

CS2106 Operating Systems

Assignment 1

Processes

In CS2106 the assignments are designed not just for you to try out API calls. The assignments are designed to motivate you to do your own research to solve the problems. As such the assignments are very brief, only providing you with the requirements, and some small hints.

You should complete these assignments on your own laptops if you have some flavor of UNIX installed (e.g. Linux), or on Sunfire if you don't.

Do not that OSX, while being a direct descendent of UNIX, is **NOT** POSIX compliant. While all the POSIX API calls are provided, many are either not implemented at all, or work in unexpected and often buggy ways. This is because OSX has its own structures (e.g. Grand Central Dispatch or GCD) that integrate with its Cocoa framework, and therefore prefer programmers to use those.

Bottom line is that if you do these assignments on OSX, they will compile, but won't work.

1. Introduction

Since it is the Lunar New Year period, this first assignment will start off slow and easy. Your task in this first assignment is to write a simple shell that takes a command from the user and executes it.

Through this assignment you will learn the various versions of exec, and how to use them to launch new processes.

Instructions

Part 1.

Create a file called "shell.c" and write the following program:

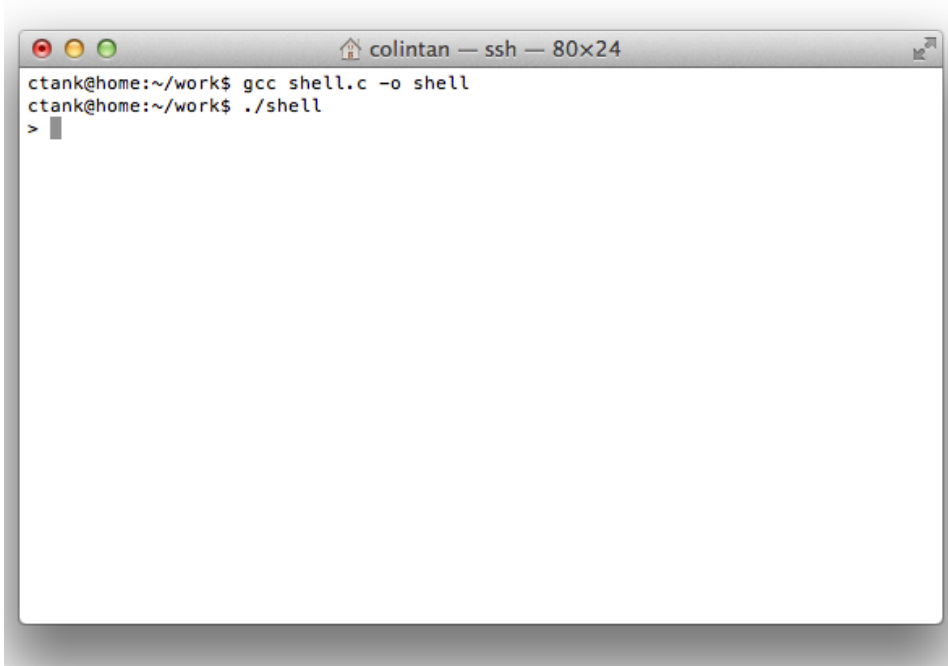
- a. Run in an infinite loop, printing a ">" prompt and reading in user input.
- b. After the user enters a command (consisting of a program name and possible arguments):
 - i. Create a new process, printing out the new process's pid.
 - ii. In the child, print the pid of the parent, and load and execute the command entered by the user.
 - iii. Your shell should be able to execute commands entered by the user as long as the command can be found in the system's PATH environment variable.



- iv. Print an error message if the command cannot be found or some other problem occurs.

