# **Experiment3 C programming experiment**

## **Experimental purpose:**

Further use the basic syntax of C programming language in Linux system, deepen the understanding of the knowledge.

## (1) Task 1

(1) Write a C program that uses standard I/O libraries to display the contents of text files. The program is compiled and linked by the make tool, which requires the generation of the of file first, and then the generation of the executable file, and the function of deleting the intermediate file (.o) in the makefile file.

```
#include <stdio.h>
int main(int argc, char* argv[])
{
    char buf[1024] = { 0 };
    FILE* fp = fopen(argv[1],"r");
    if (argc < 2)
    {
        printf("please input source file!\n");
    }
    if (fp == NULL)
    {
        printf("open source %s failed\n", argv[1]);
        return -1;
    }
    while (fgets(buf,1024, fp))
    {
            printf("%s\n", buf);
        }
        return 0;
}</pre>
```

Make sure your filename is c1.c

We can use the following makefile.

```
hello1:c1.0

gcc -o hello1 c1.0

c1.0:c1.c
```

```
b22040624@b22040624-virtual-machine:~/Linux3$ gcc -c c1.c
b22040624@b22040624-virtual-machine:~/Linux3$ gcc -o hello1 c1.o
b22040624@b22040624-virtual-machine:~/Linux3$ rm -rf *.o
b22040624@b22040624-virtual-machine:~/Linux3$ ./hello c1.c
bash: ./hello: 没有那个文件或目录
b22040624@b22040624-virtual-machine:~/Linux3$ ./hello1 c1.c
#include <stdio.h>
int main(int argc, char* argv[])
   char buf[1024] = { 0 };
   FILE* fp = fopen(argv[1],"r");
   if (argc < 2)
        printf("please input source file!\n");
    if (fp == NULL)
        printf("open source %s failed\n", argv[1]);
        return -1;
    while (fgets(buf,1024, fp))
       printf("%s\n", buf);
```

(2) Write a C program that displays all the file names in the current directory. The program is compiled and linked by the make tool, which requires the generation of the of file first, and then the generation of the executable file, and the function of deleting the intermediate file (.o) in the makefile file.

#### include <stdio.h>

### include <dirent.h>

# include <sys/types.h>

```
int main(int argc, char* argv[])
{
    DIR* dirp;
    struct dirent* direntp;
    if ((dirp = opendir(argv[1])) == NULL) {
        printf("error\n");
        // exit(1);
    }
    while ((direntp = readdir(dirp)) != NULL)
        printf("%s\n", direntp->d_name);
    closedir(dirp);
    // exit(0);
}
```

Make sure your filename is c2.c

We can use the following makefile.

```
hello2:c2.o

gcc -o hello1 c2.o

c2.o:c2.c

gcc -c c2.c
```

```
b22040624@b22040624-virtual-machine:~/Linux3/2$ gcc -c c2.c
b22040624@b22040624-virtual-machine:~/Linux3/2$ gcc -o hello1 c2.o
b22040624@b22040624-virtual-machine:~/Linux3/2$ rm -rf *.o
b22040624@b22040624-virtual-machine:~/Linux3/2$ ./hello1 ./
hello1
c2.c
..
```

#### (3) Task 3

(3) Write a C program that changes the working directory of the current process. The program is compiled and linked by the make tool, which requires the generation of the of file first, and then the generation of the executable file, and the function of deleting the intermediate file (.o) in the makefile file.

```
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
int main(){
    char buf[1024] = {0};
```

```
char buf2[1024]={0};
  getcwd(buf, 1024);
  printf("%s\n", buf);
  if(chdir("/home")<0){
     printf("error\n");
  }
  else
  {
     printf("success\n");
  }
  getcwd(buf2,1024);
  printf("%s\n",buf2);
  return 0;
}</pre>
```

Make sure your filename is c3.c

We can use the following makefile.

```
hello3:c3.o

gcc -o hello1 c3.o

c3.o:c3.c

gcc -c c3.c

clean:

rm -rf *.o
```

```
b22040624@b22040624-virtual-machine:~/Linux3/3$ gcc -c c3.c
b22040624@b22040624-virtual-machine:~/Linux3/3$ gcc -o hello3 c3.o
b22040624@b22040624-virtual-machine:~/Linux3/3$ rm -rf *.o
b22040624@b22040624-virtual-machine:~/Linux3/3$ ./hello3
Current directory: /home/b22040624/Linux3/3
Directory change to /home successful
New current directory: /home
b22040624@b22040624-virtual-machine:~/Linux3/3$
```