

Introduction

Introduction

Céu-libuv supports the development of libuv applications in the programming language Céu.

Mode of Operation

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TODO

File System

File System

Provides file system operations.

libuv reference: <http://docs.libuv.org/en/v1.x/fs.html>

Input Events

UV_FS

```
input _uv_fs_t&& UV_FS;
```

- Occurrence:
 - Whenever a filesystem operation completes.
- Payload:
 - `_uv_fs_t&&`: pointer to the operation request

libuv reference: <http://docs.libuv.org/en/v1.x/fs.html>

Data Abstractions

UV_FS_File

```
data UV_FS_File with
  event void ok;
  var    int  fd;
end
```

Code Abstractions

UV_FS_Open

Opens a file.

```
code/await UV_FS_Open (var _char&& path, var int flags, var int mode)
                        -> (var& UV_FS_File file)
                        -> int
```

- Parameters
 - **path**: path to the file
 - **flags**: access mode flags
 - **mode**: file permission mode
- Initialization
 - **file**: created file handle
- Return
 - **int**: open error
 - * returns only case of error (always <0)

The file is only ready for use after `UV_FS_Open` triggers `file.ok`.

Céu-libuv references: `UV_FS`.

libuv references: `ceu_uv_fs_open`, `uv_fs_close`, `uv_fs_req_cleanup`.

Note: all allocated libuv resources are automatically released on termination.

Example

Opens `file.txt` and prints *open ok* after the file is ready for use. In case of failure, prints *open error* along with the error code:

```
##include "uv/fs.ceu"

var& UV_FS_File file;

var int? err =
    watching UV_FS_Open("file.txt", _O_RDONLY, 0) -> (&file) do
        await file.ok;
        // file is ready for use
        _printf("open ok\n");
    end;
if err? then
    _printf("open error: %d\n", err!);
end

escape 0;
```

UV_FS_Read

Reads bytes from a file.

```
code/await UV_FS_Read (var& UV_FS_File file, vector&[] byte buf, var usize size, var usize offset  
-> ssize
```

- Parameters
 - **file**: file handle to read from
 - **buf**: destination buffer
 - **size**: number of bytes to read
 - **offset**: starting file offset
- Return
 - **ssize**: actual number of bytes read
 - * ≥ 0 : number of bytes
 - * < 0 : read error

Céu-libuv references: `ceu_uv_fs_read`, `UV_FS`.

libuv references: `uv_buf_init`, `uv_fs_req_cleanup`.

Note: all allocated libuv resources are automatically released on termination.

Example

Prints the contents of `file.txt` in a loop that reads the file in chunks of 10 bytes:

```
##include "uv/fs.ceu"

var& UV_FS_File file;

var int? err =
    watching UV_FS_Open("file.txt", _O_RDONLY, 0) -> (&file) do
        await file.ok;

        var usize offset = 0;
        loop do
            vector[11] byte buf;
            var ssize n = await UV_FS_Read(&file,&buf,$$buf-1,offset);
            if n == 0 then
                break;
            end
            buf = buf .. [{'\0'}];
            _printf("%s", &&buf[0]);
            offset = offset + ($$buf-1);
        end
    end;
_ceu_dbg_assert(not err?);
```

```
escape 0;
```

UV_FS_ReadLine

Reads a line from a file.

```
code/await UV_FS_ReadLine (var& UV_FS_File file, vector&[] byte buf, var usize offset)
                        -> ssize
```

- Parameters
 - **file**: file handle to read from
 - **buf**: destination buffer (excludes the leading `\n`)
 - **offset**: starting file offset
- Return
 - **ssize**: actual number of bytes read
 - * `>=0`: number of bytes (includes the leading `\n`)
 - * `<0`: read error

TODO: the file is currently read byte by byte.

Céu-libuv references: `UV_FS_Read`.

Example

Prints the contents of `file.txt` in a loop that reads the file line by line:

```
##include "uv/fs.ceu"

var& UV_FS_File file;

watching UV_FS_Open("file.txt", _O_RDONLY, 0) -> (&file) do
    await file.ok;

    var usize off = 0;
    loop do
        vector[] byte line;
        var ssize n = await UV_FS_ReadLine(&file,&line,off);
        if n <= 0 then
            break;
        end
        _printf("line = %s [%d]\n", &&line[0], n as int);
        off = off + (n as usize);
    end
end

escape 0;
```

UV_FS_Write

Write bytes from a file.

```
code/await UV_FS_Write (var& UV_FS_File file, vector&[] byte buf, var usize size, var usize
                        -> ssize
```

- Parameters
 - **file**: file handle to write to
 - **buf**: source buffer
 - **size**: number of bytes to write
 - **offset**: starting file offset
- Return
 - **ssize**: actual number of bytes written
 - * ≥ 0 : number of bytes
 - * < 0 : write error

Céu-libuv references: `ceu_uv_fs_write`, `UV_FS`.

libuv references: `uv_buf_init`, `uv_fs_req_cleanup`.