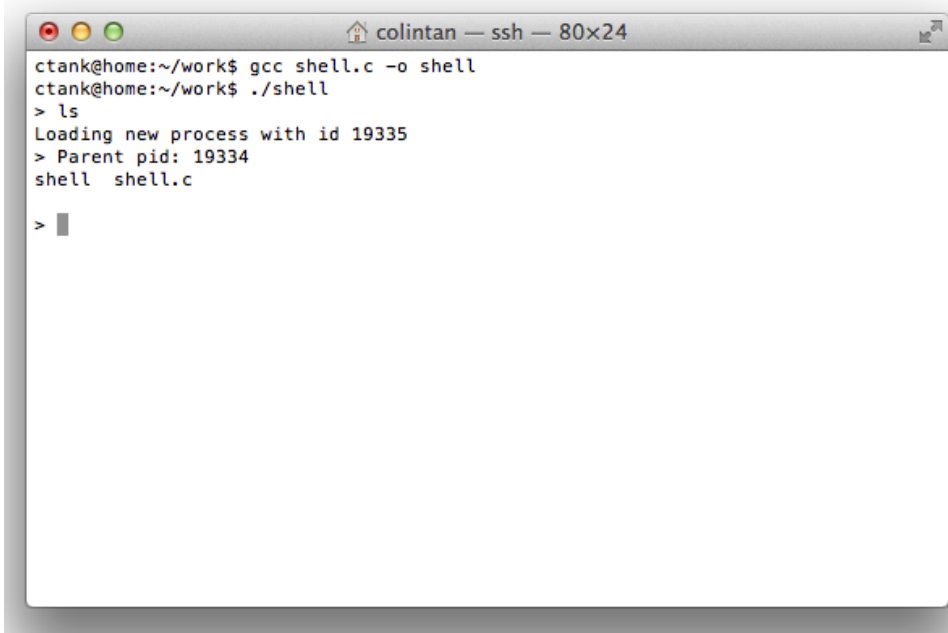
Again a command consists of a program name and arguments (e.g. “ls -l”). You may assume that none of the commands are built into your shell.

The screen captures below illustrate what you need to achieve:

A terminal window titled "colintan — ssh — 80x24" showing the compilation and execution of a shell program. The user is at the prompt "ctank@home:~/work\$". They enter "gcc shell.c -o shell", then ". /shell", and finally ">".

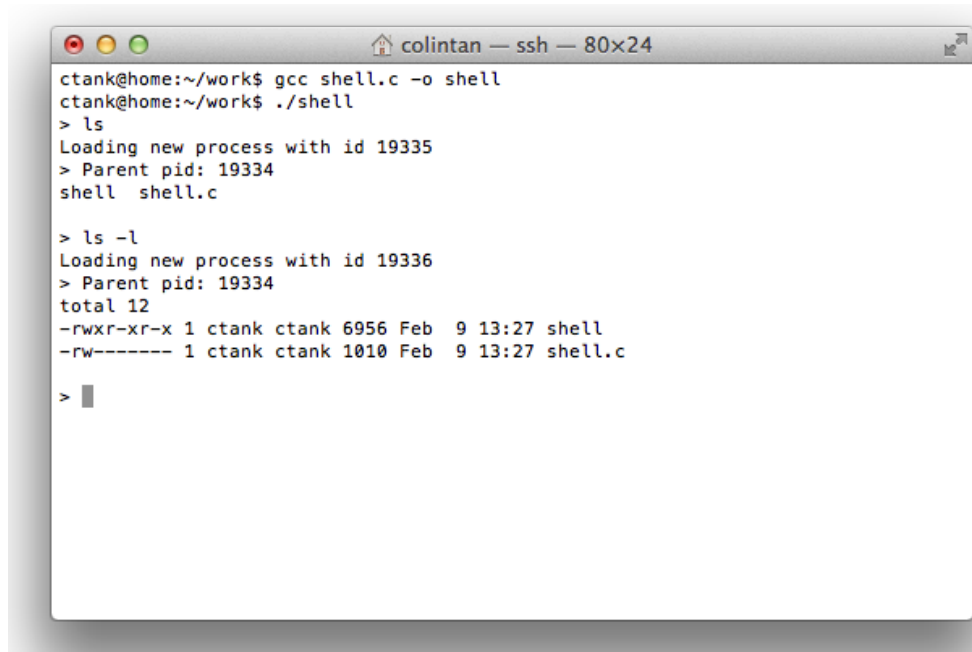
```
ctank@home:~/work$ gcc shell.c -o shell
ctank@home:~/work$ ./shell
>
```

