

Software Tools

C, Unix (Linux), and tools

System calls

- The user can ask the OS for some services using system calls
- System calls are like functions but they have a primitive look and feel
- Very often we do not access them directly but through library functions that make them more programmer friendly
- System calls are implemented through software interrupts.

File descriptors

- Files are opened with the system call `open`
 - Similar to the `fopen` we saw before
- System call `open` returns a file descriptor
 - Quite different from the `FILE` pointer
- File descriptors are small integers

```
int open(const char *pathname, int flags);  
int open(const char *pathname, int flags, mode_t mode);
```

Input, Output

- Every process starts life with three open file descriptors
 - Standard input: 0
 - Standard output: 1
 - Standard error: 2

```
int getchar(void)
{
    char c;
    return (read(0, &c, 1) == 1) ? (unsigned char)c : EOF;
}
```

Files in the standard library

- Files are handled through the standard I/O library
- The library provides a portable uniform and convenient way to handle files

```
#include <stdio.h>
```

```
FILE *fopen(const char *pathname, const char *mode);
```

```
int fclose(FILE *stream);
```

```
size_t fread(void *ptr, size_t size, size_t nmemb, FILE *stream);
```

```
size_t fwrite(const void *ptr, size_t size, size_t nmemb,  
              FILE *stream);
```

```
int ferror(FILE *stream);
```

Directories

- Directories in Unix/Linux are special kinds of files.
- A directory is a list of file names and inode numbers
 - An inode contains all information about the file except its name
 - So two different entries in directories can have the same inode. So a file can have two different names! (Avoid it, of course)
- An inode number is an index to an inode table

Seeking

- We can position the reading or writing “head” on a file anywhere we want.
- System call `lseek` does this for us.

```
off_t lseek(int fd, off_t offset, int whence);
```

Errors

- If a system call encounters an error it returns (usually) -1 and sets the errno to the appropriate value

EBADF	Bad file descriptor
EACCES	Permission denied
EFBIG	File too large
EINTR	Interrupted function call
EINVAL	Invalid argument

See also `strerror(3)`