

CSGE602055 Operating Systems  
CSF2600505 Sistem Operasi  
Minggu 04: Addressing, Shared Lib, Pointer & I/O  
Programming

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Minggu 00	29 Aug - 05 Sep 2017	Intro & Review
Minggu 01	07 Sep - 12 Sep 2017	IPR, SED, AWK, REGEX, & Scripting
Minggu 02	14 Sep - 19 Sep 2017	Protection, Security, Privacy, & C-language
Minggu 03	26 Sep - 30 Sep 2017	BIOS, Loader, Systemd, & I/O
Minggu 04	03 Okt - 07 Okt 2017	Addressing, Shared Lib, Pointer & I/O Programming
Minggu 05	10 Okt - 14 Okt 2017	Virtual Memory
Ming. UTS	15 Okt - 24 Okt 2017	
Minggu 06	26 Okt - 31 Okt 2017	Concurrency: Processes & Threads
Minggu 07	02 Nov - 07 Nov 2017	Synchronization
Minggu 08	09 Nov - 14 Nov 2017	Scheduling & Network Sockets Programming
Minggu 09	16 Nov - 21 Nov 2017	File System & Persistent Storage
Minggu 10	23 Nov - 28 Nov 2017	Special Topic: Blockchain
Cadangan	30 Nov - 09 Des 2017	
Ming. UAS	10 Des - 23 Des 2017	

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# Week 04: Addressing, Shared Lib, Pointer & I/O Prog

- Reference (I/O): (OLD 08)
- This will be a difficult week
  - Pray! Pray! We got to pray just to make it today (McH)!
  - Goosfraba: Turn To Page 394 (AM-HP3)!
- 8 bit Variable (eg. `int ii=10;`)
  - Value ( $10_{10} == 0x\ 0A$ )
  - Logical Address (eg. `0x\ 0040`)
  - Meaning & Context (Variabel "ii" is an integer).
  - `[0x\ 0040] == 0x\ 0A`
- Multiple Address Variable (> 1 byte size)
  - Little-Endian (LE)
  - Big-Endian (BE)
  - Bi-Endian
- Executable File Format
  - Ancient Linux/Unix: Assembler Output → `[a.out]`.
  - iOS, MacOS: Mach-Output (Mach-O).
  - Linux: Executable and Linking Format (ELF).
  - Windows: Portable Executable (PE) →  
`[.acm, .ax, .cpl, .dll, .drv, .efi, .exe, .mui, .ocx, .scr, .sys, .tsp]`.

# Programming

- `putchar(char)`
- `getpid()`
- `getppid()`
- `sprintf(char*, const char*)`
- `fflush(NULL)`
- MSIZE1 (10k) MSIZE2 (20k) MSIZE3 (50k) MSIZE4 (100k)  
MSIZE5 (1M) MSIZE6 (10M) MSIZE1
- `top`
  - PID (Process Id), PPID (Parent PID), %MEM (Memory), VIRT (Virtual Image KiB), RES (Residen Size KiB), SHR (Shared Memory KiB), SWAP (Swapped Size KiB), CODE (Code Size KiB), DATA (Data+Stack KiB), USED (Res+Swap Size KiB).
  - Save: `~/.toprc`
  - `top -b -n 1 -pYOUR_PID`
- `malloc(size_t)`
- `free(void*)`
- `system(const char*)`

# Addressing (Eg. 16 bits)

16 Bits Logical Address Table (HEX)																	Examples			
ADDR	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	bits	L/B	PTR	VALUE
000X	A0	A1	A2	A3	A4	A5	A6	A7	A8	A9	AA	AB	AC	AD	AE	AF	8	—	[0008]	A8
001X	B0	B1	B2	B3	B4	B5	B6	B7	B8	B9	BA	BB	BC	BD	BE	BF	8	—	[0014]	B4
002X	C0	C1	C2	C3	C4	C5	C6	C7	C8	C9	CA	CB	CC	CD	CE	CF	8	—	[0015]	B5
003X	D0	D1	D2	D3	D4	D5	D6	D7	D8	D9	DA	DB	DC	DD	DE	DF	16	LE	[0014]	B5 B4
004X	0A																16	BE	[0014]	B4 B5
⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	32	LE	[0014]	B7 B6 B5 B4
FFFX																	1 address == 1 byte LE: Little Endian BE: Big Endian			

# Makefile

```
CC=gcc
P00=00-global-variables
P01=01-local-variables
...

EXECS= \
    $(P00) \
    $(P01) \
...

DEMOFILES=\
    demo-file1.txt \
    demo-file2.txt \
...

all: $(EXECS)

$(P00): $(P00).c
    $(CC) $(P00).c -o $(P00) -Xlinker -Map=$(P00).map

$(P01): $(P01).c
    $(CC) $(P01).c -o $(P01) -Xlinker -Map=$(P01).map
...

$(P04): $(P04).c
    $(CC) $(P04).c -o $(P04)
...
clean:
    rm -f ${EXECS}
...
demo:
    bash .shsh
```



