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**Lab 4 OS**

**Code:**

#include<stdio.h>

#include<unistd.h>

#include<stdlib.h>

#include<sys/types.h>

#include<sys/stat.h>

#include<unistd.h>

#include<string.h>

#include<fcntl.h>

void searchString(char \*argv[]){

int fd = 0;

int rf = 0;

char bp = 0;

char buffer[80];

int index = 0;

if((fd = open(argv[2],O\_RDONLY))!=-1){

while((rf = read(fd,&bp,sizeof(char)))!=0)

{

if(bp!="\n")

{

buffer[index] = bp;

index++;

}

else{

if(strstr(buffer,argv[1])!=NULL)

{

printf("%s\n",buffer);

}

memset(buffer, 0, sizeof(buffer));

index = 0;

}

}

}

}

int main(int argc,char \*argv[])

{

struct stat buf;

if(argc==3)

{

if(stat(argv[2],&buf)==0)

searchString(argv);

else

{

perror("stat()");

exit(1);

}

}

return 0;

}

**Screenshot:**

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**Readme File:**

The arguments are given in the main, which goes in the method which checks for the word in a line until end of line, after which all the buffers are reset. If the word is found, the line is printed.