

Linux System Calls Cheat Sheet

1. Process Control

- `fork()`: Create a new child process.
- `exec()`: Replace current process image with new program.
- `wait()`: Wait for a child process to finish.
- `exit()`: Terminate the process.
- `getpid()`: Get current process ID.
- `getppid()`: Get parent process ID.
- `kill()`: Send signal to a process (e.g., terminate).
- `sleep()`: Pause execution for a given time.

2. File Management

- `open()`: Open a file and return file descriptor.
- `read()`: Read data from file into buffer.
- `write()`: Write data from buffer to file.
- `close()`: Close opened file descriptor.
- `lseek()`: Move the file pointer (read/write position).
- `creat()`: Create a new file.
- `stat()`: Get file metadata (size, owner, etc.).
- `chmod()`: Change file permissions.
- `chown()`: Change file ownership.

3. Directory Management

- `mkdir()`: Create a new directory.
- `rmdir()`: Remove an empty directory.

5. Interprocess Communication (IPC)

- `pipe()`: Create a unidirectional communication channel between processes.
- `dup()`: Duplicate a file descriptor.

Extra: Useful for Viva

- - System calls transfer control from user mode to kernel mode.
- - Invoked using software interrupts (e.g., `int 0x80` or `syscall` instruction).
- - Every system call has a unique ID number.
- - Use ``strace ./a.out`` to see the list of system calls a program uses.