CS0330: SHELL 2 GEAR UP
Project Overview

C Shell getting 2 major features

- Multiple Jobs
  - Run either in background or foreground

- Signals
  - Mask signals for different processes
  - Manage processes, update status
Topics to Review

- Signals
  - Masking signals
- Reaping
- Jobs
- Processes
- Jobs vs. Processes
- Job Management
**Roadmap: Set up**

- Run `cs0330_install shell_2`
- Copy your Makefile and `sh.c` from your `shell_1` directory into your `shell_2` directory.
- Stencil/support code: `jobs.c` and `jobs.h`
  - Handles the jobs list
Roadmap: Parsing

- Parsing support: new commands, job management.
  - New commands: bg, fg, jobs
  - Does your parsing strategy need to change?
- We suggest that you start by parsing the command line for new commands and put off implementing them until later
Roadmap: Signals

- Understand how you are going to use signals in this project.
  - How should your shell respond to signals?
  - How should a foreground job respond to those signals?
  - How should a background job respond?
- Tcsetpgrp: used to ensure that the correct process group receives signals
- Once you understand those questions, write your signal handling code!
Roadmap: Reaping

- Understand reaping.
  - What is reaping?
    - Cleaning up zombie processes
  - Why do processes need to be reaped?
  - How do you reap, exactly?
    - waitpid()
    - Job status: WIFEXITED, WIFSIGNALED, WIFSTOPPED, WIFCONTINUED
Roadmap: fg and bg

- What’s the difference between running a **background** job and running a **foreground** job?
- Managing jobs will involve maintaining a list of active jobs, reaping processes that have terminated, and **moving** jobs between foreground and background.
Demo/Testers

Demo:
cs0330_shell_2_demo OR cs0330_shell_2_noprompt_demo

Run all traces until the first failure:
cs0330_shell_2_test -s <33noprompt>
Run a single trace:
cs0330_shell_2_test -s <33noprompt> -t trace<#>.txt

For a list of other useful flags: cs0330_shell_2_test -h

**Make sure to run cs0330_cleanup_shell after every time you work on Shell 2 on department machines!**
Tips

- Give yourself enough time to debug and **start early**!
- Finishing the signals lab as early as possible will give you a good start to understanding signals.
- *man* pages are your friends. Use them. Love them. Read them!
  - `waitpid`
  - `tcsetpgrp`
  - `setpgid`
  - `etc.`
- Skimming over the functions in `jobs.c` will be helpful to ensure you have an idea of support functions available for job management.
More Tips

● As always, factor your code well
  ○ It makes it easier to debug and easier to read!
● Do the project linearly according to the handout sections
  ○ Signal management
  ○ Adding multiple jobs
  ○ Reaping
  ○ fg and bg
Additional Resources

- Don’t be afraid to try things out!
  - In our demo
  - In your normal shell (e.g., bash)

- Look at the traces and their outputs in /course/cs0330/pub/shell_2/.
  - There is README in /course/cs0330/pub/shell_2/traces giving a summary of what each trace does.
What You’ll Learn

● How a shell works, including:
  ○ Managing multiple processes and jobs
  ○ Managing foreground and background jobs
  ○ Responding to signals
● You will learn to use your normal shell more effectively
● You will gain a deeper understanding of how your operating system and processes communicate
● You will gain a deeper understand of how processes work
Questions?