



PROGRAMMING METHODOLOGY (PHƯƠNG PHÁP LẬP TRÌNH)

UNIT 12: UNIX I/O REDIRECTION

Acknowledgement

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Policies for students

- These contents are only used for students PERSONALLY.
- Students are NOT allowed to modify or deliver these contents to anywhere or anyone for any purpose.

Recording of modifications

- Currently, there are no modification on these contents.

Unit 12: UNIX I/O Redirection

Objective:

- Learn how to use I/O redirection in UNIX to redirect input from a file and output to a file.

Unit 12: UNIX I/O Redirection

1. Introduction
2. Input Redirection
3. Output Redirection
4. Combining Input and Output Redirection

1. Introduction

- Recall in [Unit #3 Overview of C Programming](#), it is mentioned that the default standard input stream ([stdin](#)) is the keyboard, and the default standard output stream ([stdout](#)) is the monitor.
- In UNIX, you may run a program that normally reads input data interactively to read the input data from a file instead.
- Likewise, you may write the output of a program to a file instead of printing it on the screen.
- This is known as [input/output redirection](#).
- Note that this is an operating system (UNIX) feature and not a C feature.

2. UNIX Input Redirection (1/3)

- Some programs read a lot of input data (eg: programs involving arrays), which makes it very inconvenient for users to key in the data interactively.
- Instead, we may store the input data in a file, and let the program read the data from this file.
- We may do it in 2 ways:
 - Read the file using **file processing functions** (eg: `fopen()`, `fscanf()`, `fprintf()`) – these will be covered next time
 - **Redirect** the input from the file instead of from `stdin` – we will do this for the moment

2. UNIX Input Redirection (2/3)

```
#include <stdio.h>

int main(void) {
    int num, sum = 0;

    printf("Enter integers, terminate with ctrl-d:\n");
    while (scanf("%d", &num) == 1) {
        sum += num;
    }
    printf("Sum = %d\n", sum);

    return 0;
}
```

Unit12_Example.c

```
$ a.out
Enter ... With ctrl-d:
5
12
-7
0
23
← User enters ctrl-d here
Sum = 33
```

- Running the program interactively:

2. UNIX Input Redirection (3/3)

- Using an editor (eg: vim), create a text file to contain the input data. Let's call the file **numbers**.

File numbers

5
12
-7
0
23

- Use the UNIX input redirection operator < to redirect input from the file **numbers**

```
$ a.out < numbers
Enter . . . With ctrl-d:
Sum = 33
```

- (This is how CodeCrunch runs your program. It redirects input from some file to feed your program.)

3. UNIX Output Redirection (1/2)

- Instead of printing your output to the default stdio (monitor), you may redirect the output to a file as well.
- Use the UNIX output redirection operator **>**.

```
$ a.out > outfile
5
12
-7
0
23
```

← User enters *ctrl-d* here

3. UNIX Output Redirection (2/2)

- The file **outfile** is created which captures all outputs of the program.

```
$ cat outfile
Enter integers, terminate with ctrl-d:
Sum = 33
```

- Output redirection **>** fails if the specified output file already exists
- If you want to append the output of a program to an existing file, you may use **>>**

4. Combining Input and Output Redirection

- You may combine both input and output redirection

```
$ a.out < numbers > outfile
```

- Tip for lab exercises:
 - Using input redirection, you can download the given input files on the CS1010 and run your program on these files.
 - Using output redirection, you may now generate your own output file and compare it with the expected output file provided on the CS1010 website.
 - Use the UNIX **diff** command to compare two files. Example:
diff file1 file2
 - If the two files compared are identical, no output will be generated by the **diff** command.

Summary

- In this unit, you have learned about
 - Using UNIX input redirection < to redirect input from a file to a program
 - Using UNIX output redirection > to redirect output of a program to a file

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