

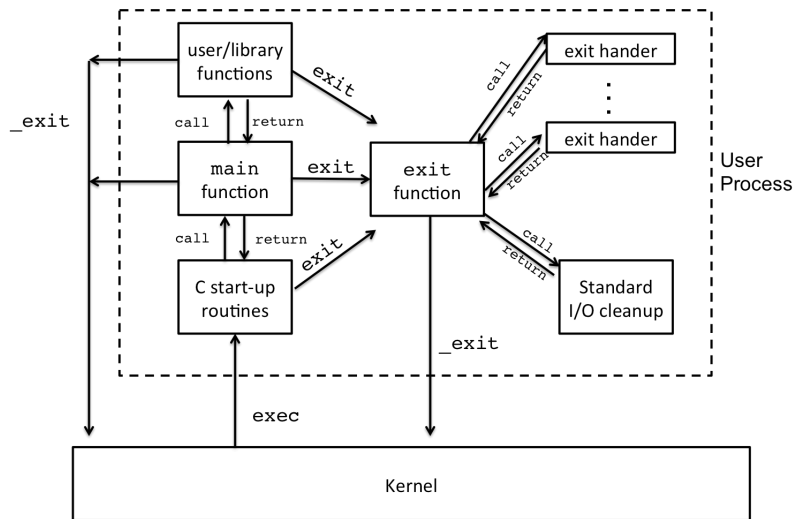
5/3/1/0 1. What is the difference between `_exit()` and `exit()` and `_Exit()`?

5/3/1/0 2. When a process returns from `main()` which of three different exit calls is actually used? What is the exit value?

10/8/4/0 3. In the diagram below, place a circle along the exit path for the following program:

```
void fun() {
    _exit(1);
}

int main() {
    exit(0);
    fun();
}
```



5/3/1/0 4. Match each of the IO buffering settings to their mode options in `setvbuf()`:

`_IONBF` _____

a) unbuffered

`_IOFBF` _____

b) line buffered

`_IOLBF` _____

c) fully buffered

5/3/1/0 5. What is the difference between line buffered and fully buffered?

NAME: _____

6. Consider the following programs, what are their output?
And, **explain**.

5/3/1/0

```
int main(){
    fprintf(stdout, "Hello World!");
    return 0;
}
```

5/3/1/0

```
int main(){
    fprintf(stdout, "Hello World!");
    exit(0);
}
```

5/3/1/0

```
int main(){
    fprintf(stdout, "Hello World!");
    _Exit(0);
}
```

5/3/1/0

```
int main(){
    fprintf(stderr, "Hello World!");
    _exit(0);
}
```

5/3/1/0

7. Why does the following code snippet properly check for a failed call to **execv()**?

```
int main(){
    char * ls_args[2] = { "/bin/ls", NULL} ;

    execv( ls_args[0], ls_args);
    perror("execve failed");

    _exit(1); //failure
}
```

5/3/1/0

8. Consider setting up an **argv** array to be passed to **execv()** for the execution of following command: **ls -l -a /bin /usr/bin**
Fill in the argv declartation:

char * argv[] = {

}

5/3/1/0 9. The **fork()** system call is the only function that returns twice when successful. Explain this phenomenon?

5/3/1/0 10. The typedef'd type of a process identifier, or **pid**, is **pid_t**. What real type is a **pid_t**?

5/3/1/0 11. What system call is used to determine the current **pid** of a process? What system call is used to determine the parent's process id of the calling process?

5/3/1/0 12. In the following small program, which program's pid would typically be the parents for the output? Explain.

Assume the program is run from the shell like: **./print_ppid**

```
int main(){
    printf("Parent pid: %d\n",
          getppid());
}
```

5/3/1/0 13. The **wait()** system call waits for the status change of a child process: What is a typical status change that you could wait on?

5/3/1/0 14. Open the manual for **wait()**, match the status macro to its description:

WIFEXITED(status) _____		(a) Returns true if the child process was terminated by a signal
WIFEXITSTATUS(status) _____		(b) Returns true if the child terminated normally
WIFSIGNALED(status) _____		(c) Retrieves the exit status of the child.

15. Assume you were writing a program that checked if a file existed by using **ls**. (This is a silly way to do this, but just for the sake of argument)

Recall that **ls** returns an exit status of 2 when the file **does not exist** and it cannot list it, and **ls** returns an exit status of 0 when the file does exist and can be listed.

Complete the **wait()** portion of the program below. The output should be **EXISTS!** if the file specified in `argv[1]` exists and **DOES NOT EXIST!** if the file specified in `argv[1]` does not exist. (hint: actually try and complete the program on your computer)

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

int main(int argc, char * argv[]){

    pid_t cid;
    char * ls_args[] = {"ls", NULL, NULL};

    if(argc == 2){
        ls_args[1] = argv[1];
    }

    cid = fork();
    if( cid == 0 ){ /*child*/
        execvp(ls_args[0],ls_args);
        exit(1); /*error*/
    }
    /*parent*/
    int status;
    wait(&status);
```

10/8/6/3/0

