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/*
File name: mathur-HW2.c
Home Assignment 2
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*/

#include<signal.h>
#include<stdio.h>
#include <string.h>
#include<unistd.h>
#include<stdlib.h>
#include<fcntl.h>
#include<sys/stat.h>
#include<signal.h>

void stopsignal_ctrlc(int n) //signal handler function stopsignal_Ctrlc is defined here.
{
    printf(" Cannot terminate the program with Ctrl + C. Please press Ctrl + Z to terminate\n");
}

int CS531_system(const char *comm) //user defined system Function
CS531_system(char*)
{
    int pid = fork(); //creating a child process using fork()
    char buf[BUFSIZ];
    int w,status;
    char *programe;
    char *argv[50];
    char *ps="ps -ag";
    FILE *popen(),*fin;
    programe=argv[0];
    if((fin=popen(ps,"r"))==NULL) // File open in read mode in fin
    {
        fprintf(stderr,"%s:cannot open%s\n",programe,ps); //Error handling. If the file is
empty then exit
        exit(1);
    }
    fgets(buf,sizeof buf,fin);
    while(fgets(buf,sizeof buf,fin)!=NULL)
    if (pid == 0)
    {
        execlp("sh","sh","-c",comm,(char *)0); //Used to overlay the child process which is
created by calling fork()
        exit(127);
    }
}

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    }
    if(signal(SIGINT,stopsignal_ctrlc) == SIG_ERR) //Whenever the Ctrl+c is entered, signal
handler catches the signal and prevents interuption of process
    printf("No signal caught\n");
    waitpid(pid, &status, 0); //Waitpid checks the wait status of child
process
    if (WIFEXITED(status)) //If a child process terminated
normally then non zero value is returned
        return WEXITSTATUS(status); //returns status as true if the
child process exits normally
    else
        return WTERMSIG(status); //returns status as true if the
child process is terminated due to signal

}
/*
int main ()
{
    char command[50];
    strcpy( command, "dir");
    CS531_system(command);
    return(0);
}
*/

```