P1.c

1 //$./a.out dirname

2 //struct dirent \*readdir(DIR \*dirp);

3 //DIR \*opendir(const char \*name);

4 #include<stdio.h>

5 #include<dirent.h>

6 main(int argc,char \*argv[])

7 {

8 DIR \*dp;

9 struct dirent \*p;

10 if(argc!=2)

11 {

12 printf("./a.out dirname\n");

13 return;

14 }

15 dp=opendir(argv[1]);

16

17 if(dp==NULL)

18 {

19 perror("opendir");

20 return;

21 }

22 while(p=readdir(dp))

23 printf("%s\n",p->d\_name);

24 }

P2.c

1 //$./a.out dirname

2 //struct dirent \*readdir(DIR \*dirp);

3 //DIR \*opendir(const char \*name);

4 #include<stdio.h>

5 #include<dirent.h>

6 main(int argc,char \*argv[])

7 {

8 DIR \*dp;

9 struct dirent \*p;

10 if(argc!=2)

11 {

12 printf("./a.out dirname\n");

13 return;

14 }

15 dp=opendir(argv[1]);

16 if(dp==NULL)

17 {

18 perror("opendir");

19 return;

20 }

21 while(p=readdir(dp))

22 {

23 if(p->d\_name[0]!='.') //. and .. are neglected

24 printf("%s\n",p->d\_name);

25 }

26 }

P3.c

1 //wap to find that in a given dir specific file is found or not?

2 //$./a.out dirname filename

3 #include<stdio.h>

4 #include<dirent.h>

5 main(int argc,char \*argv[])

6 {

7 int ret;

8 DIR \*dp;

9 struct dirent \*p;

10 if(argc!=3)

11 {

12 printf("./a.out dirname filename\n");

13 return 0;

14 }

15

16 dp=opendir(argv[1]);

17 if(dp==NULL)

18 {

19 perror("opendir");

20 return 0;

21 }

22

23 while(p=readdir(dp))

24 {

25 ret=strcmp(p->d\_name,argv[2]);

26 if(ret==0)

27 {

28 printf("file found..\n");

29 return;

30 }

31 }

32 printf("file not found..\n");

33 }