NAME

mkdir − make a directory

SYNOPSIS

```
#include <ShoreApp.h>
shrc Shore::mkdir(const char *path, mode_t mode);
```

DESCRIPTION

Mkdir creates a new directory named by the given *path.* The mode bits of the new directory are given by *mode.* The lower 9 bits of the mode are used to determine the permissions of the new directory. The user permissions bit mask (**umask(oc)**) are applied to the given mode. The set-gid bit of the mode is ignored, and the parent directory's set-gid bit is used. The owner of the new directory is the process's effective uid. The new directory's group-id is the effective group-id of the process if the set-gid bit of the parent directory is clear, and the group-id of the parent directory otherwise.

See **chmod(oc)** for a description of how to change the permissions of an object after it has been created.

When a directory is made, it automatically contains entries for '.' and '..'. The access time, modification time and status-changed time are set to the that the directory is created. The status-changed time and modification time of the parent directory are also updated.

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.

COPYRIGHT

Copyright © 1994, 1995, 1996, 1997, Computer Sciences Department, University of WisconsinMadison. All Rights Reserved.

SEE ALSO

rmdir(oc), chmod(oc), chown(oc), and **umask(oc).**