USN						

Sixth Semester B.E. Degree Examination, December 2011 **UNIX System Programming**

Time: 3 hrs.

Max. Marks:100

Note: Answer any FIVE full questions, selecting atleast TWO questions from each part.

PART-A

- Bringout the major differences between ANSIC and K and R C. Explain each with example. 1 (07 Marks)
 - Write a C/C++ program that prints the POSIX defined configuration options supported on (08 Marks) any given system using feature test macros.
 - Write a C /C++ program to check following limits:
 - i) Clock ticks
 - ii) Maximum number of child process
 - iii) Maximum path length
 - iv) Maximum file name
 - v) Maximum number of files can be opened.

(05 Marks)

- a. Explain the different file types available in UNIX or POSIX. Also write the commands to (06 Marks) create all the files.
 - b. What are inodes in UNIX system? Differentiate between hard link and symbolic link.

(04 Marks)

With a neat diagram, explain the UNIX Kernel support for files.

d. Explain the following APIs, with prototype:

(05 Marks)

- i) umask
- ii) stat iii) fstat
- iv) chown
- v) link.

(05 Marks)

- Write a C or C++ program to illustrate the use of fcntl API for file locking. (08 Marks)
 - Explain the file APIs: READ, WRITE and OPEN, with prototypes and arguments.

(06 Marks)

Write a C or C++ program to emulate UNIX ls - l command.

(06 Marks)

- With a neat diagram, explain how a C program is initiated and various ways it can be a. (05 Marks) terminated.
 - b. Write a C or C++ program to illustrate use of setjmp and longjmp functions. (05 Marks)
 - Describe the UNIX Kernel support for a process. Show the related data structure. (05 Marks)
 - d. Explain in detail, the memory layout of a C program.

(05 Marks)

PART - B

- a. List and explain the family of exec functions with their prototypes. How do they differ from 5 each other? Also give one program example using any one of the exec functions. (96 Marks)
 - b. What is a race condition? Write the program for generating race condition and to avoid the (07 Marks) race condition.
 - c. What is a job control? With a neat diagram, explain the job control features. (07 Marks)

- 6 a. What are signals? Explain the prototype of signation function. Also write a C or C++ program to setup signal handler using signation function. (06 Marks)
 - b. What is a signalmask of a process? Write a program to demonstrate use of sigprocmask function. Also write the prototype of all functions that are used to manipulate the signal sets.

 (07 Marks)
 - c. What are daemons? Explain the coding rules of the daemon process. Write a C or C++ program to initialize the uses defined daemon process. (07 Marks)
- 7 a. What are pipes? Write a C or C++ program to create pipe from the parent to the child and send the data down the pipe. (07 Marks)
 - b. What are FIFOs? With a neat diagram, explain the client-server communication using FIFOs. (07 Marks)
 - c. What are message queues? Write the structure of the message queue and explain each member, in detail. (06 Marks)
- 8 a. What are sockets? Explain the sequence of calling socket APIs for both server and client process. Briefly explain the prototype of each socket API. (10 Marks)
 - b. Write short notes on:
 - i) Controlling terminal
 - ii) Sigsetimp and siglongkmp
 - iii) Interpreter files
 - iv) Out of band data.

(10 Marks)