Session Name: 24 - Shemp 5-9-2023 12-00 PM

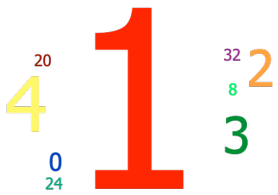
Date Created: 5/9/23, 11:48:40 AM **Active Participants:** 53 of 59
Average Score: 27.17% **Questions:** 10

Results by Question

1. Please do question 1 which is on the screen in class. (Short Answer)

	Responses	
	Percent	**Count**
1 *(c)*	53.85%	28
4	15.38%	8
2	9.62%	5
3	9.62%	5
0	3.85%	2
20	1.92%	1
24	1.92%	1
32	1.92%	1
8	1.92%	1
Totals	**100%**	**52**

Keyword(s): 1
Keyword Matches: 28



2. Please do question 2 which is on the screen in class. (Short Answer)

	Responses	
	Percent	**Count**
3 (c)	52.94%	27
0	23.53%	12
2	9.8%	5
1	5.88%	3
1024	1.96%	1
40	1.96%	1

7	1.96%	1
I FORGORT	1.96%	1
Totals	**100%**	**51**

Keyword(s): 3
Keyword Matches: 27

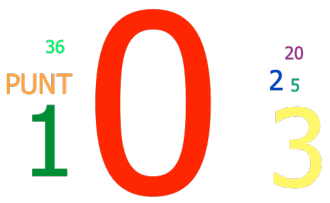
3. Please do question 3 which is on the screen in class. (Short Answer)

	Responses	
	Percent	**Count**
0 *(c)*	48%	24
3	20%	10
1	18%	9
2	4%	2

PUNT	4%	2
20	2%	1
36	2%	1
5	2%	1
Totals	**100%**	**50**

Keyword(s): 0

Keyword Matches: 24



4. Please do question 4 which is on the screen in class. (Short Answer)

	Responses	
	Percent	**Count**
3 (c)	49.02%	25

2	9.8%	5
4	9.8%	5
6	5.88%	3
0	3.92%	2
1	3.92%	2
10	3.92%	2
5	3.92%	2
PUNT	3.92%	2
16	1.96%	1
24	1.96%	1
9	1.96%	1
Totals	**100%**	**51**

Keyword(s): 3

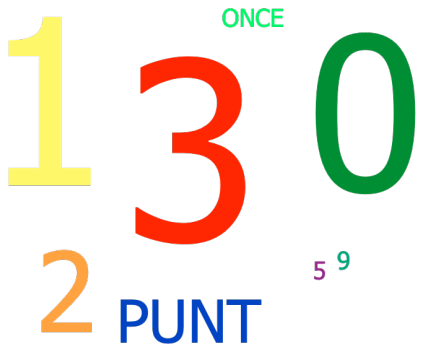
Keyword Matches: 25

5. Please do question 5 which is on the screen in class. (Short Answer)

	Responses	
	Percent	**Count**
3 (c)	27.45%	14
1	25.49%	13
0	23.53%	12
2	11.76%	6
PUNT	5.88%	3
5	1.96%	1
9	1.96%	1
ONCE	1.96%	1
Totals	**100%**	**51**

Keyword(s): 3

Keyword Matches: 14

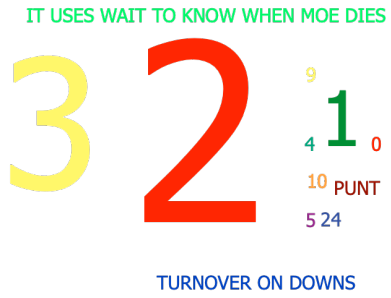


6. Please do question 6 which is on the screen in class. (Short Answer)

	Responses	
	Percent	**Count**
2	41.18%	21
3 (c)	29.41%	15
1	11.76%	6
0	1.96%	1
10	1.96%	1
24	1.96%	1

4	1.96%	1
5	1.96%	1
9	1.96%	1
IT USES WAIT TO KNOW WHEN MOE DIES	1.96%	1
PUNT	1.96%	1
TURNOVER ON DOWNS	1.96%	1
Totals	**100%**	**51**

