

# U UVGO 'HWPEVKQP U

- It helps us execute a command string within a program
  - System is implemented by calling fork, exec and waitpid
- ```
#include <stdlib.h>
```
- ```
int system (const char *cmdstring);
```
- Return values of system function
  - -1 – if either fork fails or waitpid returns an error other than EINTR
  - 127 -- If exec fails [as if shell has executed exit ]
  - termination status of shell -- if all three functions succeed

```
#include <sys/types.h>
#include <sys/wait.h>
#include <errno.h>
#include <unistd.h>
int system(const char *cmdstring)
    /* version without signal handling */
{
    pid_t pid;
    int status;
    if (cmdstring == NULL)
        return(1);
    /* always a command processor with Unix */
    if ( (pid = fork()) < 0)
    {
        status = -1;
        /* probably out of processes */

    } else if (pid == 0)
    {
        /* child */
        execl("/bin/sh", "sh", "-c", cmdstring,
            (char *) 0);
    }
}
```

```

        _exit(127);          /* execl error */
    }
    else {                  /* parent */
        while (waitpid(pid, &status, 0) < 0)
            if (errno != EINTR) {
                status = -1;

                /* error other than EINTR from waitpid() */
                break;
            }
        }
        return(status);
    }
}

```

/\*calling system function\*/

```

#include    <sys/types.h>
#include    <sys/wait.h>
#include    "ourhdr.h"
int main(void)
{
    int      status;
    if ( (status = system("date")) < 0)
        err_sys("system() error");
    pr_exit(status);
    if ( (status = system("nosuchcommand")) < 0)
        err_sys("system() error");
    pr_exit(status);
    if ( (status = system("who; exit 44")) < 0)
        err_sys("system() error");
    pr_exit(status);
    exit(0);
}

```