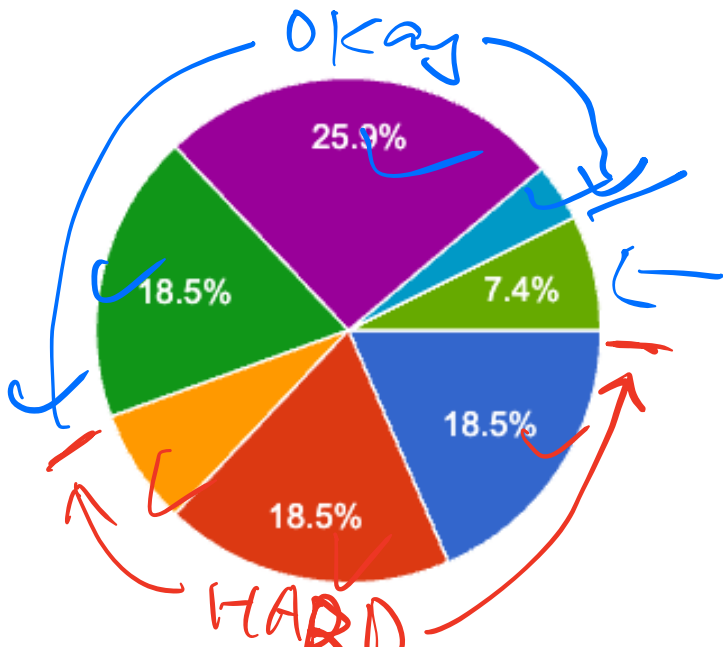


# Choose your feeling about Lab1:

27 responses



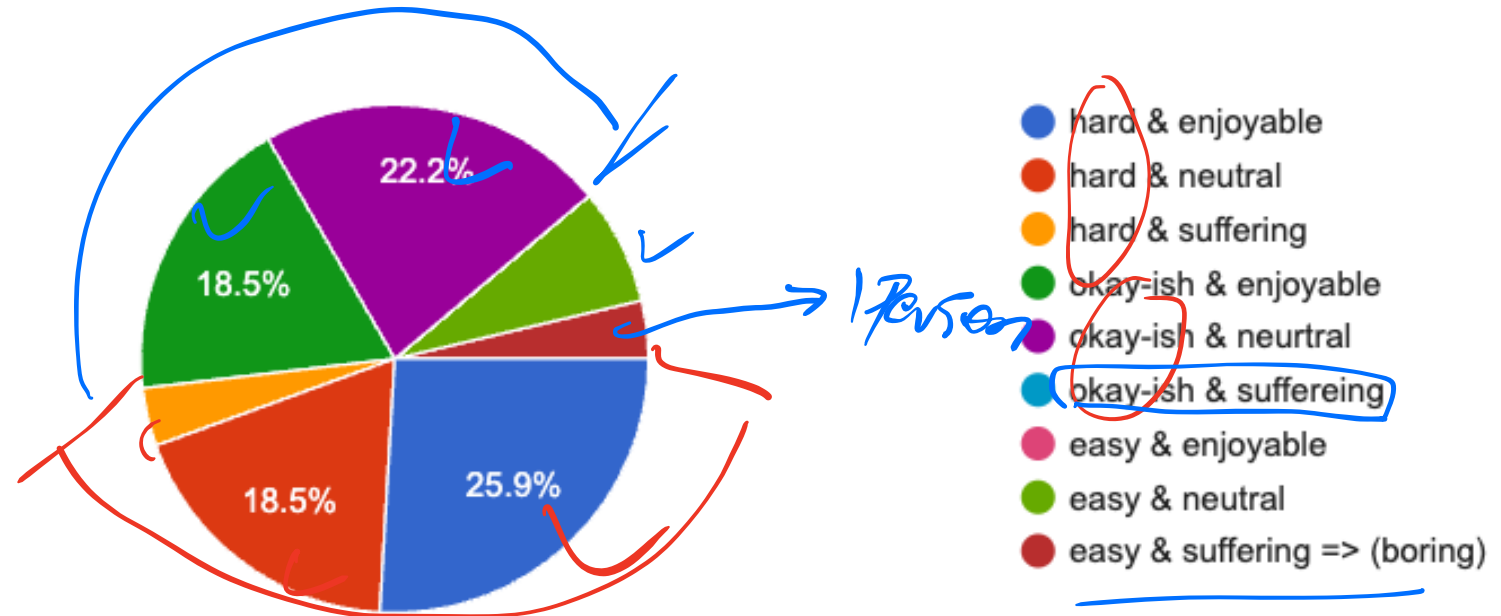
difficultly feeling

- hard & enjoyable
- hard & neutral
- hard & suffering
- okay-ish & enjoyable
- okay-ish & neutral
- okay-ish & suffering
