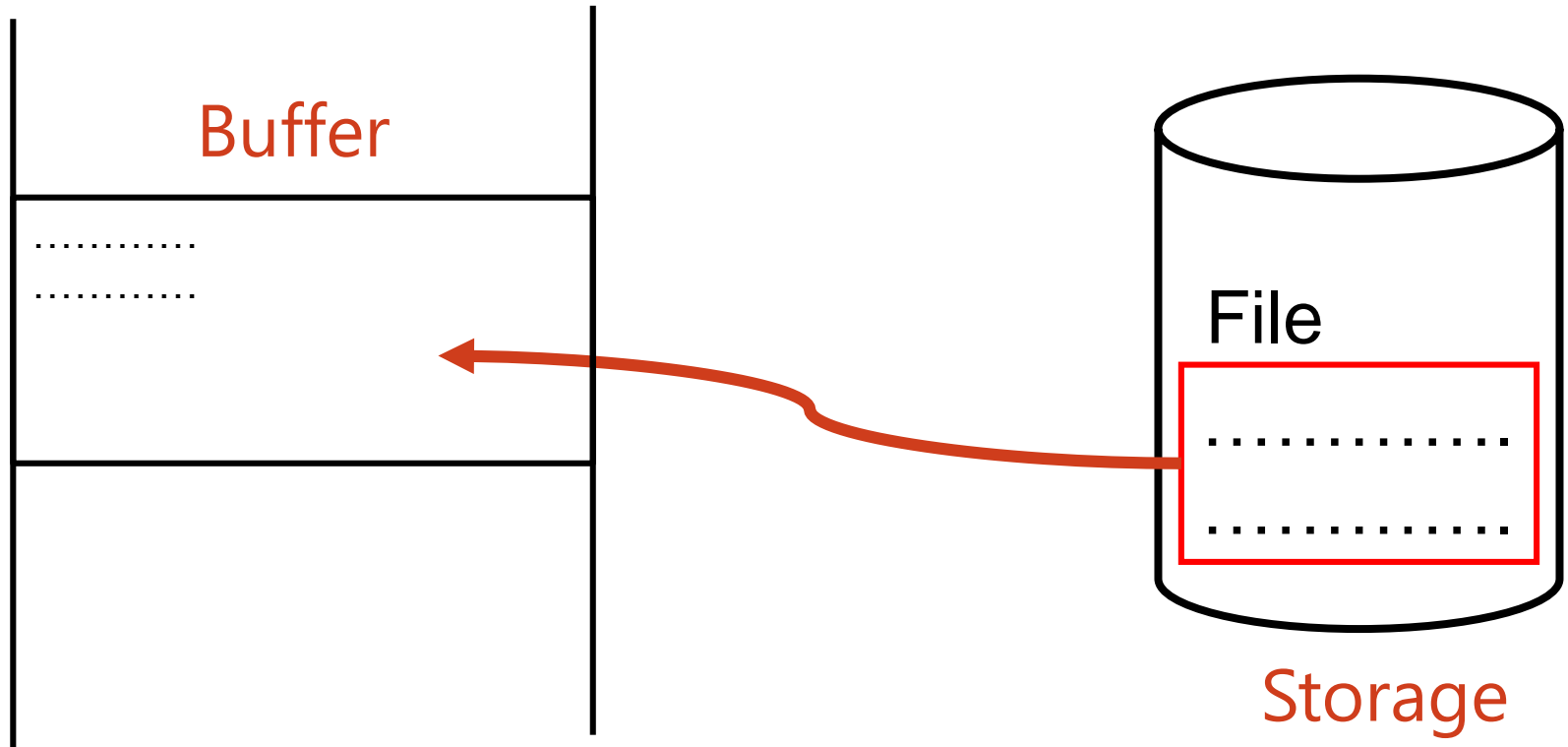


# Read from a File & Print

---



# lowlevel\_read.c

```
#include <sys/types.h>
#include <sys/stat.h>
#include <fcntl.h>
#include <stdio.h>
#include <unistd.h>
```

```
int main()
```

```
{
```

```
    int    fd;
```

```
    char   buff[1024];
```

```
    int    nb, cnt;
```

```
    int    i;
```

```
    fd = open("/usr/share/dict/american-english", O_RDONLY);
```

```
    nb = 1024;
```

```
    cnt = read(fd, buff, nb);
```

```
    for (i = 0; i < cnt; i++)
```

```
        printf("%c", buff[i]);
```

```
}
```

버퍼 크기



읽고자 하는 데이터 크기(바이트)



# Compile & Run

```
gcc -O3 -o lowlevel_read lowlevel_read.c  
./lowlevel_read
```

# Assembly Code 확인

```
gcc -O3 -S -c lowlevel_read.c  
more lowlevel_read.s
```

**(사용자 코드에 대한 어셈블리 코드)**

또는

```
objdump -d lowlevel_read
```