

【Linux Programming】 Day18(2)

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【Ch4】 Work with Files

4.6 Host Information

A program can also establish some details about the computer on which it's running.

If the system has networking components installed, we can **obtain its network name** with the `gethostname` function:

```
#include <unistd.h>

int gethostname(char *name, size_t namelen);
```

`gethostname` returns 0 if successful and -1 otherwise.

We can obtain more detailed information about the host computer from the `uname` system call:

```
#include <sys/utsname.h>

int int uname(struct utsname *name);
```

The `utsname` structure, defined in `sys/utsname.h`, must contain at least the following members:

utsname Member	Description
char sysname[]	The operating system name
char nodename[]	The host name

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utsname Member	Description
char release[]	The release level of the system
char version[]	The version number of the system
char machine[]	The hardware type

`uname` returns a nonnegative integer on success, -1 otherwise.