



5. Run “sleep 3” and “exec sleep 3” in your shell respectively. Describe what happens, and explain why it happens this way. (Hint: think about how “fork” and “exec” work, check slide No.13 in lec04.pdf for how a shell works.) (16 points)

6. Consider the following program:

```
1 int main() {
2   int count = 0;
3   int pid;
4
5   if( !(pid = fork()) ) {
6     while((count < 2) && (pid = fork()) ) {
7       count++;
8       printf("%d", count)
9     }
10    if (count > 0) {
11      printf("%d", count);
12    }
13  }
14  if(pid) {
15    waitpid(pid, NULL, 0);
16    count = count << 1;
17    printf("%d", count)
18  }
19 }
```

Some explanation of the syntax:

- In C, when we have a condition such as that in line 6, we evaluate the first term and only if it is true, do we execute the second term. If it is false, we do not evaluate the second term.
- (pid = fork()) in the same line executes the fork, assigns the return value to pid and uses that return value to evaluate the condition.
- Count = count << 1 is a logical left shift by 1 bit. It's a cheap way to multiply by 2 for integers

A. How many processes are created during the execution of this program? Explain. (10 points)

B. List all the possible outputs of the program. (10 + 3 bonus points)