Figure 1. Starting shell

A terminal window titled "colintan — ssh — 80x24" showing the execution of the "ls" command in the shell. The user is at the prompt "ctank@home:~/work\$". They enter "gcc shell.c -o shell", then ". /shell", then "> ls", and finally ">". The output shows "Loading new process with id 19335", "Parent pid: 19334", and "shell shell.c".

```
ctank@home:~/work$ gcc shell.c -o shell
ctank@home:~/work$ ./shell
> ls
Loading new process with id 19335
> Parent pid: 19334
shell shell.c
>
```

Figure 2. Executing the “ls” command in the shell. Note how the new process id and parent pid are printed.

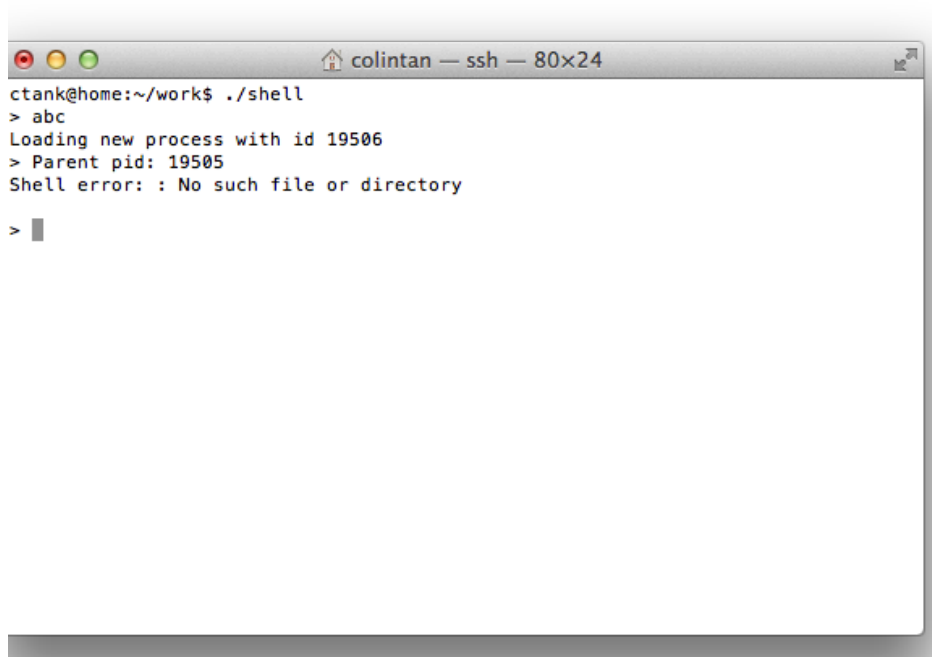


```
colintan — ssh — 80x24
ctank@home:~/work$ gcc shell.c -o shell
ctank@home:~/work$ ./shell
> ls
Loading new process with id 19335
> Parent pid: 19334
shell  shell.c

> ls -l
Loading new process with id 19336
> Parent pid: 19334
total 12
-rwxr-xr-x 1 ctank ctank 6956 Feb  9 13:27 shell
-rw----- 1 ctank ctank 1010 Feb  9 13:27 shell.c

> █
```

Figure 3. Executing the “ls -l” command in the shell. Note how the new process id and parent pid are printed.



```
colintan — ssh — 80x24
ctank@home:~/work$ ./shell
> abc
Loading new process with id 19506
> Parent pid: 19505
Shell error: : No such file or directory

> █
```

Figure 4. Sample Error Message

Some hints:

- i) If you are using `fgets` to read user input, be sure to replace the `'\n'` character with `'\0'`.
- ii) This is a good reference for the `exec` family of commands: <http://linux.die.net/man/3/exec>. Choosing the correct version of `exec` will make this assignment trivial.



