```
#include <unistd.h>
#include <string.h>
#include <sys/types.h>
#include <sys/stat.h>
#include <sys/ipc.h>
#include <fcntl.h>
#include "job.h"

/*
* command syntax
*         enq [-p num] e_file args
*/
void usage()
{
        printf("Usage:    enq [-p num] e_file args\n"
                "\t-p num\t\t specify the job priority\n"
                "\te_file\t\t the absolute path of the exefile\n"
                "\targs\t\t the args passed to the e_file\n");
}

int main(int argc,char *argv[])
{
        int    p = 0;
        int    fd;
        char c, *offset;
        struct jobcmd enqcmd;

        if (argc == 1) {
                usage();
                return 1;
        }

        while (--argc > 0 && (*++argv)[0] == '-') {

                while ((c = *++argv[0]))
                        switch (c) {
                        case 'p':
                                p = atoi(*(++argv));
                                argc--;
                                break;
                        default:
                                printf("Illegal option %c\n",c);
                                return 1;
                        }
        }

        if (p < 0 || p > 3) {
                printf("invalid priority: must between 0 and 3\n");
                return 1;
        }

        enqcmd.type = ENQ;
        enqcmd.defpri = p;
        enqcmd.owner = getuid();
        enqcmd.argnum = argc;
        offset = enqcmd.data;

        while (argc-- > 0) {
```

```
            strcpy(offset,*argv);
            strcat(offset,":");
            offset = offset + strlen(*argv) + 1;
            argv++;
        }

#ifdef DEBUG
        printf("enqcmd cmdtype\t%d\n"
            "enqcmd owner\t%d\n"
            "enqcmd defpri\t%d\n"
            "enqcmd data\t%s\n",
            enqcmd.type, enqcmd.owner, enqcmd.defpri, enqcmd.data);
#endif

        if ((fd = open(FIFO,O_WRONLY)) < 0)
            error_sys("enq open fifo failed");

        if (write(fd,&enqcmd,DATALEN)< 0)
            error_sys("enq write failed");

        close(fd);
        return 0;
}
```