Note: all allocated libuv resources are automatically released on termination.

Example

Writes the string *Hello World* to `hello.txt`:

```
##include "uv/fs.ceu"

var& UV_FS_File file;

var _mode_t mode = _S_IRUSR|_S_IWUSR|_S_IRGRP|_S_IWGRP|_S_IROTH;

var int? err =
    watching UV_FS_Open("hello.txt", _O_CREAT|_O_WRONLY, mode) -> (&file) do
        await file.ok;
        vector[] byte buf = [] .. "Hello World!\n";
        var ssize n = await UV_FS_Write(&file,&buf,$buf,0);
        if (n<0) or (n as usize)!=$buf then
            _printf("write error\n");
        end
    end;
if err? then
    _printf("open error: %d\n", err!);
end

escape 0;
```

UV_FS_Fstat

Reads information about a file.

```
code/await UV_FS_Fstat (var& UV_FS_File file, var& _uv_stat_t stat)
    -> int
```

- Parameters
 - **file**: file handle to write to
 - **stat**: destination buffer
- Return
 - **int**: operation status
 - * 0: success
 - * <0: error

Céu-libuv references: `ceu_uv_fs_fstat`, `UV_FS`.

libuv references: `uv_fs_req_cleanup`.

Note: all allocated libuv resources are automatically released on termination.

Example

Prints the size of `file.txt` in bytes:

```
##include "uv/fs.ceu"

var& UV_FS_File file;

var int? err =
    watching UV_FS_Open("file.txt", _O_RDONLY, 0) -> (&file)
    do
        await file.ok;

        var _uv_stat_t stat = _;
        await UV_FS_Fstat(&file, &stat);
        _printf("size = %ld\n", stat.st_size);
    end;

if err? then
    _printf("open error: %d\n", err!);
end

escape 0;
```

Stream

Stream

Provides stream operations.

libuv reference: <http://docs.libuv.org/en/v1.x/stream.html>

Input Events

UV_STREAM_LISTEN

```
input (_uv_stream_t&&, int) UV_STREAM_LISTEN;
```

- Occurrence:
 - Whenever a stream server receives an incoming connection.
- Payload:
 - `_uv_stream_t&&`: pointer to the stream server

libuv reference: http://docs.libuv.org/en/v1.x/stream.html#c.uv__connection__cb

UV_STREAM_CONNECT

```
input (_uv_connect_t&&, int) UV_STREAM_CONNECT;
```

- Occurrence:
 - Whenever a connection opens.
- Payload:
 - `_uv_connect_t&&`: pointer to the connection
 - `int`: open status
 - * 0: success
 - * <0: error

libuv reference: http://docs.libuv.org/en/v1.x/stream.html#c.uv__connect__cb

UV_STREAM_READ

```
input (_uv_stream_t&&, ssize) UV_STREAM_READ;
```

- Occurrence:
 - Whenever data is available on a stream.
- Payload:
 - `_uv_stream_t&&`: pointer to the stream
 - `ssize`: number of bytes available
 - * >0: data available
 - * <0: error

libuv reference: http://docs.libuv.org/en/v1.x/stream.html#c.uv_read_cb

UV_STREAM_WRITE

input (`_uv_write_t&&`, `int`) UV_STREAM_WRITE;

- Occurrence:
 - Whenever writing to a stream completes.
- Payload:
 - `_uv_write_t&&`: pointer to the write request
 - `int`: completion status
 - * 0: success
 - * <0: error

libuv reference: http://docs.libuv.org/en/v1.x/stream.html#c.uv_write_cb

UV_STREAM_ERROR

input (`_uv_stream_t&&`, `int`) UV_STREAM_ERROR;

- Occurrence:
 - Whenever a read or write error occurs in a stream.
- Payload:
 - `_uv_stream_t&&`: pointer to the stream
 - `int`: error code

UV_STREAM_ERROR always occurs before the corresponding UV_STREAM_READ or UV_STREAM_WRITE.

libuv reference: <http://docs.libuv.org/en/v1.x/errors.html>

Code Abstractions

UV_Stream_Listen

Starts listening for incoming connections in a stream.

```
code/await UV_Stream_Listen (var& _uv_stream_t stream, var int backlog)
    -> (event& void ok)
    -> int
```

- Parameters
 - `stream`: stream to listen
 - `backlog`: number of connections the kernel might queue
- Initialization
 - `ok`: signalled on every new incoming connection
- Return
 - `int`: operation status
 - * 0: success

* <0: error

Céu-libuv references: `ceu_uv_listen`, `UV_STREAM_LISTEN`.