- iii) You might find the C “strtok” function very useful for extracting arguments from the user’s command. See <http://www.cplusplus.com/reference/cstring/strtok/> for how to use it.
- iv) To compile your shell program, use `gcc shell -o shell`, and to execute, run `./shell`
- v) Check out perror: <http://man7.org/linux/man-pages/man3/perror.3.html>
- vi) You will need to include `stdio.h`, `string.h`, `unistd.h` and `stdlib.h`

Part 2.

We will now write a program that prints all the environment variables in when run.

- a. Create a new program called `prog.c`
- b. Implement code that will print out ALL of the environment variables.
- c. After printing out the environment variables, your program should look for the variable “SHELL_PATH” and print out its value, or “UNKNOWN” if this variable cannot be found.
- d. Run this program on the standard UNIX shell, NOT the shell you wrote in Part 1.



```

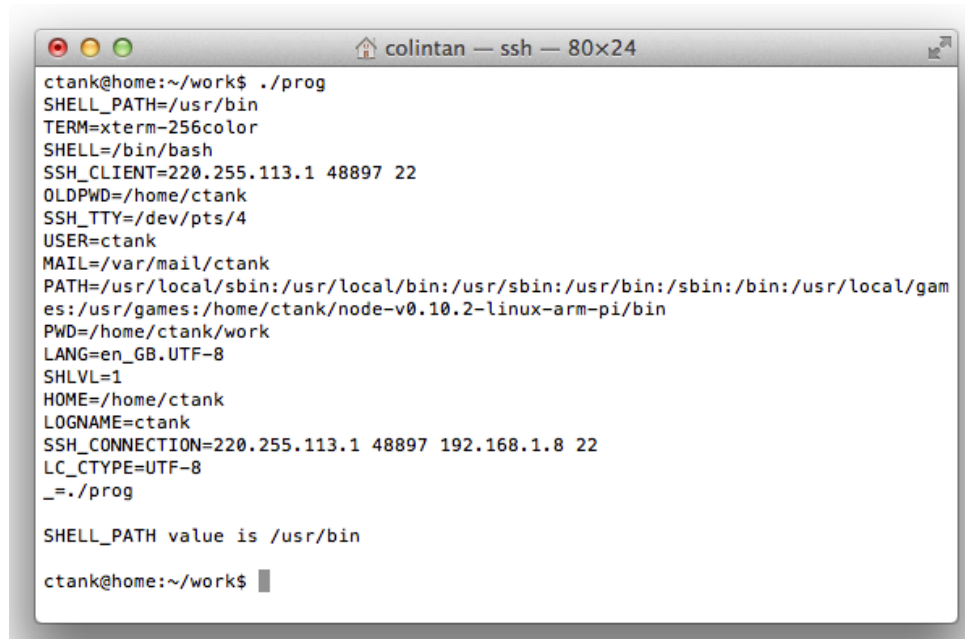
ctank@home:~/work$ ./prog
TERM=xterm-256color
SHELL=/bin/bash
SSH_CLIENT=220.255.113.1 48897 22
SSH_TTY=/dev/pts/4
USER=ctank
MAIL=/var/mail/ctank
PATH=/usr/local/sbin:/usr/local/bin:/usr/sbin:/usr/bin:/sbin:/bin:/usr/local/games:/usr/games:/home/ctank/node-v0.10.2-linux-arm-pi/bin
PWD=/home/ctank/work
LANG=en_GB.UTF-8
SHLVL=1
HOME=/home/ctank
LOGNAME=ctank
SSH_CONNECTION=220.255.113.1 48897 192.168.1.8 22
LC_CTYPE=UTF-8
_=./prog
OLDPWD=/home/ctank

SHELL_PATH value is UNKNOWN

ctank@home:~/work$

```

Figure 5: The prog programme, running with SHELL_PATH undefined.