# 00-global-variables

```
/* Global Variables in Data Segment*/
```

```
char   varchr0='a';
```

```
char   varchr1='b';
```

```
char   varchr2='c';
```

```
char   varchr3='d';
```

```
char   varchr4='e';
```

```
char   varchr5='f';
```

```
char   varchr6='g';
```

```
char   varchr7='h';
```

```
VARIABLE  +++  VALUE  +CHR+  + ADDRESS+
```

```
varchr0 =          0X61 = a      0x601038
```

```
varchr1 =          0X62 = b      0x601039
```

```
varchr2 =          0X63 = c      0x60103a
```

```
varchr3 =          0X64 = d      0x60103b
```

```
varchr4 =          0X65 = e      0x60103c
```

```
varchr5 =          0X66 = f      0x60103d
```

```
varchr6 =          0X67 = g      0x60103e
```

```
varchr7 =          0X68 = h      0x60103f
```

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
60103X									'a'	'b'	'c'	'd'	'e'	'f'	'g'	'h'

# Memory Map

## Memory Configuration (00-global-char.map)

Name	Origin	Length	Attributes
*default*	0x0000000000000000	0xffffffffffffffff	PLT=Procedure Linkage Table
.plt	0x0000000000400420	0x30	/usr/lib/.../crt1.o
	0x0000000000400430		puts@@GLIBC\2.2.5
	0x0000000000400440		printf@@GLIBC\2.2.5
.text	0x0000000000400450	0x282	
.data	0x0000000000601028	0x18	
.data	0x0000000000601038	0x8	/tmp/cc0DQ6w0.o
	0x0000000000601038		varchr0
	0x0000000000601039		varchr1
	...		...
	0x000000000060103e		varchr6
	0x000000000060103f		varchr7
.bss	0x0000000000601040	0x8	

# Linux Libraries



Figure: Linux Libraries

- Static Libraries (embedded in the program).
  - Self contained
  - StaticLib.a
- Shared Libraries
  - Dynamic Linking (run-time.so).
  - Dynamic Loading (controlled by the program, DL-API).

# 01-local-variables

```
/* Local Variables in Stack Segment */
```

```
char   varchr0='a';
```

```
char   varchr1='b';
```

```
char   varchr2='c';
```

```
char   varchr3='d';
```

```
char   varchr4='e';
```

```
char   varchr5='f';
```

```
char   varchr6='g';
```

```
char   varchr7='h';
```

```
VARIABLE   +++   VALUE +CHR+   +++   ADDRESS   +++
```

```
varchr0 =           0X61 = a       0x7ffcc188b51f
```

```
varchr1 =           0X62 = b       0x7ffcc188b51e
```

```
varchr2 =           0X63 = c       0x7ffcc188b51d
```

```
varchr3 =           0X64 = d       0x7ffcc188b51c
```

```
varchr4 =           0X65 = e       0x7ffcc188b51b
```

```
varchr5 =           0X66 = f       0x7ffcc188b51a
```

```
varchr6 =           0X67 = g       0x7ffcc188b519
```

```
varchr7 =           0X68 = h       0x7ffcc188b518
```

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
00007ffc-c188b51X									'h'	'g'	'f'	'e'	'd'	'c'	'b'	'a'

## 02-pointers (LE: Little Endian)

```
char   varchr0='a';
char   varchr1='b';
char   varchr2='c';
char   varchr3='d';
char*  ptrchr0=&varchr0;
char*  ptrchr1=&varchr1;
char*  ptrchr2=&varchr2;
char*  ptrchr3=&varchr3;
```

VARIABLE	+++	VALUE	+CHR+	+ADDRESS	+POINTS TO+
varchr0	=	0X61	= a	0x601038	
varchr1	=	0X62	= b	0x601039	
varchr2	=	0X63	= c	0x60103a	
varchr3	=	0X64	= d	0x60103b	
ptrchr0	=	0x601038		0x601040	a
ptrchr1	=	0x601039		0x601048	b
ptrchr2	=	0x60103a		0x601050	c
ptrchr3	=	0x60103b		0x601058	d

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
00000000-0060103X									'a'	'b'	'c'	'd'				
00000000-0060104X	00000000-00601038								00000000-00601039							
00000000-0060105X	3A	10	60	00	00	00	00	00	3B	10	60	00	00	00	00	00

# 03-pointers-of-pointers (LE)

```
=====
/* Global Variables in Data Segment*/
char   varchr0='a';
char   varchr1='b';
char   varchr2='c';
char   varchr3='d';
char*  ptrchr0=&varchr0;
char*  ptrchr1=&varchr1;
char*  ptrchr2=&varchr2;
char*  ptrchr3=&varchr3;
char** ptrptr0=&ptrchr0;
char** ptrptr1=&ptrchr1;
char** ptrptr2=&ptrchr2;
char** ptrptr3=&ptrchr3;
VARIABLE  +++  VALUE +CHR+ +ADDRESS + +POINTS TO+
varchr0 =      0x61 = a      0x601038
varchr1 =      0x62 = b      0x601039
varchr2 =      0x63 = c      0x60103a
varchr3 =      0x64 = d      0x60103b
ptrchr0 = 0x601038      0x601040      a
ptrchr1 = 0x601039      0x601048      b
ptrchr2 = 0x60103a      0x601050      c
ptrchr3 = 0x60103b      0x601058      d
ptrptr0 = 0x601040      0x601060 0x601038
ptrptr1 = 0x601048      0x601068 0x601039
ptrptr2 = 0x601050      0x601070 0x60103a
ptrptr3 = 0x601058      0x601078 0x60103b
=====
```

## 03-pointers-of-pointers (2)

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
60103X									'a'	'b'	'c'	'd'				
60104X	601038								601039							
60105X	60103A								60103B							
60106X	601040								601048							
60107X	601050								601058							

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
00000000-0060103X									61	62	63	64				
00000000-0060104X	38	10	60	00	00	00	00	00	39	10	60	00	00	00	00	00
00000000-0060105X	3A	10	60	00	00	00	00	00	3B	10	60	00	00	00	00	00
00000000-0060106X	40	10	60	00	00	00	00	00	48	10	60	00	00	00	00	00
00000000-0060107X	50	10	60	00	00	00	00	00	58	10	60	00	00	00	00	00

# 04-pointers-of-pointers-of-pointers (LE)

```
/* Global Variables in Data Segment*/
```

```
char   varchr0='a';  
char   varchr1='b';  
char   varchr2='c';  
char   varchr3='d';  
char*   ptrchr0=&varchr0;  
char*   ptrchr1=&varchr1;  
char*   ptrchr2=&varchr2;  
char*   ptrchr3=&varchr3;  
char**  ptrptr0=&ptrchr0;  
char**  ptrptr1=&ptrchr1;  
char**  ptrptr2=&ptrchr2;  
char**  ptrptr3=&ptrchr3;  
char*** ppptr0=&ptrptr0;
```

VARIABLE	+++	VALUE	+CHR+	+ADDRESS +	+POINTS TO+
varchr0	=	0X61	= a	0x601038	
varchr1	=	0X62	= b	0x601039	
varchr2	=	0X63	= c	0x60103a	
varchr3	=	0X64	= d	0x60103b	
ptrchr0	=	0x601038		0x601040	a
ptrchr1	=	0x601039		0x601048	b
ptrchr2	=	0x60103a		0x601050	c
ptrchr3	=	0x60103b		0x601058	d
ptrptr0	=	0x601040		0x601060	0x601038
ptrptr1	=	0x601048		0x601068	0x601039
ptrptr2	=	0x601050		0x601070	0x60103a
ptrptr3	=	0x601058		0x601078	0x60103b
ppptr0	=	0x601060		0x601080	0x601040



## 04-pointers-of-pointers-of-pointers (2)

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
60103X									'a'	'b'	'c'	'd'				
60104X	601038								601039							
60105X	60103A								60103B							
60106X	601040								601048							
60107X	601050								601058							
60108X	601060															

- `***ppptr0 = **ptrptr0 = *ptrchr = varchr0`
- `ppptr0 = [601080] = 601060`
- `ptrptr0 = [601060] = 601040`
- `ptrchr0 = [601040] = 601038`
- `varchr0 = [601038] = 'a'`

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
00000000-0060103X									61	62	63	64				
00000000-0060104X	38	10	60	00	00	00	00	00	39	10	60	00	00	00	00	00
00000000-0060105X	3A	10	60	00	00	00	00	00	3B	10	60	00	00	00	00	00
00000000-0060106X	40	10	60	00	00	00	00	00	48	10	60	00	00	00	00	00
00000000-0060107X	50	10	60	00	00	00	00	00	58	10	60	00	00	00	00	00
00000000-0060108X	60	10	60	00	00	00	00	00								

## 05-chrptr-vs-intptr (LE)

```
=====
/* Global Variables in Data Segment*/
int    varint0=0x41424344;
char   varchr0='a';
char   varchr1='b';
char   varchr2='c';
char   varchr3='d';

int*    ptrint0=&varint0;
char*   ptrchr0=&varchr0;

ptrint0=(int*) &varchr2;
varint0=*ptrint0;

ptrchr0=(char*) &varint0;
varchr0=*ptrchr0;

ptrchr0++;
varchr0=*ptrchr0;
=====
```

## 05-chrptr-vs-intptr (2)

```
VARIABLE  +++  VALUE +CHR+ +ADDRESS + +POINTS TO+++
varint0 = 0X41424344 = D      0x601038
varchr0 =           0X61 = a      0x60103c
varchr1 =           0X62 = b      0x60103d
varchr2 =           0X63 = c      0x60103e
varchr3 =           0X64 = d      0x60103f
ptrint0 = 0x601038           0x601048  0X41424344
ptrchr0 = 0x60103c           0x601050      a
!!! ptrint0=(int*) &varchr1; varint0=*ptrint0; !!!
VARIABLE  +++  VALUE +CHR+ +ADDRESS + +POINTS TO+++
ptrint0 = 0x60103d           0x601048  0X65646362
varint0 = 0X65646362 = b      0x601038
```

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
00000000-0060103X									44	43	42	41	61	62	63	64
00000000-0060104X	65								38	10	60	00	00	00	00	00
00000000-0060105X	3C	10	60	00	00	00	00	00								

