

**Submission Deadline: Monday, November 7th, 2016 – 23:59**

A new assignment will be published every week, right after the last one was due. It must be completed before its submission deadline.

**The assignments must be filled out online in ILIAS.** Handwritten solutions are no longer accepted. You will find the online version for each assignment in your tutorial's directory. **P-Questions** are programming assignments. Download the provided template from ILIAS. Do not fiddle with the compiler flags. Submission instructions can be found on the first assignment.

In this assignment you will get familiar with the process abstraction, the basic address space layout of a process, and the Linux process API.

### T-Question 2.1: Anatomy of a Program

Consider the following C program that does some random computations. Refer to the introductory C slides provided with the lecture in ILIAS if you need help with some of the keywords (e.g., `const` or `static`). Download the source code of the program from ILIAS and build it using `gcc` with the following command line:

```
gcc -g main.c func.c -o out
```

You should now have an executable file called `out`.

*main.c:*

```
#include <stdlib.h>
#include "func.h"

int main()
{
    int *parg, result;

    parg = (int*)malloc(sizeof(int));
    if (parg == NULL) exit(1);
    *parg = 10;

    result = func(parg);
    free(parg);

    return result;
}
```

*func.h:*

```
int func(int *parg);
```

*func.c:*

```
const int a = 42;
int b = 1;

int func(int *parg)
{
    static int s = 0;
    int r;

    if (s == 0) {
        r = *parg + a;
        s = 1;
    } else {
        r = *parg + b;
        b++;
    }

    return r;
}
```

- |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |               |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------|
| a. In which segments of the executable are <code>a</code> , <code>b</code> , <code>s</code> , and <code>func</code> stored? Use the command <code>readelf -hSs out</code> to verify your solution. Locate each object in the symbol table ( <code>.symtab</code> ) and match the section index given in the <code>Ndx</code> column with the section headers. Hint: The compiler may renamed <code>s</code> to <code>s.n</code> with <code>n</code> being some decimal number to prevent name clashes. | <b>2 T-pt</b> |
| b. In which address space segments do <code>r</code> and <code>*parg</code> reside, when executing the program?                                                                                                                                                                                                                                                                                                                                                                                        | <b>1 T-pt</b> |
| c. Where is the return value of <code>func()</code> placed? Verify you solution by disassembling the executable with <code>objdump -Sd out</code> and finding the epilogue of <code>func()</code> .                                                                                                                                                                                                                                                                                                    | <b>1 T-pt</b> |
| d. What shared libraries are needed by <code>out</code> ? Use the tool <code>ldd</code> to list all library dependencies. What purpose does each of the libraries serve?                                                                                                                                                                                                                                                                                                                               | <b>3 T-pt</b> |

## T-Question 2.2: Processes

- |                                                                                                                           |               |
|---------------------------------------------------------------------------------------------------------------------------|---------------|
| a. What is the difference between a program and a process?                                                                | <b>1 T-pt</b> |
| b. When a process exits, it may become a zombie. What is a zombie and what needs to be done for this not to happen?       | <b>1 T-pt</b> |
| c. Process A creates process B which in turn creates process C. In a Linux system: What is C's parent after B was killed? | <b>1 T-pt</b> |
| d. What is the context of a process? Name at least 4 properties.                                                          | <b>2 T-pt</b> |

## P-Question 2.1: Dynamic Memory Allocation

Download the template **p1** for this assignment from ILIAS. You may only modify and upload the file `persistence.c`.

The function `gmtime()` transforms a date and time to broken-down time by returning a pointer to a global `tm` structure, which contains the converted value. Subsequent calls to `gmtime()` return the same pointer and only update the global structure.

- a. Write a function that creates a persistent copy of the supplied `tm` structure on the heap and updates the caller's pointer to point to the copy.

**2 P-pt**

```
void make_persistent(struct tm **time);
```

- b. Extend your program with a function that releases a copy of the `tm` structure and resets the caller's pointer to `NULL`.

**1 P-pt**

```
void free_persistent(struct tm **time);
```

## P-Question 2.2: A Simple Program Starter

Download the template **p2** for this assignment from ILIAS. You may only modify and upload the file `run_program.c`.

An important feature of every shell is to start external programs.

- a. Write a function with the following features:

**3 P-pt**

- Starts a program that may be specified by its full path and name (i.e., `/usr/bin/who`) or only by its name if it is located in one of the directories contained in the `PATH` environment variable. Do not use `system()`.
- Passes the supplied arguments on to the new process.
- Waits for the newly created process to exit.
- Returns the special error value 127 to report an error condition and 0 to indicate success.

```
int run_program(char *file_path, char *argv[]);
```

- b. Modify the starter to return the exit status of the previously started/exited process. Keep a return value of 127 to indicate error conditions in your own program.

**2 P-pt**

**Total:  
12 T-pt  
8 P-pt**