UV_Stream_Read

Reads bytes from a stream continuously.

```
code/await UV_Stream_Read (var& _uv_stream_t stream, vector&[] byte buf)
    -> (event& usize ok)
    -> int
```

- Parameters
 - **stream**: stream to read from
 - **buf**: destination buffer
- Initialization
 - **ok**: signalled whenever new data is read to the destination buffer
- Return
 - **int**: read error
 - * returns only in case of error (always <0)

Céu-libuv references: `ceu_uv_read_start`, `UV_STREAM_READ`.

libuv references: `uv_read_stop`.

Note: all allocated libuv resources are automatically released on termination.

UV_Stream_ReadLine

Reads a single line from a stream.

```
code/await UV_Stream_ReadLine (var& _uv_stream_t stream, vector&[] byte string)
    -> void
```

- Parameters
 - **stream**: stream to read from
 - **string**: destination string buffer
- Return
 - **void**: nothing

Céu-libuv references: `UV_Stream_Read`.

UV_Stream_Write

Write bytes to a stream.

```
code/await UV_Stream_Write (var& _uv_stream_t stream, vector&[] byte buf)
    -> int
```

- Parameters
 - **stream**: stream to write to

- **buf**: source buffer
- Return
 - **int**: operation status
 - * 0: success
 - * <0: error

Céu-libuv references: `ceu_uv_write`, `UV_STREAM_WRITE`.

Note: all allocated libuv resources are automatically released on termination.

TCP

TCP

Provides TCP operations.

libuv reference: <http://docs.libuv.org/en/v1.x/tcp.html>

Code Abstractions

UV_TCP_Open

Opens an uninitialized TCP stream.

code/await `UV_TCP_Open (void) -> (var& _uv_tcp_t tcp) -> int`

- Parameters
 - **void**: nothing
- Initialization
 - **tcp**: opened and uninitialized TCP handle
- Return
 - **int**: TCP error
 - * returns only in case of error (always <0)

Céu-libuv references: `ceu_uv_tcp_init`, `ceu_uv_close`, `UV_STREAM_ERROR`.

Note: all allocated libuv resources are automatically released on termination.

Example

```
var& _uv_tcp_t tcp;
watching UV_TCP_Open() -> (&tcp)
do
  <...>    // use the raw `tcp` handle
end
```

Opens a connection TCP stream.

```
code/await UV_TCP_Connect (var _char&& ip, var int port)
    -> (var& _uv_tcp_t tcp, event& void ok)
    -> int
```

- Parameters
 - **ip**: remote host
 - **port**: remote port
- Initialization
 - **tcp**: TCP handle
 - **ok**: signalled when **tcp** connects and is ready for use
- Return
 - **int**: TCP error
 - * returns only in case of error (always <0)

Céu-libuv references: `ceu_uv_tcp_connect`, `UV_STREAM_CONNECT`.

Note: all allocated libuv resources are automatically released on termination.

Example

```
var& _uv_tcp_t tcp;
event& void ok_connected;
watching UV_TCP_Connect("127.0.0.1", 7000) -> (&tcp, &ok_connected) do
    await ok_connected;
    <...> // use the connected `tcp` handle
end
```

UV_TCP_Listen

Starts listening for incoming connections on a TCP stream.

Defined in terms of `UV_Stream_Listen`:

```
##define UV_TCP_Listen(tcp, backlog) UV_Stream_Listen((tcp) as _uv_stream_t&&, backlog)
```

Céu-libuv references: `UV_Stream_Listen`

Example

Opens a **tcp** handle, binds it to port 7000, and then enters in listen mode. Each incoming connection triggers the event **ok**.

```
##include "uv/tcp.ceu"

var& _uv_tcp_t tcp;
watching UV_TCP_Open() -> (&tcp) do
    var _sockaddr_in addr = _;
    _uv_ip4_addr("0.0.0.0", 7000, &&addr);
    _uv_tcp_bind(&&tcp, &&addr as _sockaddr&&, 0);
```

```

    event& void ok;
    watching UV_TCP_Listen(&tcp,128) -> (&ok) do
        every ok do
            <...>    // handle incoming connection
        end
    end
end
end

escape 0;

```

UV_TCP_Open_Bind_Listen

Opens a TCP stream, binds it to an IP and port, and listens for incoming connections.

```

code/await UV_TCP_Open_Bind_Listen (var _char&& ip, var int port, var int backlog)
    -> (var& _uv_tcp_t tcp, event& void ok)
    -> int

```

- Parameters
 - ip: local host
 - port: local port
 - backlog: number of connections the kernel might queue
- Initialization
 - tcp: TCP handle
 - ok: signalled on every new incoming connection
- Return
 - int: TCP error
 - * returns only in case of error (always <0)

Céu-libuv references: UV_TCP_Open, UV_TCP_Listen.