- easy & enjoyable
- easy & neutral
- easy & suffering => (boring)

# Choose your current feeling about CS5600:

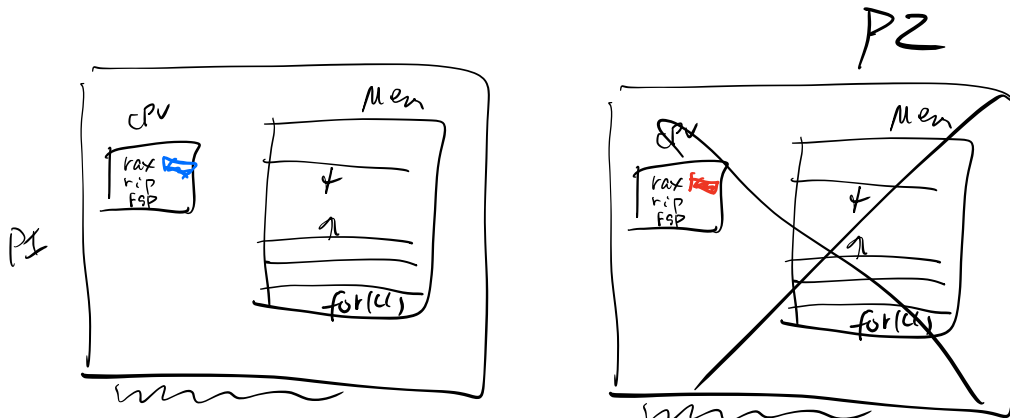
27 responses

057



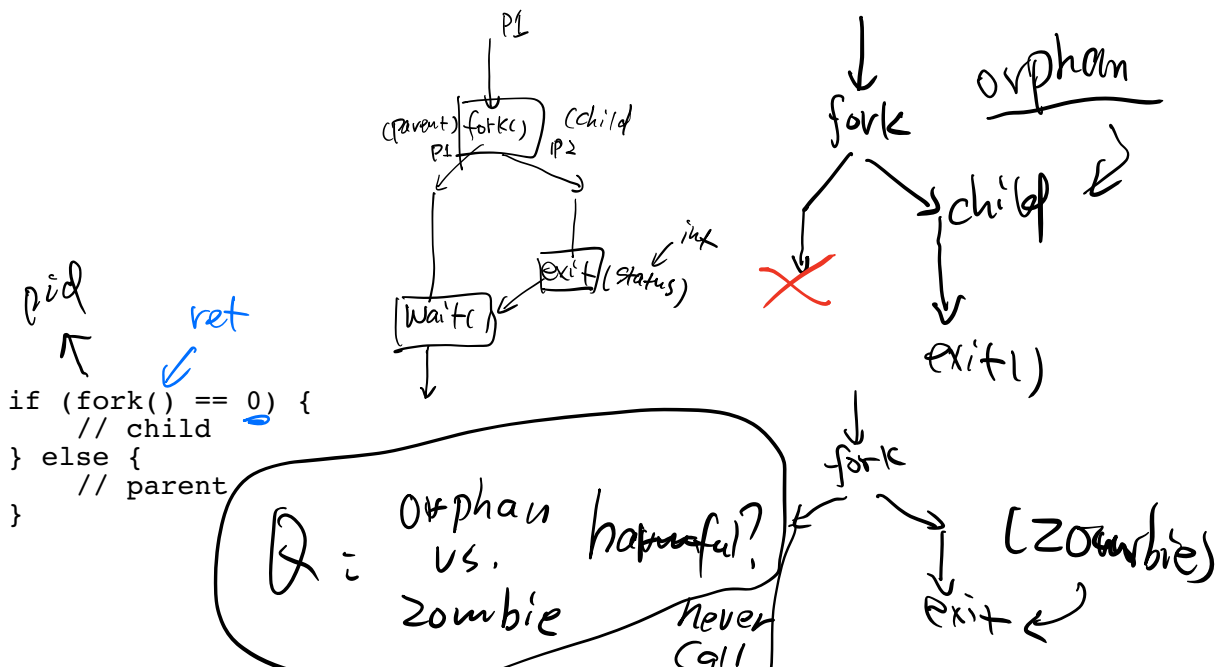
Week 3.b  
 CS5600  
 1/25 2023  
<https://naizhengtan.github.io/23spring/>

