**OS LAB02**

**COMMANDS CODE IN C**

**WRITE**

#include<unistd.h>

int main(){

char arr[50] = "Hello World";

write(1, arr, 11); // don't use sizeof

return 0;

}

**READ**

#include<unistd.h>

int main(){

char arr[50];

int bytesRead = read(0, arr, sizeof(arr));

write(1, arr, bytesRead);

return 0;

}

**CAT Command**

#include<unistd.h>

#include <sys/types.h>

#include <sys/stat.h>

#include <fcntl.h>

int main(int argc, char\* argv[]){

if(argc == 1){

while(1){

char arr[5000];

int bytesRead = read(0, arr, sizeof(arr));

write(1, arr, bytesRead);

}

}else{

for(int i=1; i<argc; i++){

int fd = open(argv[i], O\_RDONLY); //argv[1] will get the file name

char arr[5000];

int bytesRead = read(fd, arr, sizeof(arr));

write(1, arr, bytesRead);

close(fd);

}

}

return 0;

}

**CP COMMAND**

#include<unistd.h>

#include <sys/types.h>

#include <sys/stat.h>

#include <fcntl.h>

int main(int argc, char\* argv[]){

char arr[5000];

int fd1 = open(argv[1], O\_RDONLY); //argv[1] will get the file name

int bytesRead = read(fd1, arr, sizeof(arr));

int fd2 = open(argv[2], O\_RDWR | O\_CREAT | O\_APPEND, 0777); //this will append not override, 0777 will give all permission to all

write(fd2, arr, bytesRead);

close(fd1);

close(fd2);

return 0;

}