



Module 4

Files



Overview

- Objectives
- Relevance



Files Overview

- Structure of regular files
- Characteristics of regular files
- Symbolic links
- File information
- Macros
- Permissions

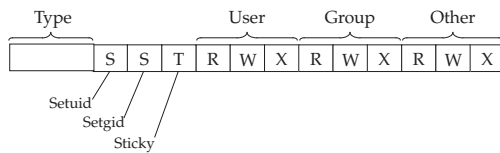


Macros

```
1  #include <sys/stat.h>
2
3  main() {
4      struct stat buf;
5
6      if (stat("file", &buf)) {
7          perror ("Couldn't stat file");
8      } else {
9
10         /* S_ISDIR defined in <sys/stat.h> */
11         if (S_ISDIR(buf.st_mode)) {
12             printf("It is a directory!\n");
13         }
14     }
15 }
```



Permissions



Permissions

```

1  #include <sys/types.h>
2  #include <sys/stat.h>
3  #include <stdio.h>
4
5  main() {
6      struct stat buf;
7
8      if (stat("filename", &buf)) {
9          perror("Couldn't stat file");
10     } else {
11
12         /* chmod u+s, u+x, g+x */
13         buf.st_mode |= S_ISUID | S_IXUSR |
14             S_IXGRP;
15         /* chmod g-w, o-w */
16         buf.st_mode &= ~(S_IXGRP | S_IWOTH);
17         if (chmod("filename", buf.st_mode) ==
18             -1)
19             perror("chmod : filename");
20     }
21 }
```



Opening Files

```

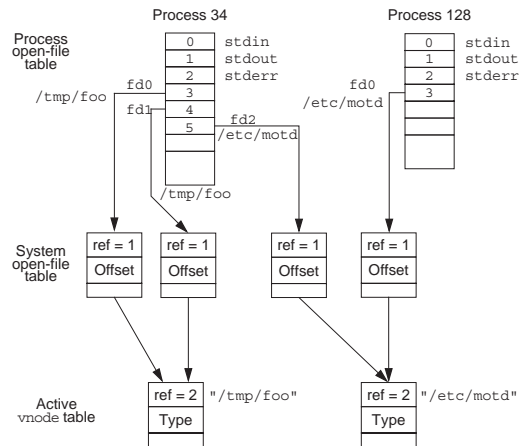
1  #include <sys/types.h>
2  #include <sys/stat.h>
3  #include <fcntl.h>
4  #include <stdio.h>
5  #include <stdlib.h>
6  #include <unistd.h>
7  main() {
8
9      int fd, outfd;
10
11     fd = open("/etc/motd", O_RDONLY);
12
13     if (fd == -1) {
14         perror("open");
15         exit(1);
16     }
17
18     outfd = open("output",
19         O_WRONLY | O_CREAT | O_TRUNC, 0777);
```



```

20
21     if (outfd == -1) {
22         perror("open");
23         exit(1);
24     }
25
26     /* Use the file descriptors here */
27     close(fd);
28     close(outfd);
29 }
```

Open File Table



User Mask

```

1  #include <sys/types.h>
2  #include <sys/stat.h>
3  #include <fcntl.h>
4
5  main()  {
6
7      mode_t  oldmask;
8      int     fd;
9
10     /* allow group write permission temporarily */
11     oldmask = umask(002);
12     fd = open("testfile1", O_WRONLY | O_CREAT, 0666);
13     umask(oldmask);
14     fd = open("testfile2", O_WRONLY | O_CREAT, 0666);
15 }

```

Removing Files

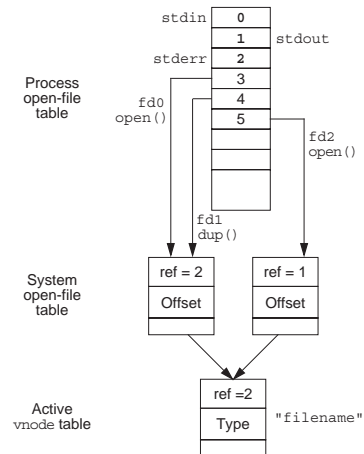
- `unlink()` – Deletes a file or directory; no check for empty directory
- `remove()` – ANSI standard, deletes a file or directory; checks for empty directory

Duplicating Descriptors

- `dup()` – Finds lowest available descriptor and copies open file table pointer
- `dup2()` – Copies open file system pointer into specified descriptor



