Introduction

Introduction

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

Mode of Operation

Mode of Operation

The mode of operation specifies how Céu-libuv captures events from the environment (e.g., timers and incoming network traffic) and redirects them to the Céu application. It is implemented in C and is part of Céu-libuv.

Céu-libuv maps each libuv request/callback to a corresponding request/input in Céu. As an example, instead of reading from a stream with `uv_read_start`, Céu-libuv uses `ceu_uv_read_start` which generates `UV_STREAM_READ` input events back to the application, as follows:

```
##define ceu_uv_read_start(stream) uv_read_start(stream,...,ceu_uv_read_start_cb);

void ceu_uv_read_start_cb(uv_stream_t* stream, ...) {
    <...>
    ceu_input(CEU_INPUT_UV_STREAM_READ, <stream>);
}
```

Under the hood, Céu-libuv uses one *event loop*, one *timer*, and one *async* libuv handles. The timer manages Céu timers. The async manages Céu asyncs and threads. The main event loop makes continuous calls to `uv_run` passing `UV_RUN_ONCE`:

```
int main (void) {
    ceu_start();
    while (<program-is-running>) {
        uv_run(&loop, UV_RUN_ONCE);          // handles all libuv callbacks
        ceu_input(CEU_INPUT__ASYNC, NULL);  // handles timers and asyncs
    }
    ceu_stop();
}
```

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

A file abstraction.

```
data UV_FS_File with
    var&[] byte  buffer;
    var    usize offset =  0;
    var    int   handle = -1;
    event  void  ok;
end
```

- Fields:
  - `buffer`: alias to the read & write buffer
  - `offset`: current offset for read & write operations
  - `handle`: underlying operating system handle
  - `ok`: event signalled when the file is opened successfully

Code Abstractions

UV_FS_Open

Opens a file.

```
code/await UV_FS_Open (var _char&& path, var usize? buffer_size, var int? flags, var int? mo
                       -> (var UV_FS_File file)
                           -> int
```

- Parameters
  - `path`: path to the file
  - `buffer_size`: size of the read & write ring buffer (default: `1024`)
  - `flags`: access mode flags (default: `_O_RDONLY`)
  - `mode`: file permission mode (default: `0`)
- Public fields
  - `file`: file
- Return
  - `int`: open error
    - returns only in case of an error (always `<0`)

The file is only ready for use after `file.ok` is triggered.

Céu-libuv references: `UV_FS`.

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

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_Open o = spawn UV_FS_Open("file.txt",_,_,_);
var int? err =
    watching o do
        await o.file.ok;
        _printf("open ok\n");   // file is ready for use
    end;
if err? then
    _printf("open error: %d\n", err!);
end

escape 0;
```

UV__FS__Read__N

Reads a specified number of bytes from the file to its buffer.

```
code/await UV_FS_Read_N (var& UV_FS_File file, var usize n) -> ssize
```

- Parameters
  - `file`: file to read
  - `n`: number of bytes to read

- Return
  - `ssize`: number of bytes read from `file`
    - `>=0`: number of bytes (less than or equal to `n`)
    - `<0`: read error

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

libuv references: `uv_buf_init`, `uv_fs_req_cleanup`.

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_Open o = spawn UV_FS_Open("file.txt", 11, _,_);
var int? err =
    watching o do
        await o.file.ok;

        loop do
            var ssize n = await UV_FS_Read_N(&o.file, $$o.file.buffer-1);
            if n == 0 then
                break;
            end
            o.file.buffer = o.file.buffer .. [{'\0'}];
            _printf("%s", &&o.file.buffer[0]);
            $o.file.buffer = 0;
        end
    end;
_ceu_dbg_assert(not err?);

escape 0;
```

UV__FS__Read__Line

Reads a line from a file.

```
code/await UV_FS_Read_Line (var& UV_FS_File file, var&[] byte line, var usize? by) -> ssize
```

- Parameters
  - `file`: file to read
  - `line`: alias to destination buffer (excludes the leading `\n`)
  - `by`: size of read chunks in bytes (default: `128`)
- Return
  - `ssize`: number of bytes read from `file`
    - `>=0`: number of bytes (includes the leading `\n` and extra bytes)

        * `<0`: read error

The file buffer advances to the byte after the `\n`.

Céu-libuv references: `UV_FS_Read_N`.

