Practical 4

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Code:

```
1)rmdir
#include<stdio.h>
#include<sys/stat.h>
#include<sys/types.h>
#include<stdlib.h>
int main(int argc,char*argv[]){
for(int i=1;i<=3;i++)
{
int f=rmdir(argv[i],0777);
if(f==-1)
{
printf("\nDirectory doesn't exist\n");
exit(-1);
}
else
printf("\nDirctory with name [%s] Removed\n",argv[i]);
}
}
```

2)mkdir

```
#include<stdio.h>
#include<sys/stat.h>
#include<sys/types.h>
#include<stdlib.h>
int main(int argc,char*argv[])
```

```
{
int f;
for(int i=1;i<=3;i++)
f=mkdir(argv[i],0777);
if(f==-1)
printf("\nCannot create a directory\n");
exit(-1);
}
else
printf("\nDirctory with name [%s] created\n",argv[i]);
printf("argc:%d\n",argc);
printf("argv:%s\n",argv[i]);
}
}
3)Cd
#include<stdio.h>
```

```
#include<sys/stat.h>
#include<sys/types.h>
#include<stdlib.h>
#include<unistd.h>
#include<errno.h>
#include<dirent.h>
#define NAME_MAX 100
int main(int argc,char *argv[]){
char buff[NAME_MAX];
char*path=argv[1];
if(chdir(path)==-1)
fprintf(stderr,"Error:Couldn't change to directory %s\n",path);
return 1;
}
getcwd(buff,NAME MAX);
printf("CWD is:%s\n",buff);
return 0;
}
4)Cwd
#include<stdio.h>
#include<sys/stat.h>
#include<sys/types.h>
#include<stdlib.h>
#include<unistd.h>
#include<errno.h>
#include<dirent.h>
void main(int argc,char *argv[]){
```

char cwd[1024];

```
DIR *p;
struct dirent *d;
if(getcwd(cwd,sizeof(cwd))!=NULL){
fprintf(stdout,"Current Working Directory:%s\n",cwd);
}
else{
perror("getwd() error");
}
p=opendir(cwd);
if(p==NULL){
perror("Cannot Find Directory");
exit(-1);
}
while(d=readdir(p))
{
printf("%s\t\n",d->d_name);
}
}
```

Output:



