

Princeton University

COS 217: Introduction to Programming Systems

Assignment 6 Development Stages

Stage 0: Preliminaries

Learn the overall structure of `ish` and the pertinent background information.

Study the assignment statement. Study the lecture notes on system calls, processes and pipes, and signals. Study literature on UNIX system calls, processes, pipes, and signals. Chapter 7 of the book *The UNIX Programming Environment* (Kernighan and Pike, Prentice Hall, Englewood Cliffs, NJ, 1984) is appropriate.

Decide, at least tentatively, on the key modules in your program.

Stage 1: Lexical Analysis

Create the lexical analysis phase of `ish`. That is, create a lexical analyzer whose input is a sequence of characters from a **character array** and whose output is a **token array**.

Write the high-level code that calls your lexical analyzer. The code should first read lines from file `~/ishrc` until it reaches EOF. (It should print each line that it reads from `~/ishrc` immediately after reading it.) Then the code should read lines from `stdin` until it reaches EOF (simulated by `^D`).

Testing: Create temporary code that prints the token array that your lexical analyzer produces.

Stage 2: Syntactic Analysis (alias Parsing)

Create the syntactic analysis phase of `ish`. That is, create a parser whose input is a **token array** and whose output is a **pipeline** consisting of **commands**.

Write the high-level code that calls your parser. The code should pass the token array (created by your lexical analyzer) to your parser.

Testing: Create temporary code that prints the pipeline that your parser produces.

Stage 3: Executable Binary Commands

Create an initial version of the execution phase of `ish` so it can execute executable binary commands. For now, assume that commands are not part of pipelines, and that neither `stdin` nor `stdout` are redirected. Use the **`fork`** and **`execvp`** system calls.

Write the high-level code that calls your built-in command execution code.

Testing: Use `ish` to execute numerous executable binary commands (**`cat`**, **`more`**, etc.) with and without arguments.

Stage 4: Shell Built-In Commands

Enhance the execution phase of `ish`. Specifically, create code that executes the built-in commands `exit`, `cd`, `setenv`, and `unsetenv`.

Testing: Test the `cd` built-in command (implemented in Stage 3) by executing it and the `pwd` and `ls` executable binary commands. Test the `setenv` and `unsetenv` built-in commands by executing them and the `printenv` executable binary command. Execute the `exit` command.

Stage 5: I/O Redirection

Enhance the execution phase of `ish` so it can execute executable binary commands that redirect stdin and/or stdout. Use the `creat`, `open`, `close`, and `dup` (or `dup2`) system calls.

Testing: Repeat the tests for previous stages, adding I/O redirection.

Stage 6: Pipelines

Suggestion: As a preliminary exercise, write a program that executes the pipeline “`ls | sort | more`”. Note that the parent process should:

- Call `pipe` to create two pipes.
- Call `fork` to create three child processes.
- Call `close` and `dup` so the first child’s stdout is connected to the first pipe, the second child’s stdin is connected to the first pipe, the second child’s stdout is connected to the second pipe, and the third child’s stdin is connected to the second pipe.
- Call `execvp` so the first child executes “`ls`”, the second child executes “`sort`”, and the third child executes “`more`”.

Enhance the execution phase of `ish` so it can execute pipelines consisting of multiple executable binary commands connected with pipes. Use the `fork`, `execvp`, `pipe`, `close` and `dup` (or `dup2`) system calls. Note that the first command of a pipeline may redirect stdin, and that the last command may redirect stdout.

Testing: Repeat the tests for previous stages, adding pipes. Use `ish` to execute the given `sample_ishrc.txt` file.

Stage 7: Process Control

Enhance `ish` so that `^C` does not kill `ish`, but does kill all child processes forked by `ish` that are currently running.

Testing: Execute `ish`, and type `^C` at its prompt; `ish` should ignore the signal. Create a program that intentionally enters an infinite loop. Use `ish` to execute the program. Type `^C` to kill the program.

Stage 8: History (for extra credit)

Enhance `ish` to implement the `history` built-in command and the `!prefix` facility.