Duplicating Descriptors



mydup.c

```

1  #include <sys/types.h>
2  #include <sys/stat.h>
3  #include <fcntl.h>
4  #include <stdio.h>
5  #include <stdlib.h>
6  #include <unistd.h>
7
8  main() {
9
10     int fd;
11
12     fd = open("/tmp/foo", O_CREAT|O_WRONLY|O_TRUNC, 0660);
13
14     if( fd == -1 ) {
15         perror("open");
16         exit(1);
17     }
18     close(stdout);
19
20     /* If succeeds file desc 1 is "/tmp/foo" */

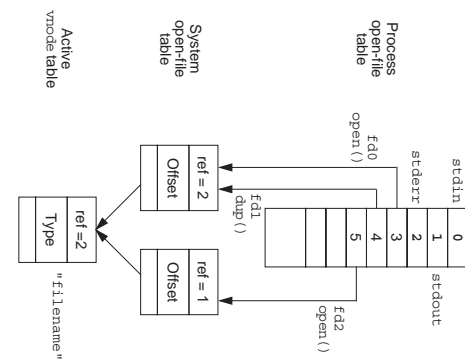
```



```

21  if( dup(fd) != stdout ) {
22      fprintf(stderr, "dup failed to return 1!\n");
23      exit(1);
24  }
25  /* Don't need fd any more */
26  close(fd);
27
28  /* stdout output goes to "/tmp/foo" */
29  printf("Hi Folks!\n");
30  }

```





mydup2.c

```

1  #include <sys/types.h>
2  #include <sys/stat.h>
3  #include <fcntl.h>
4  #include <stdio.h>
5  #include <stdlib.h>
6  #include <unistd.h>
7
8  main() {
9
10     int fd;
11
12     fd = open("/tmp/foo", O_CREAT|O_WRONLY|O_TRUNC, 0660);
13
14     if( fd == -1 ) {
15         perror("open");
16         exit(1);
17     }
18
19     /* Make file desc 1 refer to "/tmp/foo" */
20     if( dup2(fd, STDOUT_FILENO) == -1 ) {

```



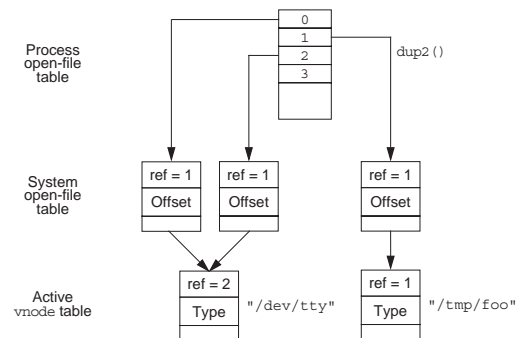
```

21     perror("dup2");
22     exit(1);
23 }
24
25 /* Don't need fd any more */
26 close(fd);
27
28 /* stdout output goes to "/tmp/foo" */
29 printf("Hi Folks!\n");
30 }

```



Duplicating Descriptors



Reading and Writing Files

```

1  #include <sys/types.h>
2  #include <sys/stat.h>
3  #include <fcntl.h>
4  #include <stdio.h>
5  #include <stdlib.h>
6  #include <unistd.h>
7
8  #define MAXSIZE 256
9
10 main() {
11
12     int fd, n;
13     char array[MAXSIZE];
14
15     fd = open("/etc/motd", O_RDONLY);
16
17     if( fd == -1 ) {
18         perror("open");
19         exit(1);

```



```
20     }
21
22     while ((n = read(fd, array, MAXSIZE)) > 0) {
23         if (write(STDOUT_FILENO, array, n) != n) {
24             perror("write");
25         }
26     }
27
28     if (n == -1) {
29         perror("read");
30     }
31     close(fd);
32 }
```



Changing the Offset Location

```
1  off_t start;
2  struct record rec;
3
4  /* record current location in "start" */
5  start = lseek(fd, (off_t)0, SEEK_CUR);
6  /* do other stuff in the file */
7  .
8  .
9  /* go back to "start" */
10 lseek(fd, start, SEEK_SET);
11 read(fd, (void *)&rec, sizeof(rec));
12 .
13 .
14 /* rewrite last record */
15 lseek(fd, -sizeof(rec), SEEK_CUR);
16 write(fd, (void *)&rec, sizeof(rec));
```



Closing Files

```
1  #include <sys/types.h>
2  #include <fcntl.h>
3  #include <unistd.h>
4
5  main() {
6
7      int fd;
8      char str[]="Howdy, Folks\n";
9
10     fd = open("testfile1", O_WRONLY | O_CREAT, 0777);
11     write(fd, str, strlen(str));
12
13     close(fd);
14     return(0);
15 }
```



Standard I/O Routines

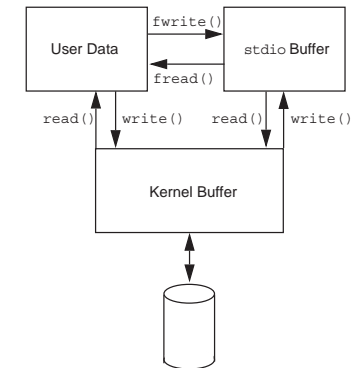
```
1  #include <stdio.h>
2  #include <stdlib.h>
3  main() {
4
5      FILE *fp;
6      char buf[512];
7      char *filename = "foo";
8      int num;
9
10     /* opens "filename" for read & write */
11     fp = fopen(filename, "r+");
12
13     if( fp == NULL ) {
14         fprintf(stderr, "Error: fopen failed on %s\n",
15             filename);
16         exit(1);
17     }
18
19     /* reads 200 bytes into buf */
```



```
20  num = fread(buf, 1, 200, fp);
21  fflush( fp );
22
23  /* writes 200 bytes from buf */
24  num = fwrite(buf, 1, num, fp);
25  fclose(fp);
26 }
```



