

Date: 16-11-21:

fctrl()

→ How to duplicate filedescriptor?

- ① dup()
- ② dup2()

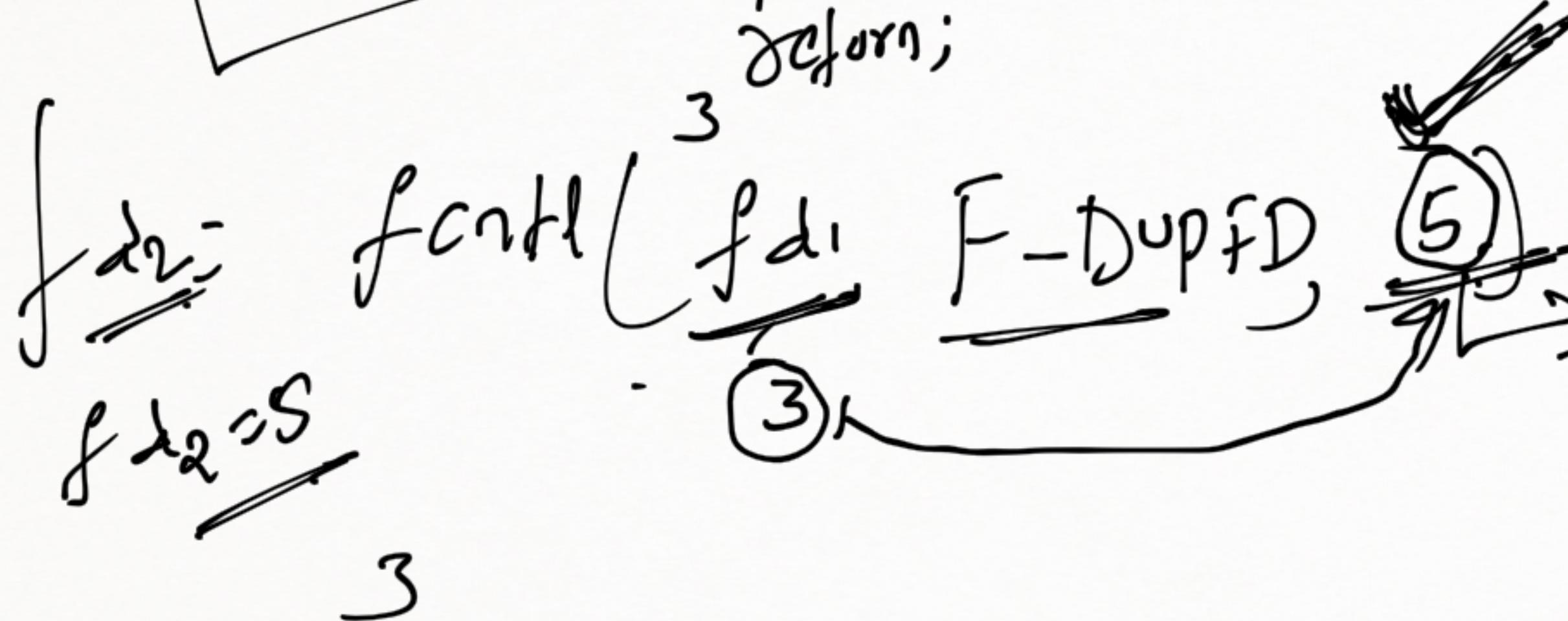
→ WC can use fctrl() also for duplicating The
file descriptor

→ main()

{
int fd₁, fd₂;

fd₁ = open("Temp", O_WRONLY | O_CREAT | O_TRUNC, 0644)

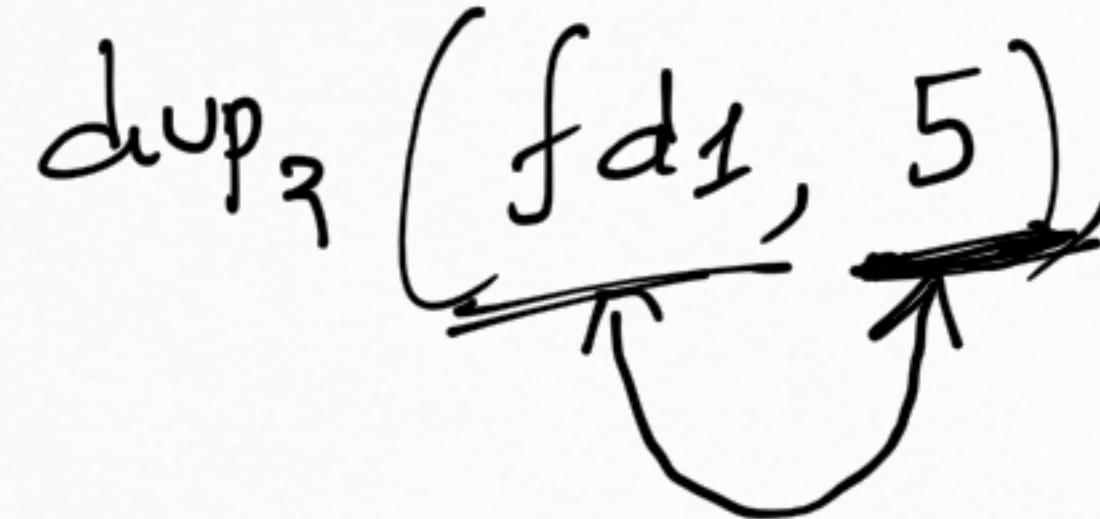
if (fd₁ < 0)
{
 perror("open");
 exit(1);



command → F-DUPFD

→ If 5 is free than fd₁ is
duplicated with 5, suppose 5 is
busy then it will duplicate w/ the
next number i.e. 6