---

00000000-0060103X									62	63	64	65	61	62	63	64
00000000-0060104X	65								3D	10	60	00	00	00	00	00

## 05-chrptr-vs-intptr (2)

```
!!! ptrchr0=(char*) &varint0; varchr0=*ptrchr0; !!!  
VARIABLE  +++  VALUE +CHR+ +ADDRESS + +POINTS TO+++  
ptrchr0 =    0x601038          0x601050          0X62  
varchr0 =          0X62 = b    0x60103c  
!!!! !!!!! ptrchr0++; varchr0=*ptrchr0; !!!!! !!!!!  
VARIABLE  +++  VALUE +CHR+ +ADDRESS + +POINTS TO+++  
ptrchr0 =    0x601039          0x601050          0X63  
varchr0 =          0X63 = c    0x60103c
```

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
00000000-0060103X									44	43	42	41	61	62	63	64
00000000-0060104X	65								38	10	60	00	00	00	00	00
00000000-0060105X	3C	10	60	00	00	00	00	00								
00000000-0060103X									62	63	64	65	61	62	63	64
00000000-0060104X	65								3D	10	60	00	00	00	00	00
00000000-0060103X									62	63	64	65	62	62	63	64
00000000-0060105X	38	10	60	00	00	00	00	00								
00000000-0060103X									62	63	64	65	63	62	63	64
00000000-0060105X	39	10	60	00	00	00	00	00								

# 06-pointer-address (LE)

```
unsigned char   varchr0='a';
unsigned char*  ptrchr0=&varchr0;
unsigned char*  ptrcopy=(char *) &ptrchr0;
```

VARIABLE	+++	VALUE	+++	+CHR+	+++	ADDRESS	+++	+PTS	TO+
varchr0 =		0X61	= a			0x7ffe7bb7369f			
ptrchr0 =	0x7ffe7bb7369f					0x7ffe7bb73690		0X61	

```
!!! !!!!! ptrcopy++; ptrcopy++; ptrcopy++; ... !!!!! !!!
ptrcopy = 0x7ffe7bb73690      0x7ffe7bb73688      0X9F
ptrcopy = 0x7ffe7bb73691      0x7ffe7bb73688      0X36
ptrcopy = 0x7ffe7bb73692      0x7ffe7bb73688      0XB7
ptrcopy = 0x7ffe7bb73693      0x7ffe7bb73688      0X7B
ptrcopy = 0x7ffe7bb73694      0x7ffe7bb73688      0XFE
ptrcopy = 0x7ffe7bb73695      0x7ffe7bb73688      0X7F
ptrcopy = 0x7ffe7bb73696      0x7ffe7bb73688      00
ptrcopy = 0x7ffe7bb73697      0x7ffe7bb73688      00
```

# 06-pointer-address (2)

```

!!! !!!!! ptrcopy++; ptrcopy++; ptrcopy++; ... !!!!! !!!
VARIABLE  +++  VALUE  +++ +CHR+  +++ ADDRESS  +++ +PTS TO+
ptrchr0 = 0x7ffe7bb7369f          0x7ffe7bb73690      0X61
ptrcopy = 0x7ffe7bb73690          0x7ffe7bb73688      0X9F
ptrcopy = 0x7ffe7bb73691          0x7ffe7bb73688      0X36
ptrcopy = 0x7ffe7bb73692          0x7ffe7bb73688      0XB7
ptrcopy = 0x7ffe7bb73693          0x7ffe7bb73688      0X7B
ptrcopy = 0x7ffe7bb73694          0x7ffe7bb73688      0XFE
ptrcopy = 0x7ffe7bb73695          0x7ffe7bb73688      0X7F
ptrcopy = 0x7ffe7bb73696          0x7ffe7bb73688        00
ptrcopy = 0x7ffe7bb73697          0x7ffe7bb73688        00

```

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
00007FFE-7BB7368X									90	36	B7	7B	FE	7F	00	00
00007FFE-7BB7369X	9F	36	B7	7B	FE	7F	00	00								61
00007FFE-7BB7368X									91	36	B7	7B	FE	7F	00	00
00007FFE-7BB7368X									92	36	B7	7B	FE	7F	00	00
00007FFE-7BB7368X									93	36	B7	7B	FE	7F	00	00
00007FFE-7BB7368X									94	36	B7	7B	FE	7F	00	00
00007FFE-7BB7368X									95	36	B7	7B	FE	7F	00	00
00007FFE-7BB7368X									96	36	B7	7B	FE	7F	00	00
00007FFE-7BB7368X									97	36	B7	7B	FE	7F	00	00

## 07-addresses (LE)

```
unsigned int  glInt1 = 0x41;
unsigned int  glInt2 = 0x42;
unsigned int  glInt3 = 0x43;
unsigned int  glInt4 = 0x44;
unsigned int  glInt5 = 0x45;
unsigned int* heapArray[] =
    {&glInt1, &glInt2, &glInt3, &glInt4, &glInt5};
```

