SLP-assignment #8: mish

(22 points, in groups of two)

Design and implement a shell mish (mini shell) that can execute programs (hereafter referred to as commands). Use the file name mish.c for your implementation. The assignment is divided into three parts. Additionally, there are templates made available for reference.

Hint: Since parts b) and c) require the additional use of signals, it is recommended to start with part a) and to test this implementation thoroughly.

Part a): Basic Functionality

In this part, the basic functionality for interacting with the mish has to be implemented.

• Your program has to print the string

mish>

as a prompt symbol and then wait for the input of a command.

- The input line has to be divided into command name and additional arguments. Spaces and tabulators thereby serve as delimiters (fgets(3), strtok(3)).
- Then, the command shall be executed in a newly created process (fork(2)) with the correct arguments (execvp(3)).
- The mish shall wait for the process to terminate (waitpid(2)) and print the exit status on the standard error stream. For the output of the status, you should differentiate whether the process terminated itself (WIFEXITED, WEXITSTATUS) or due to a signal (WIFSIGNALED, WTERMSIG). Furthermore, the PID of the process has to be printed:
 - 1. Case: the process terminates itself (here with exit status 0):

```
mish> ls -l
...
Exit status [2110] = 0
```

2. Case: the process was terminated by a signal (here by an interrupt signal (SIGINT=2) triggered by pressing CRTL-C):

```
mish> sleep 10
Signal [1302] = 2
```

You can test the output of the exit status with the programs spic-wait and spic-exit.

• After the exit status has been printed, the mish has to accept a new input. The mish shall terminate when it reads a end of file (CRTL-D) from the standard input channel.

Part b): Signals

In this part, the mish has to be extended to handle the signals SIGINT and SIGCHLD.

• Ignoring the signal SIGINT

When you trigger a signal in a terminal window, e.g. SIGINT by pressing CRTL-C, this signal is then delivered to all running processes in the terminal, which in particular includes the mish and all currently running child processes.

Extend the mish in a way, such that the signal SIGINT is ignored (sigaction(2)) only by the mish (and not the created child processes!). Now, you can interrupt running child processes by pressing CRTL-C, without terminating the mish.

• Handling of the signal SIGCHLD

In preparation of part c), only non-blocking calls to waitpid(2) have to be used and the use of wait(2) has to be omitted. When a child process terminates, the mish receives a signal SIGCHLD. To wait for the termination of a child process, you can use sigsuspend(2) to wait for the occurrence of a signal SIGCHLD.

- Using sigaction(2), register a custom signal handling function for SIGCHLD. An occurrence of SIGCHLD has to be noted inside the corresponding handler by the use of an event variable.
- Before a new prompt is printed, you have to wait for the termination of the child process. It can be necessary to wait (possibly multiple times) with sigsuspend(2) for the occurrence of SIGCHLD. Make sure to correctly synchronize your program by using sigprocmask(2).
- If SIGCHLD occurred, the terminated background process has to be collected with waitpid(2).
 Like before, the exit status has to be printed out.

Part c): Background Processes

Extend your implementation of mish to support background processes that are indicated by the use of the symbol '&' at the end of the command line. When a command ends with '&', it has to be executed in the background. In this case, the mish does not have to wait for the termination of the child process and, instead, only print the process ID of the background process and immediately print a new prompt for accepting new commands. Background processes also have to ignore SIGINT and shall not be terminated by pressing CRTL-C.

The execution of a background process in the mish could look like this:

```
mish> sleep 10 &
Started [2110]
mish> [...]
[...]
Exit status [2110] = 0
```

To support both, foreground as well as background processes, the handling of zombie processes has to be extended. As before, zombie processes have to be collected right before printing a new prompt, but from now on, the following steps must be taken:

- If no foreground process is active, before printing the prompt, you only have to check if a SIGCHLD has occurred since the last time zombie processes have been collected. If this is the case, all accumulated zombie processes have to be collected with waitpid(2) and their exit status has to be printed out.
- Pay attention to the fact that during the collection of already terminated zombie processes, new background processes could terminate and therefore would need to be collected as well.
- If a foreground process is active, before printing the prompt, you have to wait for the termination of the foreground process. While waiting, the exit status of intermediately terminating background processes has to be printed out (waitpid(2)). Therefore it can be useful to (possibly multiple times) wait for the occurrence of SIGCHLD with sigsuspend(2), before the foreground process finally terminates. Here, like before, for each collected child process the status has to be printed out.

Refer remarks on the next page.

Hints:

- To simplify the assignment, you can assume that a command line consists of at most 1023 characters. All other cases can be addressed with an appropriate error message.
- The program /proj/i4spic/<login>/pub/aufgabe8/spic-wait is well suited for testing the signal handlers. After starting it, it prints its process ID and waits for the delivery of a signal. You can send an arbitrary signal to the process by executing the command kill(1). Alternatively, you can pass a signal number to spic-wait, which is then used by the program to terminate itself.
- The program /proj/i4spic/<login>/pub/aufgabe8/spic-exit is well suited for testing the output of exit status. The program terminates itself with the passed parameter as its exit code.
- Inside the directory /proj/i4spic/<login>/pub/aufgabe8/ you can find the template (mish_vorlage.c) that can be used for the basic structure and some function signatures but has to be completed by you. The template might help you structure the program.
- In the directory /proj/i4spic/<login>/pub/aufgabe8/ you can find the files mish_teil_a, mish_teil_b and mish_teil_c, which contain a reference implementation of the corresponding parts of the assignment.
- Always give a reason why you use the volatile keyword. If the same reasoning holds for multiple variables, you can justify them together.
- In the directory /proj/i4spic/<login>/pub/aufgabe8/ you will find the file mish that contains a reference implementation.
- Always make sure to give out meaningful error messages on the standard error stream. (fprintf(stderr,...)(3) / perror(3))
- You can test your program with valgrind. This may help when searching for errors. *Suppressed* errors can be ignored. More error messages can be obtained by using valgrind with the flags --leak-check=full --show-reachable=yes and building the binary program with debug symbols.
- Your program has to compile with the following flags: gcc -std=c11 -pedantic -D_XOPEN_SOURCE=700 -Wall -Werror -O3 -o mish mish.c This configuration is also used for grading.
- Functions of the libc that do not require error handling in SLP can be seen online in the Linux libc-Doku.
- You are free to write a makefile that includes instructions on how to build the program with the tool make. To do this, you can create a file called Makefile inside the submission directory (aufgabe8/). In the first line write

CFLAGS = -std=c11 -pedantic -D_XOPEN_SOURCE=700 -Wall -Werror -O3 Then you can build the file from the terminal by calling make mish or with the make button inside the SPiC-IDE.

Deadline

Use script in CIP pools: /proj/i4spic/bin/get-deadline aufgabe8 Txx