Example

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

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

var&? UV_FS_Open o = spawn UV_FS_Open("file.txt",_,_,_);
watching o do
    await o.file.ok;
    loop do
        var[] byte line;
        var ssize n = await UV_FS_Read_Line(&o.file,&line,_);
        if n <= 0 then
            break;
        end
        line = line .. [{'\0'}];
        _printf("%s\n", &&line[0], n);
    end
end

escape 0;
```

UV__FS__Write__N

Writes a specified number of bytes to the file from its buffer.

```
code/await UV_FS_Write_N (var& UV_FS_File file, var usize? n) -> ssize
```

- Parameters
  - `file`: file to write
  - `n`: number of bytes to write (default: current size of the `file` buffer)
- Return
  - `ssize`: number of bytes written
    * `>=0`: number of bytes
    * `<0`: write error

The written bytes are removed from the file buffer.

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

libuv references: `uv_buf_init`, `uv_fs_req_cleanup`.

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&? UV_FS_Open o = spawn UV_FS_Open("hello.txt", _, _O_CREAT|_O_WRONLY, mode);
watching o do
    await o.file.ok;
    o.file.buffer = [] .. "Hello World!\n";
    var usize n1 = $o.file.buffer;
    var ssize n2 = await UV_FS_Write_N(&o.file,$o.file.buffer);
    _ceu_dbg_assert(n2>=0 and n2==n1);
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 to read
  - `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`.

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

Data Abstractions

UV_Stream

A stream abstraction.

```
data UV_Stream with
    var&[] byte         buffer;
    var&   _uv_stream_t handle;
end
```

- Fields:
  - `buffer`: alias to the read & write buffer
  - `handle`: underlying operating system handle

Code Abstractions

UV_Stream_Listen

Starts listening for incoming connections in a stream.

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

- Parameters
  - `stream`: stream to listen
  - `backlog`: number of connections the kernel might queue (default: `128`)
- Public fields
  - `ok`: event signalled on every new incoming connection
- Return
  - `int`: operation status
    - `0`: success
    - `<0`: error

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

Example

Opens a TCP stream, 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_Open tcp = spawn UV_TCP_Open(_);
watching tcp do
    var _sockaddr_in addr = _;
    _uv_ip4_addr("0.0.0.0", 7000, &&addr);
```

```
    _uv_tcp_bind(&&tcp.stream.handle as _uv_tcp_t&&, &&addr as _sockaddr&&, 0);

    var&? UV_Stream_Listen listen = spawn UV_Stream_Listen(&tcp.stream,_);
    watching listen do
        every listen.ok do
            <...>   // handle incoming connections
        end
    end
end

escape 0;
```

UV_Stream_Read_N

Reads a specified number of bytes from the stream to its buffer.

```
code/await UV_Stream_Read_N (var& UV_Stream stream, var usize? n) -> ssize
```

- Parameters
  - `stream`: stream to read
  - `n`: number of bytes to read (default: whatever arrives in the stream)
- Return
  - `ssize`: number of bytes read from `stream`
    - `>=0`: number of bytes (not related to `n`)
    - `<0`: read error

After returning, if no errors occur, the stream buffer will contain at least `n` bytes.
If the buffer already contains `n` bytes in the beginning, no read occurs and `0` is returned.

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

libuv references: `uv_read_stop`.

Example

Connects to `127.0.0.1:7000` and reads and writes in a loop:

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

var&? UV_TCP_Connect c = spawn UV_TCP_Connect("127.0.0.1", 7000, _);
watching c do
    await c.ok;

    loop do
        await UV_Stream_Read_N(&c.stream,_);    // reads anything
        _printf("%s\n", &&c.stream.buffer[0]);  // shows it in the screen
        await UV_Stream_Write_N(&c.stream,_);   // writes it back
```

```
    end
end

escape 0;
```

UV_Stream_Read_Line

Reads a line from a stream.

```
code/await UV_Stream_Read_Line (var& UV_Stream stream, var&[] byte line) -> ssize
```

- Parameters
  - `stream`: stream to read
  - `line`: alias to destination buffer (excludes the leading `\n`)
- Return
  - `ssize`: number of bytes read from `stream`
    - `>=0`: number of bytes (not related to `n`)
    - `<0`: read error

Céu-libuv references: `UV_Stream_Read_N`.

Example

Connects to `127.0.0.1:7000` and reads and writes in a loop:

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

var&? UV_TCP_Connect c = spawn UV_TCP_Connect("127.0.0.1", 7000, _);
watching c do
    await c.ok;

    loop do
        var[] byte line;
        await UV_Stream_Read_Line(&c.stream,&line);     // reads a line
        _printf("%s\n", &&line[0]);                     // shows it in the screen
        line = line .. "\n" .. c.stream.buffer;
        c.stream.buffer = [] .. line;
        await UV_Stream_Write_N(&c.stream,_);           // writes it back
    end
end

escape 0;
```

UV_Stream_Write_N

Writes a specified number of bytes to the stream from its buffer.

```
code/await UV_Stream_Write_N (var& UV_Stream stream, var usize? n) -> ssize
```

- Parameters
  - `stream`: stream to write
  - `n`: number of bytes to write (default: current size of the `stream` buffer)
- Return
  - `ssize`: number of bytes written
    - `>=0`: number of bytes
    - `<0`: write error

The written bytes are removed from the stream buffer.