Variable Name	Address	Size(S)/Value(V)
=====		
glInt1	0x601060	0X41 (V)
glInt2	0x601064	0X42 (V)
glInt3	0x601068	0X43 (V)
glInt4	0x60106c	0X44 (V)
heapArray---	0x601080	0X601060 (V)
heapArray[0]	0x601080	0X601060 (V)
heapArray[1]	0x601088	0X601064 (V)
heapArray[2]	0x601090	0X601068 (V)
heapArray[3]	0x601098	0X60106C (V)
heapArray[4]	0x6010a0	0X601070 (V)

## 07-addresses (2)

```
#define ALLOC0 0x4BD8
#define ALLOC1 0xFF8
#define ALLOC2 0x18
#define ALLOC3 0x19
#define ALLOC4 1
heapArray[0]=malloc(ALLOC0);
heapArray[1]=malloc(ALLOC1);
heapArray[2]=malloc(ALLOC2);
heapArray[3]=malloc(ALLOC3);
heapArray[4]=malloc(ALLOC4);
```

Variable Name	Address	Size(S)/Value(V)
=====		
heapArray---	0x601080	0X23CF420 (V)
heapArray[0]	0x601080	0X23CF420 (V)
heapArray[1]	0x601088	0X23D4000 (V)
heapArray[2]	0x601090	0X23D5000 (V)
heapArray[3]	0x601098	0X23D5020 (V)
heapArray[4]	0x6010a0	0X23D5050 (V)



## 07-addresses (3)

```
long printVariable(char* varName, void* varValue, long endAddr) { ... }
long printHeapArray(int mode) { ... }
long demoMalloc(int mode) { ... }
long tripleLoop(int mode) { ... }
void main(void)          { ... }
```

Variable Name	Address	Size(S)/Value(V)
printf	0x400480	
malloc	0x400490	
printVariable	0x400596	0XBE (S)
printHeapArray	0x400654	0XA3 (S)
demoMalloc	0x4006f7	0X7E (S)
tripleLoop	0x400775	0XFC (S)
main	0x400871	0X148 (S)

# 07-addresses (3)

#####

## Memory Configuration

	0x0000000000400238	(SEGMENT-START ("text-segment", 0x400000) + SIZEOF-HEADERS)
.plt	0x0000000000400460	0x40 /usr/lib/gcc/.../x86-64-linux-gnu/crt1.o
	0x0000000000400470	puts@@GLIBC_2.2.5
	0x0000000000400480	printf@@GLIBC_2.2.5
	0x0000000000400490	malloc@@GLIBC_2.2.5
.text	0x00000000004004a0	0x592
.text	0x0000000000400596	0x41d /tmp/ccU78N7D.o
	0x0000000000400596	printVariable
	0x0000000000400654	printHeapArray
	0x00000000004006f7	demoMalloc
	0x0000000000400775	tripleLoop
	0x0000000000400871	main
.data	0x0000000000601060	0x48 /tmp/ccU78N7D.o
	0x0000000000601060	glInt1
	0x0000000000601064	glInt2
	0x0000000000601068	glInt3
	0x000000000060106c	glInt4
	0x0000000000601070	glInt5
	0x0000000000601080	heapArray

#####

# 08-passing-parameters

```
#define NOP()    __asm__ ("nop") /* No Operation inline gcc ASM *** */
#include <stdio.h>
int  varInt1    = 0x01;
int  varInt2    = 0x02;
int* ptrInt1    = &varInt1;
int* ptrInt2    = &varInt2;
void function1(void) {
    NOP();
}
void function2(int iif2) {
    printf("function2:    iif2 = %d\n", ++iif2);
}
void function3(int* iif3) {
    printf("function3:    iif3 = %d\n", ++(*iif3));
}
int  function4(void) {
    NOP();
}
int* function5(void) {
    NOP();
}
void main(void) {
    function1();
    printf("main-1:    *ptrInt1 = %d\n", *ptrInt1);
    function2(*ptrInt1);
    printf("main-2:    *ptrInt1 = %d\n", *ptrInt1);
    printf("main-3:    varInt1 = %d\n",  varInt1);
    function3(&varInt1);
    printf("main-4:    varInt1 = %d\n",  varInt1);
}
```

*// main-1: \*ptrInt1 = 1*  
*// function2: iif2 = 2*  
*// main-2: \*ptrInt1 = 1*  
*// main-3: varInt1 = 1*  
*// function3: iif3 = 2*  
*// main-4: varInt1 = 2*

# 09-struct

```
#include <stdio.h>

typedef struct {
    char* nama;
    int umur;
    int semester;
    char* NIM;
} student;

void printStruct(student* ss) {
    printf("%-10s %11s %3d %2d\n", ss->nama, ss->NIM, ss->umur, ss->semester);
}

student global;
void init(void) {
    global.nama      = "Burhan";
    global.NIM       = "1205000003";
    global.umur      = 10;
    global.semester  = 2;
}

void main(void) {
    student mhs = {"Ali", 12, 1, "1205000001"};
    printStruct(&mhs);
    init();
    printStruct(&global);
}

=====
Ali          1205000001  12  1
Burhan       1205000003  10  2
```

