# CSE 344 – 2023 SYSTEM PROGRAMMING HOMEWORK 1 - REPORT

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# PART 1

NOTE: SPECIFIC X ARGUMENT IS "x".

The default flags are O\_RDONLY, O\_WRONLY, O\_APPEND and O\_CREAT to create file.

If the 'x' flag is entered, then the O\_APPEND is omitted from write\_flags.

```
// check x flag
if (argc == 4 && strcmp(argv[3], "x") == 0) {
    append_flag = true;
    write_flags &= ~O_APPEND;
}
```

Then the file is opened according to write\_flags and permission mask.

Permission mask is 0777. Means that user, group and others can read-write-execute the file.

After the open file, writing is performed. If the append\_flag is set to the true, then Iseek operation is called before each write call.

```
int appendBytes(int fd, size_t count, bool append_flag){
    int totalbytes = 0;
    int byteswritten = 0;
   char byte = 'x';
    lock.l_type = F_WRLCK;
fcntl(fd, F_SETLKW, &lock);*/
    while (totalbytes < count) {</pre>
        if (append_flag) {
            while ((byteswritten = write(fd, &byte, 1)) == -1 && errno == EINTR);
                 lseek(fd, 0, SEEK_END);
            }while((byteswritten = write(fd, &byte, 1)) == -1 && errno == EINTR);
        if (byteswritten == -1) {
            perror("Failed to write to file");
            totalbytes = -1;
            break:
        totalbytes += byteswritten;
    return totalbytes;
```

### **RESULTS**

```
-rwxr-xr-x 1 root root 2000000 Mar 30 16:46 f1
-rwxr-xr-x 1 root root 1309297 Mar 30 16:46 f2
```

Without "x" flag , Size of the f1 is 2 million bytes , on the other hand using "x" flag that call Iseek before each write call writed 1.3 million bytes.

## PART2 - PART3 (COMBINED)

• Dup implementation:

```
extern errno;
int my_dup(int oldfd){
   int retval;
   if(fcntl(oldfd,F_GETFD) < 0)
   {
      errno = EBADF;
      retval = -1;
   }
   else{
      retval = fcntl(oldfd, F_DUPFD, 0);
   }
   return retval;
}</pre>
```

Firstly, the oldfd is checked to find whether is a bad file descriptor or not.

If not, then fcntl is called using F\_DUPPFD flag to create duplication of oldfd.

Dup2 implementation:

```
int my_dup2(int oldfd, int newfd){
    int retval;

//printf("%d", fcntl(oldfd, F_GETFD));

if(fcntl(oldfd, F_GETFD) < 0){
    retval = -1;
    errno = EBADF;

}

else if(oldfd == newfd){

    retval = newfd;
}

else{

    if(fcntl(newfd, F_GETFD) >= 0){
        if(close(newfd) == -1){
            fprintf(stderr, "Failed to close file\n");
            exit(EXIT_FAILURE);
        }

        retval = fcntl(oldfd, F_DUPFD, newfd);
}

else {

        retval = -1;
        errno = EBADF;
}

return retval;
}
```

Firstly, the oldfd is checked to find whether is a bad file descriptor or not.

Also if oldfd is not a EBADF and newfd and oldfd is same, then oldfd value is returned.

Another possible situation is that if the newfd is not bad file descriptor then newfd is closed and Fcntl is called with F\_DUPDFD flag with oldfd and newfd parameters.

### **PART3 RESULT**

```
******PART3*****

DUP functions implemented in part2 is used for PART3

ERROR IS SHOWN THERE. Newfd is not valid:
Bad file descriptor

ERROR IS SHOWN THERE. Oldfd is not valid:
Bad file descriptor

TEXT IS WRITED TO THE FILE BEFORE MY_DUP(). OFFSET IS: 20

TEXT IS WRITED TO THE FILE AFTER MY_DUP(). OFFSET IS: 40

TEXT IS WRITED TO THE FILE AFTER MY_DUP2(). OFFSET IS: 60
```

Firstly, the file is opened then returned value is assigned to the oldfd value.

- First case is newfd is bad file descriptor. There is a error.
- Second case is oldfd is bad file descriptor. There is a error.
- Third case is writing sample text into file descripted by oldfd.

Offset of file became 20.

 Fourt case is writing sample text into file descripted by newfd created by my\_Dup function that creates duplication of oldfd.

Offset of file became 40.

• Fifth case is writing sample text into file descripted by newfd2 created by my\_Dup2 function that creates duplication of oldfd.

Offset of file became 60.

SO each file descriptor shares same offset.