



# Lab 6 Slides



# EXIT

```
#include<stdlib.h>
```

```
void exit(int status);
```

The exit call used by most programs including the parent.

These are defined in stdlib.h:

```
#define EXIT_SUCCESS 0
```

```
#define EXIT_FAILURE 1
```

## GETCWD

```
#include<unistd.h>
```

```
char getcwd(char *cwdbuf, size_t size);
```

Returns *cwdbuf* on success, or NULL on end.

A process can retrieve its current working directory using *getcwd()*

# GETENV

```
#include<stdlib.h>
```

```
char getenv(const char *name);
```

Returns pointer to (value) string, or NULL if no such variable.

The *getenv()* function retrieves individual values from the process environment.

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# HOME

This is the initial directory into which the user is placed after logging in.

This field becomes the value of the HOME environment variable.

# CHDIR

```
#include<unistd.h>
```

```
int chdir(const char *pathname);
```

Returns 0 on success, or -1 on error.

The *chdir()* system call changes the calling process's current working directory to the relative or absolute pathname specified in *pathname*.



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The End