

C function prototypes and structs:

```
int execlp(const char *file, char *argv0, ..., (char *)0)
int execvp(const char *file, char *argv[])
int fclose(FILE *stream)
char *fgets(char *s, int n, FILE *stream)
pid_t fork(void)
FILE *fopen(const char *file, const char *mode)
size_t fread(void *ptr, size_t size, size_t nmemb, FILE *stream);
int fseek(FILE *stream, long offset, int whence);
    /* SEEK_SET, SEEK_CUR, or SEEK_END */
size_t fwrite(const void *ptr, size_t size, size_t nmemb, FILE *stream);
char *index(const char *s, int c)
void perror(const char *s);
unsigned int sleep(unsigned int seconds)
int sprintf(char *s, const char *format, ...)
int stat(const char *file_name, struct stat *buf)
char *strchr(const char *s, int c)
size_t strlen(const char *s)
char *strncat(char *dest, const char *src, size_t n)
int strncmp(const char *s1, const char *s2, size_t n)
char *strncpy(char *dest, const char *src, size_t n)
char *strrchr(const char *s, int c)
int wait(int *status)
int waitpid(int pid, int *stat, int options) /* options = 0 or WNOHANG */
ssize_t write(int d, const void *buf, size_t nbytes);

WIFEXITED(status)      WEXITSTATUS(status)
WIFSIGNALED(status)    WTERMSIG(status)
WIFSTOPPED(status)     WSTOPSIG(status)
```

Useful structs

```
struct stat {
    dev_t st_dev; /* ID of device containing file */
    ino_t st_ino; /* inode number */
    mode_t st_mode; /* protection */
    nlink_t st_nlink; /* number of hard links */
    uid_t st_uid; /* user ID of owner */
    gid_t st_gid; /* group ID of owner */
    dev_t st_rdev; /* device ID (if special file) */
    off_t st_size; /* total size, in bytes */
    blksize_t st_blksize; /* blocksize for file system I/O */
    blkcnt_t st_blocks; /* number of 512B blocks allocated */
    time_t st_atime; /* time of last access */
    time_t st_mtime; /* time of last modification */
    time_t st_ctime; /* time of last status change */
};
```