# 50-get-put — 51-get-put-loop

```
#include <stdio.h>
```

```
void main (void) {  
    int cc = getchar();  
    putchar(cc);  
    putchar('\n');  
}
```

```
>>>> $ 50-get-put  
x  
x  
>>>> $ 50-get-put  
abcde  
a
```

```
=====  
#include <stdio.h>
```

```
void main (void) {  
    int cc;  
    while((cc = getchar()) != EOF) {  
        putchar(cc);  
    }  
}
```

```
>>>> $ 51-get-put-loop  
xxxx  
xxxx
```

## 52-open-close

```
* === umask() ===
* int open(const char* pathname, int flags, mode_t mode);
* === FLAGS: ===
* O_RDONLY Open the file so that it is read only.
* O_WRONLY Open the file so that it is write only.
* O_RDWR  Open the file so that it can be read from and written to.
* O_APPEND Append new information to the end of the file.
* O_TRUNC  Initially clear all data from the file.
* O_CREAT  If the file does not exist, create it.
           You must include the third parameter.
* O_EXCL   With O_CREAT: exists, the call will fail.
* === MODE ===
* S_IRWXU 00700 user (file owner) has read, write and execute permission
* S_IRUSR 00400 user has read permission
* S_IWUSR 00200 user has write permission
* S_IXUSR 00100 user has execute permission
*
* S_IRWXG 00070 group has read, write and execute permission
* S_IRGRP 00040 group has read permission
* S_IWGRP 00020 group has write permission
* S_IXGRP 00010 group has execute permission
*
* S_IRWXO 00007 others have read, write and execute permission
* S_IROTH 00004 others have read permission
* S_IWOTH 00002 others have write permission
* S_IXOTH 00001 others have execute permission
```

## 52-open-close (2)

```
#define FILE1 "demo-file1.txt"
#define FILE2 "demo-file2.txt"
#define FILE3 "demo-file3.txt"

#include <stdio.h>
#include <sys/stat.h>
#include <fcntl.h>
#include <unistd.h>
void main(void) {
    char* file1=FILE1;
    char* file2=FILE2;
    char* file3=FILE3;

    int fd; /* to hold a file descriptor */
    /* umask(0);      ***** */
    fd = open (file1, O_CREAT | O_RDWR, S_IRWXU);
    close(fd);
    fd = open (file2, O_CREAT | O_RDWR, S_IRWXU|S_IRGRP|S_IWGRP|S_IROTH);
    close(fd);
    fd = open (file3, O_CREAT | O_RDWR, 0711);
    close(fd);
    fd = open (file3, O_CREAT | O_RDWR, 0700);
    close(fd);
}

>>>> $ ls -al demo-file[234].txt
-rwxr--r-- 1 demo demo 0 Oct  5 17:49 demo-file2.txt
-rwx--x--x 1 demo demo 0 Oct  5 17:49 demo-file3.txt
-rw-r--r-- 1 demo demo 75 Oct  5 17:49 demo-file4.txt
>>>> $
```

# 53-file-pointer

```
#define FILE4 "demo-file4.txt"
#include <stdio.h>
#include <stdlib.h>

void main(void) {
    FILE* fp;
    int cc;

    printf ("*** Open and listing file %s ***\n\n", FILE4);
    if ((fp=fopen(FILE4, "r")) == NULL) {
        printf("fopen error...\n");
        exit(1);
    }
    while((cc=fgetc(fp)) != EOF) {
        printf("%c", cc);
    }
    printf("\n");
    fclose(fp);
}
```

\*\*\* Open and listing file demo-file4.txt \*\*\*

Line 1: Blah Blah Blah 1  
Line 2: Blah Blah Blah 2  
Line 3: Blah Blah Blah 3



# 54-write

```
#include <stdio.h>
#include <sys/types.h>
#include <sys/stat.h>
#include <fcntl.h>
#include <unistd.h>
#include <string.h>

#define FILE5 "demo-file5.txt"
static char* str1 = "AAAXBBB\n";
static char* str2 = "CCC\n";

void main(void) {
    int fd1, fd2;
    fd1 = open (FILE5, O_RDWR | O_CREAT, 0644);
    fd2 = open (FILE5, O_RDWR | O_CREAT, 0644);
    printf("File Descriptors --- fd1 = %d, fd2 = %d\n", fd1, fd2);
    write(fd1, str1, strlen(str1));
    write(fd2, str2, strlen(str2));
    close(fd1);
    close(fd2);
    printf("See output file %s\n", FILE5);
}
```

```
#####
File Descriptors --- fd1 = 3, fd2 = 4
See output file demo-file5.txt
```

```
#####
demo-file5.txt:
CCC
BBB
```