1. Survey ↙
2. Process birth ↙
3. Shell crash course
4. Shell internals I
5. File descriptors
6. Shell internals II



sys call

fork()



```

pid
  ↑
if (fork() == 0) {
  // child
} else {
  // parent
}
  
```

Orphan vs. zombie? harmful? never call



# Crash course, Shell

← bash/zsh

GUI

## 1. run cmd

"\$ ls" and "\$ ls -a"

## 2. output redirection

"\$ ls" prints to screen

"\$ ls > files.txt" ←

\$

## 3. backgrounding

"\$ web-server &  
\$ "

while (true) {

accept\_req();

handle\_req();

}

## 4. pipe

-- "\$ cat students.txt | shuf -n 1" ←

-- equivalent to

"\$ cat students.txt > /tmp/tmpfile

\$ shuf -n 1 /tmp/tmpfile

\$ rm /tmp/tmpfile"

\$ Cond

## 5. Shell builtin cmds vs. program

-- "echo/pwd/which" vs. "ls"

-- use "which" to tell

program: "\$ which ls"

=> "/bin/ls" ← path

built-in: "\$ which which"

=> "which: shell built-in command"

1 CS5600 23spring  
2 Handout week03b

3 The handout is meant to:

- 4 --illustrate how the shell itself uses syscalls
- 5
- 6 --communicate the power of the fork()/exec() separation
- 7
- 8 --give an example of how small, modular pieces (file descriptors,
- 9 pipes, fork(), exec()) can be combined to achieve complex behavior
- 10 far beyond what any single application designer could or would have
- 11 specified at design time.
- 12

13 1. Pseudocode for a very simple shell

```

14 while (1) {
15   write(1, "$ ", 2); // ls
16   readcommand(command, args); // parse input
17   if ((pid = fork()) == 0) { // child?
18     execve(command, args, 0);
19   } else if (pid > 0) { // parent?
20     wait(0); //wait for child
21   } else {
22     perror("failed to fork");
23   }
24 }

```

25 2. Now add two features to this simple shell: output redirection and  
26 backgrounding

27 By output redirection, we mean, for example:

28 \$ ls > list.txt

29 By backgrounding, we mean, for example:

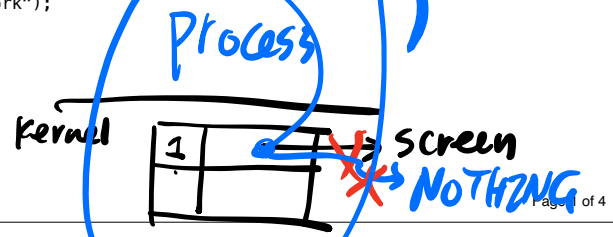
30 \$ myprog &  
31 \$

```

32 while (1) {
33   write(1, "$ ", 2); // ls
34   readcommand(command, args); // parse input
35   if ((pid = fork()) == 0) { // child?
36     if (output_redirected) {
37       close(1);
38       open(redirect_file, O_CREAT | O_TRUNC | O_WRONLY, 0666);
39     }
40     // when command runs, fd 1 will refer to the redirected file
41     execve(command, args, 0);
42   } else if (pid > 0) { // parent?
43     if (foreground_process) {
44       wait(0); //wait for child
45     }
46   } else {
47     perror("failed to fork");
48   }
49 }

```

write(1, ---)



56 3. Another syscall example: pipe()

57  
58 The pipe() syscall is used by the shell to implement pipelines, such as  
59 \$ ls | sort | head -4  
60 We will see this in a moment; for now, here is an example use of  
61 pipes.