Keyword(s): 3
Keyword Matches: 15



7. Please do question 7 which is on the screen in class. (Short Answer)

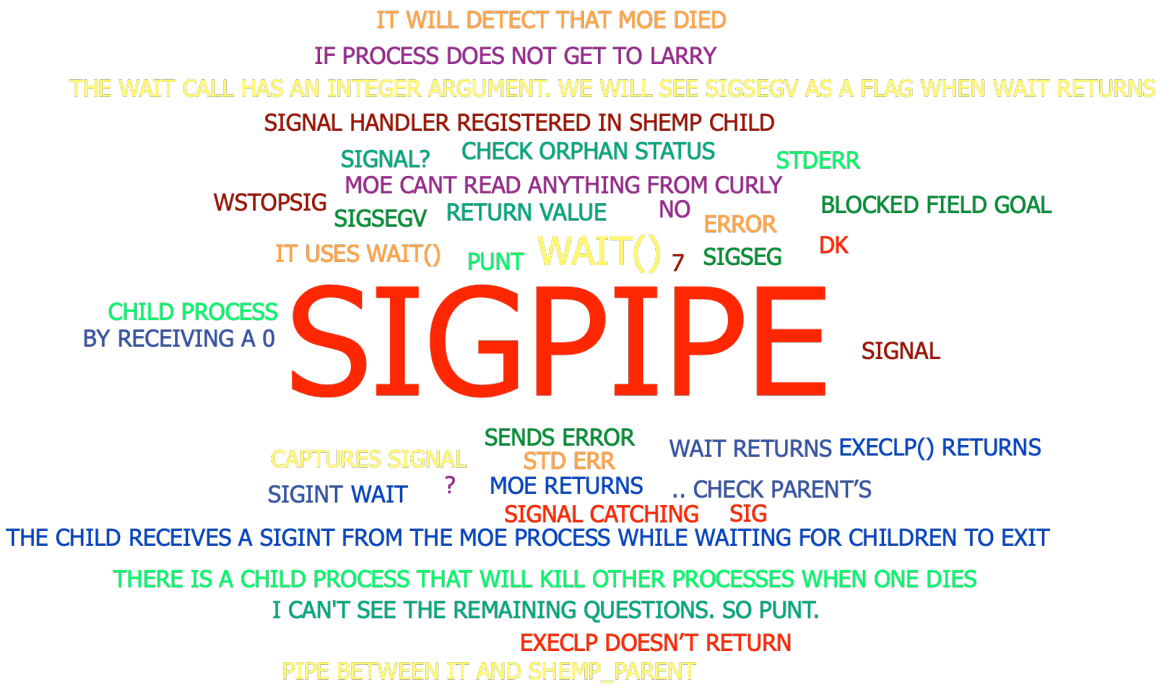
	Responses	
	Percent	**Count**
SIGPIPE	18%	9
WAIT()	4%	2
.. CHECK PARENT'S	2%	1
7	2%	1
?	2%	1
BLOCKED FIELD GOAL	2%	1
BY RECEIVING A 0	2%	1
CAPTURES SIGNAL	2%	1
CHECK ORPHAN STATUS	2%	1
CHILD PROCESS	2%	1
DK	2%	1
ERROR	2%	1
EXECLP DOESN'T RETURN	2%	1
EXECLP() RETURNS	2%	1
I CAN'T SEE THE REMAINING QUESTIONS. SO PUNT.	2%	1
IF PROCESS DOES NOT GET TO LARRY	2%	1
IT USES WAIT()	2%	1
IT WILL DETECT THAT MOE DIED	2%	1
MOE CANT READ ANYTHING FROM CURLY	2%	1
MOE RETURNS	2%	1
NO	2%	1

PIPE BETWEEN IT AND SHEMP_PARENT	2%	1
PUNT	2%	1
RETURN VALUE	2%	1
SENDS ERROR	2%	1
SIG	2%	1
SIGINT	2%	1
SIGNAL	2%	1
SIGNAL CATCHING	2%	1
SIGNAL HANDLER REGISTERED IN SHEMP CHILD	2%	1
SIGNAL?	2%	1
SIGSEG	2%	1
SIGSEGV	2%	1
STD ERR	2%	1
STDERR	2%	1
THE CHILD RECEIVES A SIGINT FROM THE MOE PROCESS WHILE WAITING FOR CHILDREN TO EXIT	2%	1
THE WAIT CALL HAS AN INTEGER ARGUMENT. WE WILL SEE SIGSEGV AS A FLAG WHEN WAIT RETURNS	2%	1
THERE IS A CHILD PROCESS THAT WILL KILL OTHER PROCESSES WHEN ONE DIES	2%	1
WAIT	2%	1
WAIT RETURNS	2%	1

