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P.E.S. College of Engineering, Mandya - 571 401

(An Autonomous Institution affiliated to VTU, Belgaum)

Sixth Semester, B.E. - Computer Science and Engineering Semester End Examination; June - 2016 UNIX System Programming

Time: 3 hrs Max. Marks: 100

Note: Answer *FIVE* full questions, selecting *ONE* full question from each unit.

IINIT - I

1 a.	List and explain the differences between ANCI C and K & R C.	8			
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b.	Briefly explain the POSIX standards.	4			
c.	Explain the common characteristics of API. Describe the error status codes.	8			
2 a.	Explain the different types of files in UNIX environment.	6			
b.	b. Describe the UNIX and POSIX file attributes.				
c.	Define inode. Differentiate between hard link and soft link.	6			
	UNIT - II				
3 a.	. Write and explain the syntax of open() and umask() APIs.				
b.	Write C/C++ programs that accept a directory file name as command line argument. Display inode number, file name, file type of each directory entry and also display the total number of directory entries.	10			
4 a.	. Explain how fcntl() API used for file and record locking.				
b.	. Write a C /C++ program to emulate the UNIX <i>ln</i> command.				
c.	Write the hierarchy structure of the file classes.	6			
	UNIT - III				
5 a.	With neat diagram describe how a C program is started and terminated?	10			
b.	Elaborate the UNIX Kernel support for a process.	10			
6 a.	a. Illustrate longjmp() and setjmp() functions with a programming example.				
b.	. With a neat diagram explain how the memory is allocated for C program.				
c.	Write and explain the syntax of six different exec() functions.	8			
	UNIT - IV				
7 a.	Define job control. Summarize the job control features, with the help of a figure.	10			
b.	Explain BSD terminal logins.	10			
8 a.	Define signal. Explain how UNIX Kernel support signals?	10			
b.	Define daemon process. Explain daemon characteristics and basic coding rules.	10			
	UNIT - V				
9 a.	Define FIFO. Discuss with an example, the client-server communications using FIFO's.	10			
b.	List and explain the API used for messages.	10			
10 a.	Define shared memory. Explain its significance in inter process communication in detail.	10			
b.	List and explain the client-server properties.	10			