

**NAME**

getcwd – get pathname of current working directory

**SYNOPSIS**

```
#include <ShoreApp.h>
shrc Shore::getcwd(char *buf, int bufsize);
```

**DESCRIPTION**

**Getcwd** writes the path name of the current process' working directory into the buffer given by *buf*. At most *bufsize* characters are copied. The resulting string is null-terminated only if the length of the returned string is less than that of the buffer. Shore applications have two working directories: the Unix directory and the Shore directory. This function returns the latter. The former can be retrieved with **getcwd(3)**. Note also that some Unix versions will allocate a buffer if the *buf* parameter is 0. This method does not allocate a buffer.

The current working directory of a process can be changed with **chdir(oc)** (to change the Shore working directory) or **chdir(2)** (to change the Unix working directory).

**BUGS**

**Getcwd** is implemented by tracing a path from the current directory back to the root of the Shore file system. In the Shore, this operation acquires short-term SH-mode (share-mode) locks on each directory on this path.

**VERSION**

This manual page applies to Version 1.1 of the Shore software.

**SPONSORSHIP**

The Shore project is sponsored by the Advanced Research Project Agency, ARPA order number 018 (formerly 8230), monitored by the U.S. Army Research Laboratory under contract DAAB07-91-C-Q518.

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**SEE ALSO**

**chdir(oc)**, **chdir(2)**, and **getcwd(3)**.