

Homework #6 (30 points)

Part I (10 points)

Due, Friday, March 31

Look at the C program stored in the file `/unc/brock/home6/sesame.c` on `napoleon` and write a couple of pages describing what it does.

Part II (20 points)

Due, Monday, April 17

The file `/unc/brock/home6/sesame` is an executable produced by compiling the file `/unc/brock/home6/sesame.c`. This executable has been `setuid` to the user `brock`. Run a C program that `execl`s this executable in such a way that it adds your user name to the file `/unc/brock/home6/THE.list`.

Rules of engagement

Do part I by yourself. If you wish, you may do part II with a single partner (i.e., in groups of two) as long as both people do about the same amount of work and as long as both people do not have part-time or full-time jobs on the “facilities” or “communications” staffs of the Department of Computer Science.

Warning

This should be a difficult assignment. In particular signals and signal handling are hard to use and don’t always seem to work as they should under `DG/UX`. Also, there are some tricky timing dependencies to solve, *i.e.*, you may have to occasionally make your program `sleep` in order to make it work correctly.