A screenshot of a terminal window titled "colintan — ssh — 80x24". The terminal shows the output of running a program named "prog". The output lists various environment variables: SHELL_PATH=/usr/bin, TERM=xterm-256color, SHELL=/bin/bash, SSH_CLIENT=220.255.113.1 48897 22, OLDPWD=/home/ctank, SSH_TTY=/dev/pts/4, USER=ctank, MAIL=/var/mail/ctank, PATH=/usr/local/sbin:/usr/local/bin:/usr/sbin:/usr/bin:/sbin:/bin:/usr/local/games:/usr/games:/home/ctank/node-v0.10.2-linux-arm-pi/bin, PWD=/home/ctank/work, LANG=en_GB.UTF-8, SHLVL=1, HOME=/home/ctank, LOGNAME=ctank, SSH_CONNECTION=220.255.113.1 48897 192.168.1.8 22, LC_CTYPE=UTF-8, and _=./prog. Below this, it says "SHELL_PATH value is /usr/bin". The prompt "ctank@home:~/work\$" is visible at the bottom.

```
ctank@home:~/work$ ./prog
SHELL_PATH=/usr/bin
TERM=xterm-256color
SHELL=/bin/bash
SSH_CLIENT=220.255.113.1 48897 22
OLDPWD=/home/ctank
SSH_TTY=/dev/pts/4
USER=ctank
MAIL=/var/mail/ctank
PATH=/usr/local/sbin:/usr/local/bin:/usr/sbin:/usr/bin:/sbin:/bin:/usr/local/games:/usr/games:/home/ctank/node-v0.10.2-linux-arm-pi/bin
PWD=/home/ctank/work
LANG=en_GB.UTF-8
SHLVL=1
HOME=/home/ctank
LOGNAME=ctank
SSH_CONNECTION=220.255.113.1 48897 192.168.1.8 22
LC_CTYPE=UTF-8
_=./prog

SHELL_PATH value is /usr/bin

ctank@home:~/work$
```

Figure 6. Prog running with SHELL_PATH defined to be /usr/bin

Some hints:

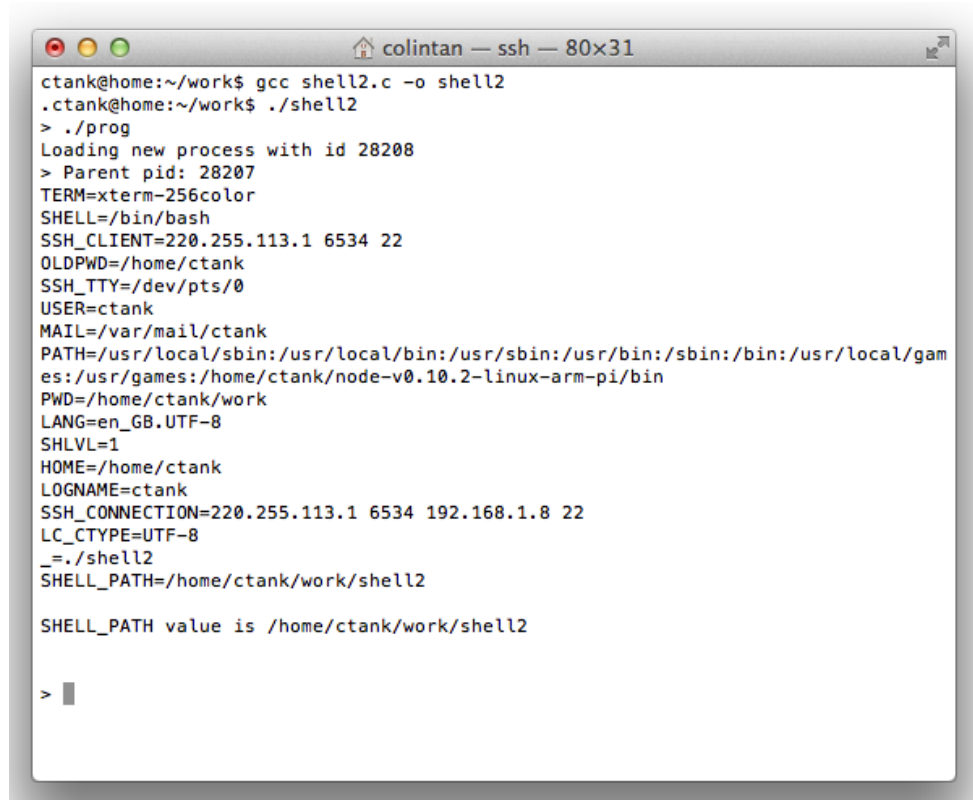
- a. This program is very, very easy to write; there's no need to use any POSIX calls like `getenv` or other similar calls at all. The lecture notes already tell you how to access environment variables from within a C program.
- b. You can use the `strstr` function to test for the `SHELL_PATH` variable. Read up more about `strstr` at: <http://man7.org/linux/man-pages/man3/strstr.3.html>

