```
1: // $Id: bcat.c,v 1.2 2012-02-01 13:40:11-08 - - $
 2:
 3: //
 4: // NAME
 5: //
          bcat - concatenate and display files
 6: //
 7: // SYNOPSIS
 8: //
          bcat [filename...]
 9: //
10: // DESCRIPTION
11: //
          The 'bcat' utility reads each file in sequence and writes it
12: //
          to stdout. If any filename is given as the single character
13: //
          '-', stdin is read at that point. If no filenames are given
14: //
          then stdin is read as the only file.
15: //
16:
17: #include <errno.h>
18: #include <libgen.h>
19: #include <stdarg.h>
20: #include <stdio.h>
21: #include <stdlib.h>
22: #include <string.h>
23:
24: //
25: // cat -
26: // Copy the contents of an already-opened file to stdout.
27: //
28:
29: void catfile (FILE *input) {
30:
       for (;;) {
31:
          int byte = getc (input);
32:
          if (byte == EOF) break;
33:
          (void) putchar (byte);
34:
       };
35: }
36:
```

```
37:
38: //
39: // main -
40: // Loop over files, if any, and cat each of them to stdout.
41: // Print error messages if appropriate.
42: //
43:
44: int main (int argc, char **argv) {
       int exit_status = EXIT_SUCCESS;
46:
       char *progname = basename (argv[0]);
47:
       if (argc == 1) {
48:
          catfile (stdin);
49:
       }else{
50:
          for (int argi = 1; argi < argc; ++argi) {</pre>
51:
             if (strcmp (argv[argi], "-") == 0) {
52:
                catfile (stdin);
53:
             }else{
54:
                FILE *input = fopen (argv[argi], "r");
55:
                if (input == NULL) {
56:
                    fflush (NULL);
57:
                    fprintf (stderr, "%s: %s: %s\n", progname,
58:
                             argv[argi], strerror (errno));
59:
                    fflush (NULL);
60:
                    exit_status = EXIT_FAILURE;
61:
                 }else{
62:
                    catfile (input);
63:
                    fclose (input);
64:
                };
65:
             };
          };
66:
67:
68:
       return exit_status;
69: }
70:
```

49: */

```
2: *******************
 3:
 4: Whenever a man page is referenced, read it online. For example,
 5: when we refer to 'stdio(3c)', you can read it with ''man -s 3C
 6: stdio''.
 7:
 8: As described in stdio(3c), there are three FILE* handles that
 9: are always opened when a program starts: 'stdin', 'stdout', and
10: `stderr'. These are, respectively, the standard input, standard
11: output, and standard error. Normal output is written to stdout,
12: while error messages are written to stderr.
13:
14: The usual format of an error message is something like:
15: . progname: object_or_function: reason
16: The reason a system call has failed is given in the external
17: variable 'errno'. This can be translated into English via
18: strerror(3c).
19:
20: 'fopen(3c)' opens a file and returns a pointer to a 'FILE',
21: given a filename. 'fclose(3c)' closes that file, given a
22: FILE*. 'putchar(3c)' writes one byte to stdout. 'getc(3c)'
23: reads one byte from the FILE* given as an argument and returns
24: an int containing the character, if one exists. If not, returns
25: EOF (-1). Note that end of line is signalled by '\n'. To
26: signal EOF from a Unix terminal, type Control/D as the first
27: character on a line.
28:
29: Strings are represented as arrays of characters. Each string
30: ends with a null plug ('\setminus 0'). 'strcmp(3c)' compares two such
31: character strings and returns a number that is <, =, or > 0,
32: depending on the relationship. See Java's compareTo function.
33:
34: Some functions return values instead of void, but we often don't
35: care what these values are, so we use the function in a
36: statement context. This causes lint(1) to complain: ''function
37: returns value which is always ignored''. So we explicitly cast
38: the results of these functions to (void) in order to suppress
39: this error. Alternately we could have use a drop-in macro to
40: replace them.
41:
42: The call fflush (NULL) causes all opened FILE* handles to be
43: flushed. When a program writes data, it is buffered in memory
44: before being written to the disk. This causes immediate writing
45: instead of waiting until the buffer is full. We do this so that
46: anything written to stdout and stderr are properly interleaved.
```

\$cmps012b-wm/Labs-cmps012m/lab4c-stdio-getopt/code/compile.log

```
1
```

02/01/12 13:40:55