→ $\text{dup}_3(\text{fd}_1, 5)$



→ $\text{fcntl}(\text{fd}_1, \text{F-DUPFD}, 5)$

↳ command is useful for duplicating the
file descriptor

dup() ✓
dup2() ✓
fcntl() ✓

→ Using `fcntl()` possible to find size of the pipe without blocking the pipe?

1) `main()`
for `fd[2]`; `count = 0`;
`char ch = 'a'`;

PIPE2(fd, O-NONBLOCK); → this flag will nonblock
the pipe on both sides
(read end/write end)
while (write(fd[1], &ch, 1) > 0)
 count++;
 printf("size of the pipe: %d\n", count);

→ using Pipe2 with O-NONBLOCK flag both the ends are nonblock (read end and write end)
→ specific end nonblock not possible with Pipe2()

→ Using fcntl() specific and non block is possible

macro
{ fd[fd[2]], count=0;

char ch='a';

pipe(fd);

→ This command will unblock the pipe on specific end

fcntl (~~fd[1]~~, F_SETFL, O_NONBLOCK)

↳ write cmd in the pipe is unblocked

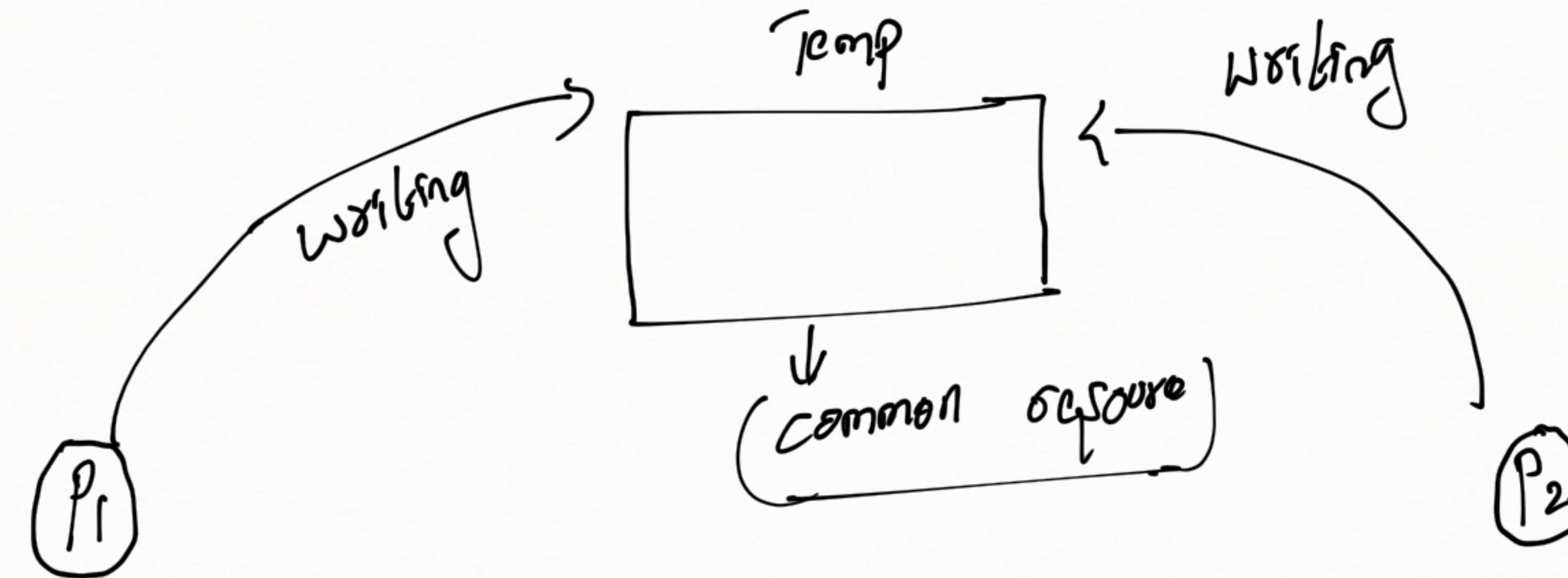
while (write (fd[1], &ch, 1) > 0)

count++;

3 printf ("size of the pipe: %d\n", count);

Advisory locking or record locking

→ `fcntl()` also useful for record locking.



→ When more than one process trying to access a

common resource (file) then there must be a proper synchronization. Otherwise change of data corruption.

→ By using advisory locking when more than one process trying to access a common resource we can provide proper synchronization.

struct flock 

fcntl(fd, F_SETLK, &v)

F_SETLKW
F_SETLK