Part 3.

We will now modify `shell.c`:

- a. Copy `shell.c` to `shell2.c`. In UNIX you can do this by typing "`cp shell.c shell2.c`" without the quotes.
- b. Modify `shell2.c` so that whenever it calls a program, it sets the `SHELL_PATH` environment variable to its own COMPLETE path, and passes over all of the existing environment variables.
- c. Compile using `gcc shell2.c -o shell2`
- d. Execute the "prog" program you wrote in Part 2.

See the following screen shots for what you have to do.



```
colintan — ssh — 80x31
ctank@home:~/work$ gcc shell2.c -o shell2
ctank@home:~/work$ ./shell2
> ./prog
Loading new process with id 28208
> Parent pid: 28207
TERM=xterm-256color
SHELL=/bin/bash
SSH_CLIENT=220.255.113.1 6534 22
OLDPWD=/home/ctank
SSH_TTY=/dev/pts/0
USER=ctank
MAIL=/var/mail/ctank
PATH=/usr/local/sbin:/usr/local/bin:/usr/sbin:/usr/bin:/sbin:/bin:/usr/local/games:/usr/games:/home/ctank/node-v0.10.2-linux-arm-pi/bin
PWD=/home/ctank/work
LANG=en_GB.UTF-8
SHLVL=1
HOME=/home/ctank
LOGNAME=ctank
SSH_CONNECTION=220.255.113.1 6534 192.168.1.8 22
LC_CTYPE=UTF-8
_=./shell2
SHELL_PATH=/home/ctank/work/shell2

SHELL_PATH value is /home/ctank/work/shell2

> █
```

Figure 7. Executing “prog” in shell2

Some hints:



- i) Using argv[0] alone only gives you the name of the program. You will need to use get_current_dir_name to get the working directory that shell2 is being run in. See <http://man7.org/linux/man-pages/man2/getcwd.2.html>
- ii) You will need to build a list of environment variables AND add in SHELL_PATH.
- iii) You may need to use strtok to extract the name of the shell from argv[0].

SUBMISSION INSTRUCTIONS

You have two weeks to complete this assignment, and it is due on 26 February 2016 at 5 pm.

To submit:

- i) Ensure that the name and matric number of BOTH team members is in every program in a comment section **AT THE START OF EVERY PROGRAM**. E.g.

```
/*  
    Name: Tan Ah Kow  
    Matric: A0103948U  
  
    Name: Lau Ah Beng  
    Matric: A0110394B  
  
*/  
  
.. Rest of program
```

- ii) Appoint a leader, and ZIP up all files, naming the zip file using the matric number of the leader. E.g. A0103948U.zip
- iii) Upload to the submission directory which will be created on IVLE nearer the due date.