# 55-write

```
#define FILE6 "demo-file6.txt"
char buf1[] = "abcdefgh";
char buf2[] = "ABCDEFGH";

void main(void) {
    int fd;
    fd = creat(FILE6, 0644);
    if (fd < 0) {
        perror("creat error");
        exit(1);
    }
    if (write(fd, buf1, 8) != 8) {
        perror("buf1 write error");
        exit(1);
    } /* offset now = 8 */
    if (lseek(fd, 32, SEEK_SET) == -1) {
        perror("lseek error");
        exit(1);
    } /* offset now = 32 */
    if (write(fd, buf2, 8) != 8) {
        perror("buf2 write error");
        exit(1);
    } /* offset now = 40 */
    close(fd);
    printf("Run: hexdump -c %s\n", FILE6);
}
```

```
>>>> $ hexdump -c demo-file6.txt
00000000  a  b  c  d  e  f  g  h  \0  \0  \0  \0  \0  \0  \0  \0
00000010  \0  \0  \0  \0  \0  \0  \0  \0  \0  \0  \0  \0  \0  \0  \0
00000020  A  B  C  D  E  F  G  H
```

```
#include <stdio.h>
#include <errno.h>
#include <stdlib.h>
#include <sys/types.h>
#include <sys/stat.h>
#include <fcntl.h>
#define BUF_SIZE 16

void main(int argc, char* argv[])
{
    int          fdread, fdwrite;
    unsigned int total_bytes = 0;
    ssize_t      nbytes_read, nbytes_write;
    char buf[BUF_SIZE];
    if (argc != 3) {
        printf("Usage: %s source destination\n",
            argv[0]);
        exit(1);
    }
    fdread = open(argv[1], O_RDONLY);
    if (fdread < 0) {
        perror("Failed to open source file");
        exit(1);
    }
    fdwrite = creat(argv[2], S_IRWXU);
    if (fdwrite < 0) {
        perror("Failed to open destination file");
        exit(1);
    }
}
```

# 56-copy (2)

```
do {
    nbytes_read = read(fdread, buf, BUF_SIZE);
    if (nbytes_read < 0) {
        perror("Failed to read from file");
        exit(1);
    }
    nbytes_write = write(fdwrite, buf, nbytes_read);
    if (nbytes_write < 0) {
        perror("Failed to write to file");
        exit(1);
    }
} while (nbytes_read > 0);
close(fdread);
close(fdwrite);
exit(0);
}

#####

>>>> $ ./56-copy demo-file4.txt demo-copy.txt
>>>> $ ls -al demo-file4.txt demo-copy.txt
-rwx----- 1 demo demo 75 Oct  5 18:12 demo-copy.txt
-rw-r--r-- 1 demo demo 75 Oct  5 17:49 demo-file4.txt
>>>> $
```

# 57-dup

```
#include <stdio.h>
#include <sys/types.h>
#include <sys/stat.h>
#include <fcntl.h>
#include <unistd.h>
#include <string.h>
#define FILE1 "demo-file7.txt"
```

```
static char* str1 = "AAAXBBB\n";
static char* str2 = "CCC\n";
```

Coming Soon

```
void
{
    int fd1, fd2;
    fd1 = open (FILE1, O_RDWR | O_CREAT, 0644);
    fd2 = dup(fd1);
    printf("File Descriptors --- fd1 = %d, fd2 = %d\n", fd1, fd2);
    write(fd1, str1, strlen(str1));
    write(fd2, str2, strlen(str2));
    close(fd1);
    close(fd2);
    printf("**** Please check file %s *****\n", FILE1);
    printf("**** Compare with 54-write\n");
}
```

```
#####
```

```
>>>> $ 57-dup
```

```
File Descriptors --- fd1 = 3, fd2 = 4
```

```
**** Please check file demo-file7.txt ****
```

```
**** Compare with 54-write
```

```
>>>> $ cat demo-file7.txt
```

```
AAAXBBB
```

```
CCC
```

```
>>>> $
```

# 58-dup2

```
#include <stdio.h>
#include <sys/types.h>
#include <sys/stat.h>
#include <fcntl.h>
#include <unistd.h>
#include <string.h>
#define FILE1 "demo-file8.txt"

static char* str1 = "AAAXBBB\n";
static char* str2 = "CCC\n";

void main(void) {
    int fd1, fd2;
    fd1 = open (FILE1, O_RDWR | O_CREAT, 0644);
    dup2(fd1, fd2);
    printf("File Descriptors --- fd1 = %d, fd2 = %d\n", fd1, fd2);
    write(fd1, str1, strlen(str1));
    write(fd2, str2, strlen(str2));
    close(fd1);
    close(fd2);
    printf("**** Please check file %s *****\n", FILE1);
    printf("**** Compare with 54-write\n");
}

#####
>>>> $ 58-dup2
File Descriptors --- fd1 = 3, fd2 = 0
**** Please check file demo-file8.txt ****
**** Compare with 54-write
>>>> $ cat demo-file8.txt
AAAXBBB
CCC
>>>> $
```

```

#include <stdio.h>
#include .....
#define FILE1 "demo-file9.txt"

void main(void) {
    int fd1, fd2;
    char strvar[100];
    printf ("***** Please check file %s *****\n", FILE1);
    /* BLOCK *****
    close(STDERR_FILENO);
    close(STDOUT_FILENO);
    BLOCK ***** */
    fd1 = open (FILE1, O_RDWR | O_CREAT | O_TRUNC, 0644);
    fd2 = dup(fd1);
    printf(          "AAAAA print to standard output!!\n");
    fprintf(stdout, "BBBBB print to standard output!!\n");
    fprintf(stderr, "CCCCC print to standard error!!!\n");
    sprintf(strvar, "DDDDD print to fd1=%d!!!\n", fd1);
    dprintf(fd1,      "%s", strvar);
    dprintf(fd2,      "EEEEE print to fd2=%d!!!\n", fd2);
    close(fd1);
    close(fd2);
}

>>>> $ 59-io ; echo "~~~~~";cat demo-file9.txt
***** Please check file demo-file9.txt *****
AAAAA print to standard output!!
BBBBB print to standard output!!
CCCCC print to standard error!!!
~~~~~
DDDDD print to fd1=3!!!
EEEEE print to fd2=4!!!

```

## 59-io (2)