WSTOPSIG	2%	1
Totals	**100%**	**50**

Keyword(s): Moe's pid

Keyword Matches: 0



8. Please do question 8 which is on the screen in class. (Short Answer)

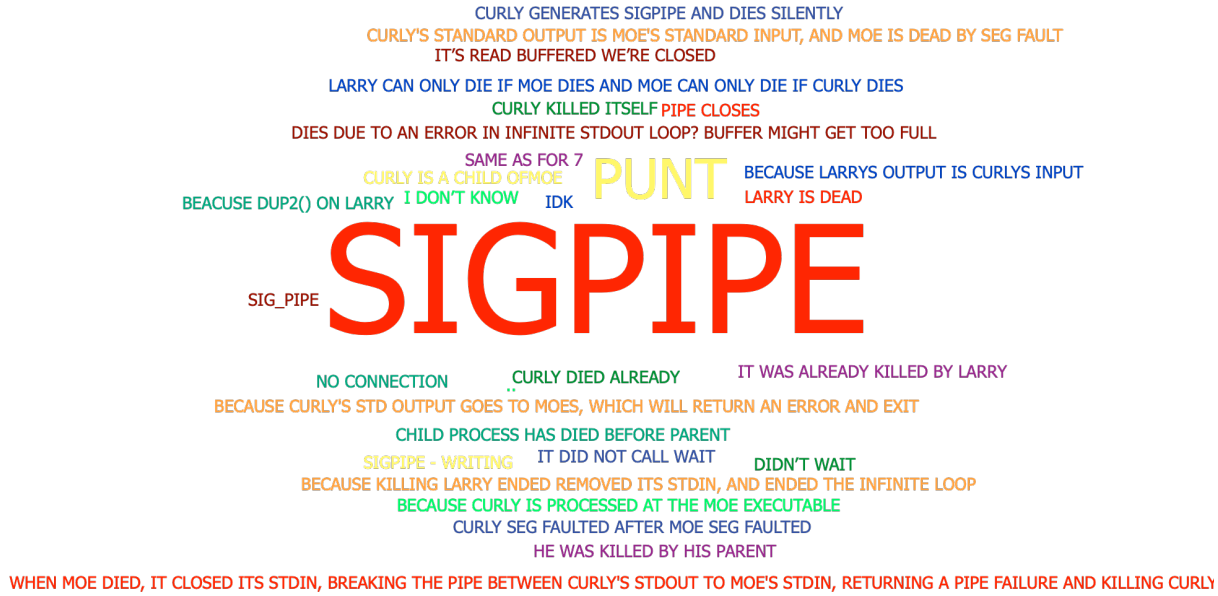
	Responses	
	Percent	**Count**
SIGPIPE	30.61%	15
PUNT	10.2%	5
..	2.04%	1
BEACUSE DUP2() ON LARRY	2.04%	1

BECAUSE CURLY IS PROCESSED AT THE MOE EXECUTABLE	2.04%	1
BECAUSE CURLY'S STD OUTPUT GOES TO MOES, WHICH WILL RETURN AN ERROR AND EXIT	2.04%	1
BECAUSE KILLING LARRY ENDED REMOVED ITS STDIN, AND ENDED THE INFINITE LOOP	2.04%	1
BECAUSE LARRYS OUTPUT IS CURLYS INPUT	2.04%	1
CHILD PROCESS HAS DIED BEFORE PARENT	2.04%	1
CURLY DIED ALREADY	2.04%	1
CURLY GENERATES SIGPIPE AND DIES SILENTLY	2.04%	1
CURLY IS A CHILD OFMOE	2.04%	1
CURLY KILLED ITSELF	2.04%	1
CURLY SEG FAULTED AFTER MOE SEG FAULTED	2.04%	1
CURLY'S STANDARD OUTPUT IS MOE'S STANDARD INPUT, AND MOE IS DEAD BY SEG FAULT	2.04%	1
DIDN’T WAIT	2.04%	1
DIES DUE TO AN ERROR IN	2.04%	1

INFINITE STDOUT LOOP? BUFFER MIGHT GET TOO FULL		
HE WAS KILLED BY HIS PARENT	2.04%	1
I DON'T KNOW	2.04%	1
IDK	2.04%	1
IT DID NOT CALL WAIT	2.04%	1
IT WAS ALREADY KILLED BY LARRY	2.04%	1
IT'S READ BUFFERED WE'RE CLOSED	2.04%	1
LARRY CAN ONLY DIE IF MOE DIES AND MOE CAN ONLY DIE IF CURLY DIES	2.04%	1
LARRY IS DEAD	2.04%	1
NO CONNECTION	2.04%	1
PIPE CLOSES	2.04%	1
SAME AS FOR 7	2.04%	1
SIG_PIPE	2.04%	1
SIGPIPE - WRITING	2.04%	1
WHEN MOE DIED, IT CLOSED ITS STDIN, BREAKING THE PIPE BETWEEN CURLY'S STDOUT TO MOE'S STDIN, RETURNING A PIPE FAILURE AND KILLING CURLY	2.04%	1
Totals	**100%**	**49**

Keyword(s): Curly generates SIGPIPE and exits

Keyword Matches: 0



9. Please do question 9 which is on the screen in class. (Short Answer)

	Responses	
	Percent	**Count**
SIGPIPE	18.37%	9
PUNT	10.2%	5
WAIT	4.08%	2
?	2.04%	1
ALL BUFFERS GET CLOSED	2.04%	1
BECAUSE MOE,	2.04%	1

LARRY, AND CURLY ARE ITS CHILDREN		
BY THE BITS	2.04%	1
CALLING WAIT?	2.04%	1
CHECK FOR ZOMBIES	2.04%	1
CHECKS ON ITS CHILD PROGRAM	2.04%	1
CHILD DIES	2.04%	1
CHILD PROCESS	2.04%	1
CHILD SEND A SIGNAL	2.04%	1
CURLY DIES VISCERALLY	2.04%	1
DK	2.04%	1
EOF	2.04%	1
ERROR	2.04%	1
I DON'T KNOW	2.04%	1
IDK	2.04%	1
IT CHECKS IF ANY OF THE FILE DESCRIPTORS ARE CLOSED OR REACHED EOF	2.04%	1
I'M OUT OF TIME	2.04%	1
NO INPUT	2.04%	1
NO RETURN ON WAIT	2.04%	1
NOT SURE	2.04%	1
PIPES CLOSING	2.04%	1
PROCESS WAIT	2.04%	1
SHEMP CHILD EXITS	2.04%	1
SIGNALS	2.04%	1
STANDARD ERROR GOES TO	2.04%	1

SHEMP PARENT		
STDERR	2.04%	1
THEY HAVE ALREADY BEEN KILLED	2.04%	1
WAIT ON ID'S PIPED FROM CHILD	2.04%	1
WAIT(&STATUS)	2.04%	1
WAIT()	2.04%	1
WHEN ONE PROGRAM DIES, THE CHILD EXITS, SO THE PARENT WILL RETURN FROM A WAIT CALL ON THE CHILD (PERHAPS USING A JRB TREE OF PROCESS IDS)	2.04%	1
YES	2.04%	1
Totals	**100%**	**49**

Keyword(s): It reads EOF from stdin

Keyword Matches: 0

10. Please do question 10 which is on the screen in class. (Short Answer)

	Responses	
	Percent	**Count**
4	35.42%	17
1 (c)	20.83%	10
3	14.58%	7
PUNT	8.33%	4
6	6.25%	3
0	2.08%	1

1024	2.08%	1
2	2.08%	1
5	2.08%	1
ERROR	2.08%	1
OH GOD	2.08%	1
ONCE *(c)*	2.08%	1
Totals	**100%**	**48**

Keyword(s): 1;Once

Keyword Matches: 11