wait to wait for child to finish
  - Exit – process call this function to exit from execution
  - Exec – process use this to execute command

# fork

- Process call this function to create a new process
  - `Pid = fork()`
- When this function is called, a new process is created while parent still running
- If pid return 1 this process is a child process
- If pid return a number it is child process id
- If `pid < 1` it is an error



# Child process

- Linux OS will copy everything from parent to create a child process
- So child process share many thing from parent
  - Memory
  - File descriptor
  - Open socket

# Wait and exit

- Parent process call wait function to wait for child process
  - `Pid_t wait(int * status)`
  - `Int status;`
  - `Wait(&status);`
- Status is a return value when child process exit using exit function
  - `Int exit( exit_value);`

# exec

- Exec is a set of system calls used to execute linux program
- Program being exec will be loaded into memory and replace the process image of current process that call exec
- One of the very easy on is execlp
  - `execlp(command,arg0,arg1,...,NULL);`
  - First argument is executable command, next is `arg0,arg1,arg2...` end with `NUL`



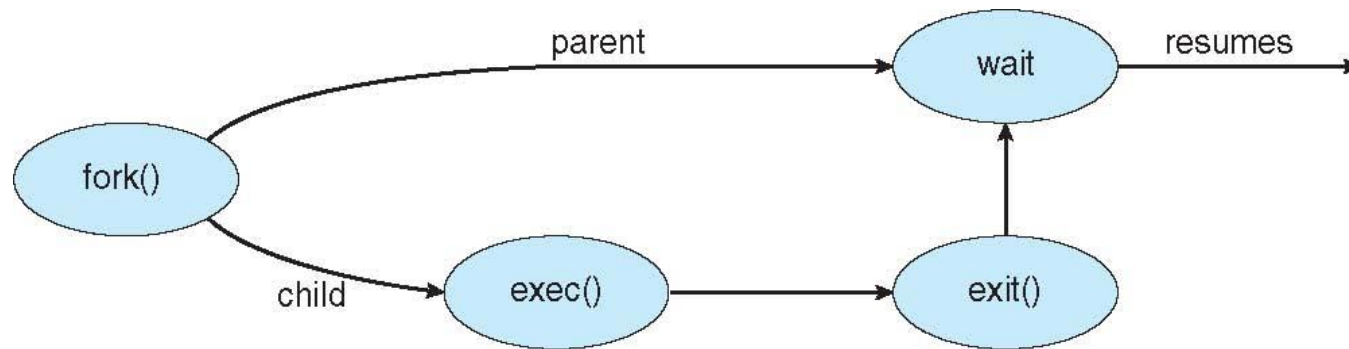
# example

```
#include <sys/types.h>
#include <stdio.h>
#include <unistd.h>

int main()
{
    pid_t pid;
    /* fork exec example */
    pid = fork();

    if (pid<0) { /* error */
        fprintf(stderr,"fork failed\n");
        return 1;
    } else if (pid == 0) { /* child process */
        execlp("/bin/ls","ls",NULL);
    } else { /* parent */
        wait(NULL);
        printf("Child complete\n");
    }
    return 0;
}
```

# How it works



# System

- System start shell and run command for you from c program

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    printf("This is parent\n");
```

```
    system("ps -l");
```

```
}
```

# SIGNAL

- Signal is simple mechanism used by linux to notify process to take some action
- Signal is a kind of software interrupt
- Example
  - Pressing control-C will generate SIGINT to process that is running in the background causing that process to terminate
  - Try
    - Sleep 1000
    - Press ctrl-c
      - This will send signal SIGINT to process and make it terminate

# KILL

- kill is used to send signal to process
  - `int kill ( pid_t pid,int signal)`
- This signal is used to control some operation of process
  - SIGKILL – kill process
  - SIGQUIT – tell process to terminate
- Process that exchange signal must belong to the same user

# SIGNAL Handling

- When process get a signal there are a few choices
  - Let the default action happen mostly cause a process to terminate
  - Tell the system to ignore it
  - catch the signal and install your signal handling (except SIGKILL which can not catch)

# Example: catching ctrl-c

```
#include <stdio.h>
#include <signal.h>
#include <unistd.h>

/* Signal Handler */
void handler(int signo)
{
    if (signo == SIGINT)
        printf("ctrl-c pressed\n");
}

int main()
{
    if ( signal(SIGINT,handler) == SIG_ERR) {
        printf("Error\n");
        return 0;
    }
    while (1)
        sleep(1);
    return 0;
}
```

# alarm

- Alarm generate SIGALRM alarm every period of time specified to
  - `alarm(int timer)`
- This is usefull function since you can put process suspended using
  - `Int pause(void)`



# reference

- SIGNAL
  - <http://www.thegeekstuff.com/2012/03/linux-signals-fundamentals/>

# exercise

- Write program to trap SIGALARM and display time every 10 second

# Homework

- Writing a simple shell program
  - Display command prompt
  - Read input string
  - Execute command typed
  - Loop back to get the string again until comand “exit” is typed