

# fork()

The `fork()` system call causes the creation of a new process. The new process (the child process) is an exact copy of the calling process (the parent process).

## SYNOPSIS

```
#include <unistd.h>
pid_t fork(void);
```

## DESCRIPTION

The child process inherits the following attributes from the parent process ... (man)

The child process differs from the parent process in the following ways:

- The child process has a unique process ID.
- The child process ID does not match any active process group ID.
- The child process has a different parent process ID (which is the process ID of the parent process).
- The set of signals pending for the child process is initialized
- to the empty set.

# fork()

pid\_t is the generic process type. Under Unix, this is a short.  
fork() can only return three things:

- 0 for a child process
- 1 no child was created
- else PID of your child is returned to the parent

## Child

### exit()

When the child calls exit(), the return value passed will arrive at the parent when it wait()s

## Parent

wait() it waits for whichever one happens to exit first  
waitpid() specify exactly which child to wait

# fork()

```
#include <stdio.h>
#include <stdlib.h>
#include <errno.h>
#include <unistd.h>
#include <sys/types.h>
#include <sys/wait.h>
int main(void)
{
    pid_t pid;
    int rv;
    switch(pid = fork()) {
    case -1:
        perror("fork"); /* something went wrong */
        exit(1); /* parent exits */
    case 0:
        printf(" CHILD: This is the child process!\n");
        printf(" CHILD: My PID is %d\n", getpid());
        printf(" CHILD: My parent's PID is %d\n", getppid());
        printf(" CHILD: Enter my exit status (make it small): ");
        scanf(" %d", &rv);
        printf(" CHILD: I'm outta here!\n");
        exit(rv);
    }
```

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default:

```
printf("PARENT: This is the parent process!\n");
printf("PARENT: My PID is %d\n", getpid());
printf("PARENT: My child's PID is %d\n", pid);
printf("PARENT: I'm now waiting for my child to exit()...\n");
wait(&rv);
printf("PARENT: My child's exit status is: %d\n", WEXITSTATUS(rv));
printf("PARENT: I'm outta here!\n");
}
return 0;
}
```

# fork()

```
if (!fork()) {  
    printf("I'm the child!\n");  
    exit(0);  
} else {  
    printf("I'm the parent!\n");  
    wait(NULL);  
}
```

---

```
main()  
{  
    signal(SIGCHLD, SIG_IGN); /* now I don't have to wait()! */  
    .  
    .  
    fork();fork();fork(); /* Rabbits, rabbits, rabbits! */  
}
```