```
#include <stdio.h>
#include ....
#define FILE1 "demo-file9.txt"

void main(void) {
    int fd1, fd2;
    char strvar[100];
    printf ("***** Please check file %s *****\n", FILE1);
    close(STDERR_FILENO);
    /* BLOCK *****
    close(STDOUT_FILENO);
    BLOCK ***** */
    fd1 = open (FILE1, O_RDWR | O_CREAT | O_TRUNC, 0644);
    fd2 = dup(fd1);
    printf(          "AAAAA print to standard output!!\n");
    fprintf(stdout, "BBBBB print to standard output!!\n");
    fprintf(stderr, "CCCCC print to standard error!!!\n");
    sprintf(strvar, "DDDDD print to fd1=%d!!!\n", fd1);
    dprintf(fd1,      "%s", strvar);
    dprintf(fd2,      "EEEEE print to fd2=%d!!!\n", fd2);
    close(fd1);
    close(fd2);
}

>>>> $ 59-io ; echo "~~~~~";cat demo-file9.txt
***** Please check file demo-file9.txt *****
AAAAA print to standard output!!
BBBBB print to standard output!!
~~~~~
CCCCC print to standard error!!!
DDDDD print to fd1=2!!!
EEEEE print to fd2=3!!!
```



## 59-io (3)

```
#include <stdio.h>
#include .....
#define FILE1 "demo-file9.txt"

void main(void) {
    int fd1, fd2;
    char strvar[100];
    printf ("***** Please check file %s *****\n", FILE1);
    close(STDERR_FILENO);
    close(STDOUT_FILENO);
    /* BLOCK *****
    BLOCK ***** */
    fd1 = open (FILE1, O_RDWR | O_CREAT | O_TRUNC, 0644);
    fd2 = dup(fd1);
    printf(          "AAAAA print to standard output!!\n");
    fprintf(stdout, "BBBBB print to standard output!!\n");
    fprintf(stderr, "CCCCC print to standard error!!!\n");
    sprintf(strvar, "DDDDD print to fd1=%d!!!\n", fd1);
    dprintf(fd1,      "%s", strvar);
    dprintf(fd2,      "EEEEEE print to fd2=%d!!!\n", fd2);
    close(fd1);
    close(fd2);
}

>>>> $ 59-io ; echo "~~~~~";cat demo-file9.txt
***** Please check file demo-file9.txt *****
~~~~~
```

```
AAAAA print to standard output!!
BBBBB print to standard output!!
CCCCC print to standard error!!!
DDDDD print to fd1=1!!!
EEEEEE print to fd2=2!!!
```

# 60-readwrite

```
#define FILE1 "demo-fileA.txt"
#define OLOOP 10
#define ILOOP 3650
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <sys/types.h>
#include <sys/stat.h>
#include <time.h>
#include <fcntl.h>
#include <dirent.h>
void rwfile (char* fname);
void dirfile(char* dname);
void error (char* msg);
/* MAIN ===== */
void main(void) {
    printf("Listing current directory...\n");
    dirfile(".");
    printf("Testing read-write speed...\n");
    rwfile(FILE1);
}
/* DIRFILE ===== */
void dirfile(char* dname) {
    DIR*          ddir;
    struct dirent* dp;
    printf("      ");
    ddir = opendir(dname);
    if (ddir != NULL) {
        while ((dp=readdir(ddir))!= NULL)
            printf("%s ", dp->d_name);
        closedir(ddir); }
    printf("\n\n"); }
```

## 60-readwrite (2)

```
/* ERROR ===== */
void error(char* msg){
    perror(msg);
    exit(0); }

/* RWFILE ===== */
void rwfile(char* fname) {
    time_t tt;
    int    fd, ii, jj;
    char    buf[] = "Achtung... Achtung... AAAA BBBB CCCC DDDD\n";
    time(&tt);
    for (ii=0;ii<OLOOP;ii++) {
        if ((fd=creat(fname,00644)) < 0 )
            error("RWFILE: can not create file\n");
        for (jj=0;jj<ILOOP;jj++) {
            write(fd,buf,sizeof(buf)-1);
            fsync(fd); }
        close(fd);
        putchar('.')';
        fflush(NULL); }
    tt=time(NULL)-tt;
    putchar('\n');
    printf("Total time: %d seconds\n", (int) tt);
}

#####
>>>> $ time 60-readwrite
Listing current directory...
  .shsh 52-open-close.c demo-file4.txt 02-pointers.c ...
Testing read-write speed...
.....
Total time: 10 seconds
real 0m9.998s  -----  user    0m0.024s  -----  sys 0m0.576s
```

# The End

- This is the end of the presentation.