62 // C fragment with simple use of pipes

```

63 int fdarray[2];
64 char buf[512];
65 int n;
66
67 pipe(fdarray);
68 write(fdarray[1], "hello", 5);
69 n = read(fdarray[0], buf, sizeof(buf));
70 // buf[] now contains 'h', 'e', 'l', 'l', 'o'

```

71 4. File descriptors are inherited across fork

72 // C fragment showing how two processes can communicate over a pipe

```

73 int fdarray[2];
74 char buf[512];
75 int n, pid;
76
77 pipe(fdarray);
78 pid = fork();
79 if(pid > 0){
80   write(fdarray[1], "hello", 5);
81 } else {
82   n = read(fdarray[0], buf, sizeof(buf));
83 }

```

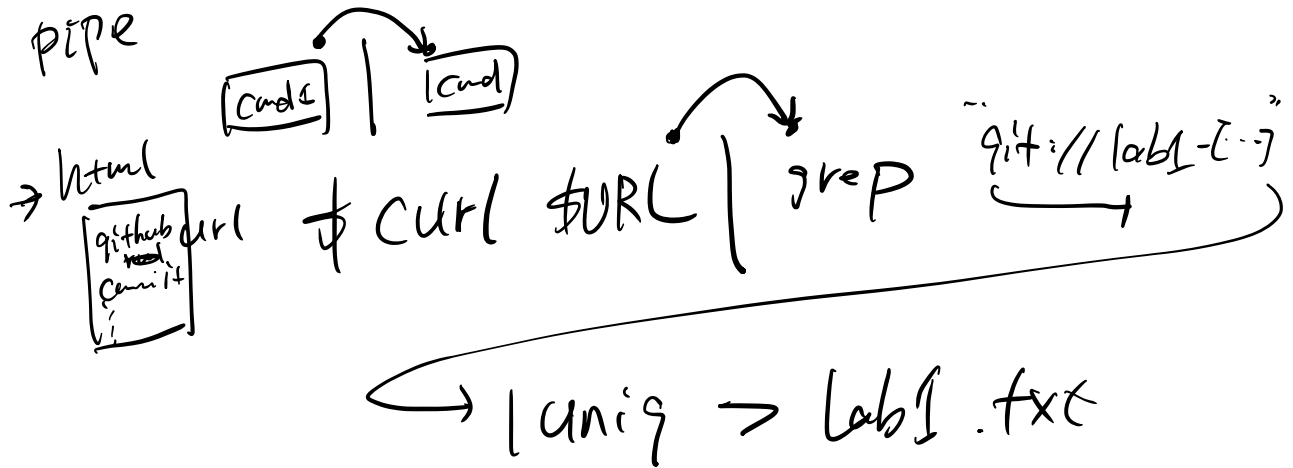
Motivation of redirection & pipe.

Q: 2 txt file  $\Rightarrow$  new file ?  
concat

10 txt files

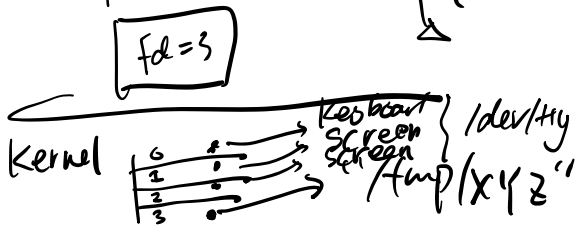
10000

\$ cat file1.txt file2.txt > new\_file



File descriptor:

Process int fd = open("/tmp/xyz" ...)



3:  
 0: stdin  
 1: stdout ← "hello world!"  
 2: stderr ← "EET DR: ..."