



# read()

`read()` reads data from a file descriptor into a buffer.

```
#include <unistd.h>

/**
 * "fd" is the file descriptor to read from
 * "buf" is a pointer to the buffer where the data will be stored
 * "count" is the maximum number of bytes to read
 *
 * returns 0 if the end of file is reached
 * on failure, returns -1 and sets "errno"
 */
ssize_t read(int fd, void *buf, size_t count);
```