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

Example

Connects to `127.0.0.1:7000` and reads and writes in a loop:

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

var&? UV_TCP_Connect c = spawn UV_TCP_Connect("127.0.0.1", 7000, _);
watching c do
    await c.ok;

    loop do
        await UV_Stream_Read_N(&c.stream,_);    // reads anything
        _printf("%s\n", &&c.stream.buffer[0]);  // shows it in the screen
        await UV_Stream_Write_N(&c.stream,_);   // writes it back
    end
end

escape 0;
```

TCP

TCP

Provides TCP operations.

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

Code Abstractions

UV_TCP_Open

Opens a TCP stream.

```
code/await UV_TCP_Open (var int? buffer_size) -> (var UV_Stream stream) -> int
```

- Parameters
  - `buffer_size`: size of the read & write ring buffer (default: `1024`)
- Public fields
  - `stream`: opened and uninitialized TCP stream
- 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`.

Example

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

var&? UV_TCP_Open tcp = spawn UV_TCP_Open(_);
var int? err =
    watching tcp do
        <...>   // use the raw `tcp` stream
    end;
if err? then
    _fprintf(_stderr, "%s\n", _uv_strerror(err!));
end

escape 0;
```

UV__TCP__Connect

Opens a TCP stream and connects it.

```
code/await UV_TCP_Connect (var _char&& ip, var int port, var int? buffer_size)
                          -> (var& UV_Stream stream, event void ok)
                              -> int
```

- Parameters
  - `ip`: remote host
  - `port`: remote port
  - `buffer_size`: size of the read & write stream ring buffer (default: `1024`)
- Public fields
  - `stream`: TCP stream
  - `ok`: event signalled when `stream` 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`.

Example

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

var&? UV_TCP_Connect c = spawn UV_TCP_Connect("127.0.0.1", 7000, _);
watching c do
    await c.ok;
    <...>   // use the connected TCP `c.stream`
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 int
                                    -> (var& UV_Stream stream, event& void ok)
                                        -> int
```

- Parameters
  - `ip`: local host (default: `"0.0.0.0"`)
  - `port`: local port
  - `backlog`: number of connections the kernel might queue (default: `128`)
  - `buffer_size`: size of the read & write stream ring buffer (default: `1024`)
- Public fields
  - `stream`: TCP stream
  - `ok`: event 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_Stream_Listen`.

Example

Listen on port `7000`:

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

var&? UV_TCP_Open_Bind_Listen tcp = spawn UV_TCP_Open_Bind_Listen("0.0.0.0", 7000, _,_);
watching tcp do
    every tcp.ok do
        <...>   // handle incoming connections
    end
```

```
end

escape 0;
```

UV_TCP_Server

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, var int? buffer_size,
                          var&? UV_TCP_Server_Data shared)
                            -> int
```

- Parameters
  - `ip`: local host (default: `"0.0.0.0"`)
  - `port`: local port
  - `backlog`: number of connections the kernel might queue (default: `128`)
  - `buffer_size`: size of the read & write stream ring buffer (default: `1024`)
  - `shared`: an optional payload to be shared with all handlers
- Return
  - `int`: TCP error
    - returns only in case of error (always `<0`)

The handler is a user-defined `code/await` with the fixed identifier `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_Stream stream, var&? UV_TCP_Server_Data shared) ->
    <...>       // handles a new client connection
end
##include "uv/tcp-server.ceu"
<...>
```

The handler receives a TCP stream 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` of that size.

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

libuv references: [`_uv_accept`].

Example:

Executes a server on `0.0.0.0:7000` and handles each connection inside `UV_TCP_Server_Handler`:

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

data UV_TCP_Server_Data;    // empty data

code/await UV_TCP_Server_Handler (var& UV_Stream stream, var&? UV_TCP_Server_Data shared) ->
    <...>                   // handles a new client connection
end

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

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

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