Example

Listen on port 7000:

```

#include "uv/tcp.ceu"
var& _uv_tcp_t tcp;
event& void ok;
watching UV_TCP_Open_Bind_Listen("0.0.0.0",7000,128) -> (&tcp,&ok) do
    every ok do
        <...>    // handle incoming connection
    end
end
end

```

Opens a TCP stream, binds it to an IP and port, listens for incoming connections, and spawns a handler on every new connection.

code/await UV_TCP_Server (var _char&& ip, var int port, var int backlog) -> int

- Parameters
 - ip: local host
 - port: local port
 - backlog: number of connections the kernel might queue
- Return
 - int: TCP error
 - * returns only in case of error (always <0)

The handler is a user-defined `UV_TCP_Server_Handler`, which must be declared in between the includes for `uv/tcp.ceu` and `uv/tcp-server.ceu`, as follows:

```
##include "uv/tcp.ceu"
code/await UV_TCP_Server_Handler (var& _uv_tcp_t tcp) -> void do
    <...>          // handles the new client connection
end
##include "uv/tcp-server.ceu"
<...>
```

The handler receives the TCP handle of the connected client.

If the macro `UV_TCP_SERVER_HANDLER_MAX` is defined, the server uses a bounded pool of `UV_TCP_Server_Handler`

Céu-libuv references: `UV_TCP_Open_Bind_Listen`, `UV_TCP_Open`.

libuv references: `[_uv_accept]`.

Example:

```
##include "uv/tcp.ceu"

code/await UV_TCP_Server_Handler (var& _uv_tcp_t tcp) -> void do
    <...>          // handles the new client connection
end

##include "uv/tcp-server.ceu"

await UV_TCP_Server("0.0.0.0", 7000, 128);
```

UV_TCP_Read

Reads bytes from a TCP stream continuously.

Defined in terms of `UV_Stream_Read`:

```
##define UV_TCP_Read(tcp, bytes) UV_Stream_Read((tcp) as _uv_stream_t&&, bytes)
```

Céu-libuv references: `UV_Stream_Read`

Example

Connects to 127.0.0.1:7000 and waits reading 10 bytes in a loop:

```
##include "uv/tcp.ceu"

var& _uv_tcp_t tcp;
var int? err =
  watching UV_TCP_Open() -> (&tcp) do
    var _uv_connect_t connect = _;
    var _sockaddr_in dest = _;
    _uv_ip4_addr("127.0.0.1", 7000, &&dest);
    _ceu_uv_tcp_connect(&&connect, &&tcp, (&&dest as _sockaddr&&));

    var _uv_connect_t&& c;
    var int status;
    (c,status) = await UV_STREAM_CONNECT until c==&&connect;
    _ceu_dbg_assert(status == 0);

    vector[11] byte buf;

    event& usize ok_read;
    var int? err2 =
      watching UV_TCP_Read(&tcp,&buf) -> (&ok_read) do
        loop do
          await ok_read;
          if $buf == 10 then // assumes server sends exactly 10 bytes
            break;
          end
        end
      end;
    _ceu_dbg_assert(not err2?);

    buf = buf .. [{'\0'}];
    _printf("buf: %s\n", &&buf[0]);
  end;
_ceu_dbg_assert(not err?);

escape 0;
```

UV_TCP_ReadLine

Reads a single line from a TCP stream.

Defined in terms of UV_Stream_ReadLine:

```
##define UV_TCP_ReadLine(tcp, bytes) UV_Stream_ReadLine((tcp) as _uv_stream_t&&, bytes)
```

Céu-libuv references: `UV_Stream_ReadLine`

Example

TODO

UV_TCP_Write

Write bytes to a TCP stream.

Defined in terms of `UV_Stream_Write`:

```
##define UV_TCP_Write(tcp, bytes) UV_Stream_Write((tcp) as _uv_stream_t&&, bytes)
```

Céu-libuv references: `UV_Stream_Write`

Example

TODO

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