Cautions for Using Standard I/O



Related Standard I/O Calls

- `fopen()` – Obtains file pointer
- `fileno()` – Obtains file descriptor
- `freopen()` – Redirects standard I/O operation



Related Standard I/O Calls

```
1  #include <stdio.h>
2  #include <stdlib.h>
3
4  main() {
5
6      if( freopen("/tmp/foo3", "w", stdout) != stdout ) {
7          fprintf(stderr, "ERROR: reopen\n");
8          exit(1);
9      }
10
11     /* stdout is now "/tmp/foo3" */
12     printf("Hi Folks!\n");
13 }
```



Temporary Files

- `tmpnam()` – Generates temporary name
- `tempnam()` – Specifies directory and prefix
- `tmpfile()` – Generates temporary file



Anonymous Pipes

```
grep mike_s file  wc -l
```



Anonymous Pipes

```
1  #include <stdio.h>
2
3  main() {
4
5      FILE *fp;
6      int m;
7
8      /* Write your screen output through "more" */
9      fp = popen("more", "w");
10
11     if (fp == NULL) {
12         fprintf(stderr, "popen failed.\n");
13         return(1);
14     }
15
16     for( m = 1; m <= 100; m++ ) {
17         fprintf(fp, "Lots and lots of stuff.\n");
18     }
19     pclose(fp);
```



```
20     return(0);
21
22     /* Note: Could have used:
23         fwrite(buf, size, n, fp) */
23 }
```




Anonymous Pipes for Related Processes

mypipe.c

```
1  #include <sys/types.h>
2  #include <sys/wait.h>
3  #include <stdio.h>
4  #include <unistd.h>
5
6  #define BSIZE 1024
7
8  main() {
9
10     int pd[2];
11     char buf[BSIZE];
12
13     if (pipe(pd) == -1) {
14         perror("pipe");
15         exit(1);
16     }
17 }
```



```
18     switch(fork()) {
19
20     case -1:
21         perror("fork");
22         exit(1);
23         break;
24
25     /* child */
26     case 0:
27         /* Close read side, won't use it */
28         close(pd[0]);
29         write( pd[1], "\nHi, Mom, I'm your kid!", 24);
30         close(pd[1]);
31         exit(0);
32         break;
33
34     /* parent */
35     default:
36         break;
37     }
38
39     /* Close write side, won't use it */
```



```
40     close(pd[1]);
41
42     /* Assumes a single string of */
43     /* size less than BSIZE was written. */
44     read( pd[0], buf, BSIZE);
45     puts(buf);
46     close(pd[0]);
47
48     if (waitpid(-1, (int *)NULL, 0) == -1) {
49         perror("waitpid");
50         exit(1);
51     }
52     return 0;
53 }
```



Rules for Reading and Writing to Pipes

| I/O attempt | Conditions | Result |
|-------------|--------------------------------|----------------------|
| read | Empty pipe, writer attached | read blocks |
| read | Empty pipe, no writer attached | read returns 0 (EOF) |
| write | Full pipe, reader attached | write blocks |
| write | No reader attached | SIGPIPE sent |



mypipe2.c

```

1  #include <stdio.h>
2  #include <unistd.h>
3
4  main() {
5
6      int p[2];
7      pid_t pid;
8
9      if ( pipe(p) == -1 ) {
10         perror("pipe");
11         exit(1);
12     }
13
14     switch( pid = fork() ) {
15
16     case -1:
17         perror("fork");
18         exit(1);
19         break;
20

```



```

21  /* child */
22  case 0:
23      close(p[1]);
24
25      if (p[0] != 0) {
26          dup2(p[0], 0);
27          close(p[0]);
28      }
29      execlp("mailx", "mailx", "-s", "Error", "deac",
30            char *)NULL);
31      perror("execlp");
32      exit(1);
33      break;
34
35  /* parent */
36  default:
37      break;
38  }
39  close(p[0]);
40
41  /* if an error occurs in the program, then do: */
42  write(p[1], "An error occurred.\n", 18);

```



```

43  close(p[1]);
44
45  if (waitpid(pid, (int *)NULL, 0) == -1) {
46      perror("waitpid");
47      exit(1);
48  }
49  }

```



Simple File Control

```

1  int fd, flags, origflags;
2
3  /* Read flag on fd & change to non-blocking IO,
4   O_NONBLOCK */
5  origflags = fcntl(fd, F_GETFL, 0);
6  flags = origflags | O_NONBLOCK;
7  fcntl(fd, F_SETFL, flags);
8
9  /* try to read some data */
10 while (read(fd, buf, HUGE_VAL) == -1 &&
11        errno == EAGAIN) {
12     /* do something else, check later */
13     process(buf);
14 }
15
16 /* Change flag on fd back to original */
17 fcntl(fd, F_SETFL, origflags);

```



Exercise: Files

- Objectives
- Tasks
- Discussion
- Solutions