

資訊系統原理作業二補充說明

- `fork()` – create a child process
 - `#include <sys/types.h>`
 - `#include <unistd.h>`
 - `pid_t fork(void)`
- Returns:
 - 0 in child
 - process ID of child (>0) in parent
 - -1 on error

fork()

- A Simple Example:

...

```
pid_t pid = fork();
```

```
if (pid < 0)          /* error */
```

```
{ ... }
```

```
else if (pid == 0)   /* child */
```

```
{ ... }
```

```
else                  /* parent */
```

```
{ ... }
```

...

Pipe (1/2)

- Pipes:
 - The oldest (and most commonly used) form of UNIX IPC (Inter-Process Communication)
 - half-duplex (data flows only in one direction)
 - Can be used only between processes that have a common ancestor

Pipe (2/2)

- pipe() – Create a pipe
 - #include <unistd.h>
 - int pipe(int fd[2]);
 - Returns: 0 if OK, -1 on error.
 - fd[0]: for reading, fd[1]: for writing
- Close unnecessary fds
- Read(fd[0])
- Write(fd[1])

References

- *Advanced Programming in the UNIX Environment*, by W. Richard Stevens, Addison-Wesley.
- Manual pages on UNIX systems:
 - man fork
 - man pipe