ICT1002 - LAB - WEEK 12

Files

1 OBJECTIVES

To understand the structure of files, and to open, read from, write to, and close files in C.

2 PRE-READING

For some of the exercises in this lab, it may be useful to know a little bit more about how C programs interact with the operating system.

You may know that, when starting a program from the command line, you can specify *command line arguments* that tell the program more about what you want it to do. When compiling a C program, for example, you might type 'cl hello.c' or 'gcc hello.c', which tell the cl and gcc programs, respectively, to read from a file called hello.c.

In C, the command line arguments are passed to the program as arguments of the main() function. The complete function protoype for main() is:

The argc argument contains the number of arguments on the command line, including the name of the program itself. The argv argument is an array of strings containing the arguments in order. So, argv[0] is the name of the program, argv[1] is the first argument, and so on. Note that these are always strings, so you need to use atoi() and friends if you want to convert them to numbers.

Most compilers allow you to omit the arguments for main(), which is why we've been able to use just int main() up until now. You only need them if your program uses the arguments.

The return value of main() is an integer. This integer is returned to the program that invoked your program, and is usually used to indicate whether or not your program succeeded. By convention, a return value of zero indicates that a program completed without any errors, and a non-zero value indicates that something went wrong. Some programs return specific non-zero values to indicate different kinds of errors. Shell scripts (in Unix) and batch files (in Windows) can use the return values from program to make decisions about what they should do.

Here is a link with examples: https://stackoverflow.com/questions/16869467/command-line-arguments-reading-a-file/16869591

3 EXERCISES FOR WEEK 12 LAB

WEEK_12_LAB_EXE_1: BINARY FILES

The tar program (for "tape archive") creates an uncompressed file archive by joining a collection of files end to end. At the start of each file in the archive is a fixed-length header that stores information about the file, represented as a C structure as follows:

```
* Standard Archive Format - Standard TAR - USTAR
 * from https://www.fileformat.info/format/tar/corion.htm
#define RECORDSIZE 512
#define NAMSIZ
                     100
#define TUNMLEN
                       32
#define TGNMLEN
                       32
struct header {
    char
            name[NAMSIZ];
    char
            mode[8];
    char
            uid[8];
    char
            gid[8];
            size[12];
    char
            mtime[12];
    char
            chksum[8];
    char
            linkflag;
    char
            linkname[NAMSIZ];
    char
            magic[8];
    char
            uname[TUNMLEN];
    char
    char
            gname[TGNMLEN];
    char
            devmajor[8];
    char
            devminor[8];
};
```

For the purposes of this exercise, we only need to worry about the *name* and *size* fields. The name field contains the name of the file, while the size field contains the length of the file in bytes. Note that the size field is a string, not an integer, so it needs to be converted using atoi() in order to perform arithmetic on it. We can ignore all of the other other fields in our program.

A tar archive thus has the form:

struct	file1	struct	file 2	struct	file3	•••
header	data	header	data	header	data	

The header sections always have the same length, sizeof(struct header), but the length of each file is given by the size field in the header.

Write a program called minitar that accepts the two given file names ("File1.txt" and "File2.txt") on the command line (minitar File1.txt File2.txt) and generate an archive

file ("Result.tar") containing all of these files, with the name and size fields filled in as described above.

Hints:

• See http://www.cplusplus.com/reference/cstdio/fread/ for an example of how to find the length of a file and read it into memory. Note that reading the whole file into memory at once may require quite a lot of memory; you might like to try finding a more efficient method of copying data from the input file to the output file.

Submit your tested source code to replit by 11:30PM on 30 Nov 2021 (Tue).