

# CMSC 216: UNIX File Input/Output

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# Logistics

## Reading: Bryant/O'Hallaron

Ch	Read?	Topic
8	Finish	See specific section guide from previous slides
10	READ Except	UNIX File structure, File System structure, I/O functions
10.5	Opt	Optional: "Robust" I/O library built on top of primitive ops

## Goals

- ▶ C Standard I/O library vs UNIX I/O
- ▶ File Descriptors, `open()` / `close()` / `read()` `write()`
- ▶ I/O Redirection with `dup2()` / `dup()`
- ▶ File Attributes / Permissions `stat()` / `chmod()`
- ▶ Directory Traversal `opendir()` / `readdir()`

## Assignments

- ▶ Dis10: I/O Redirection
- ▶ HW10: Reading from Files, Directory Traversal
- ▶ P4: Just about ready for release, 10-day turn-around

## Exercise: C Standard I/O Functions

Recall basic I/O functions from the C Standard Library header `stdio.h`

1. Printing things to the screen?
2. Opening a file?
3. Closing a file?
4. Printing to a file?
5. Scanning from terminal or file?
6. Get whole lines of text?
7. Names for standard input, output, error

Give samples of function calls

## Answers: C Standard I/O Functions

Recall basic I/O functions from the C Standard Library header `stdio.h`

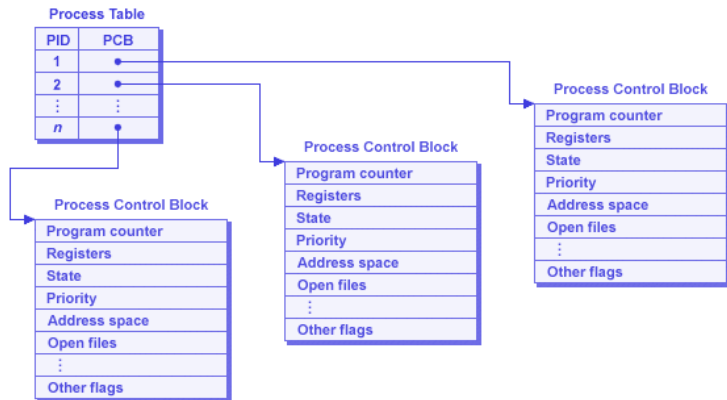
1	<code>printf("%d is a number",5);</code>	Printing things to the screen?
2	<code>FILE *file = fopen("myfile.txt","r");</code>	Opening a file?
3	<code>fclose(file);</code>	Close a file?
4	<code>fprintf(file,"%d is a number",5);</code>	Printing to a file?
5	<code>scanf("%d %f",&amp;myint,&amp;mydouble);</code> <code>fscanf(file2,"%d %f",&amp;myint,&amp;mydouble);</code>	Scanning from terminal or file?
6	<code>result = fgets(charbuf, 1024, file);</code>	Get whole lines of text?
7	<code>FILE *stdin, *stdout, *stderr;</code>	Names for standard input, etc

*The standard I/O library was written by Dennis Ritchie around 1975.*

*–Stevens and Rago*

- ▶ Assuming you are familiar with these and could look up others like `fgetc()` (single char) and `fread()` (read binary)
- ▶ Library Functions: available with any compliant C compiler
- ▶ On Unix systems, `fscanf()`, `FILE*`, and the like are backed by lower level System Calls and Kernel Data Structures

# The Process Table

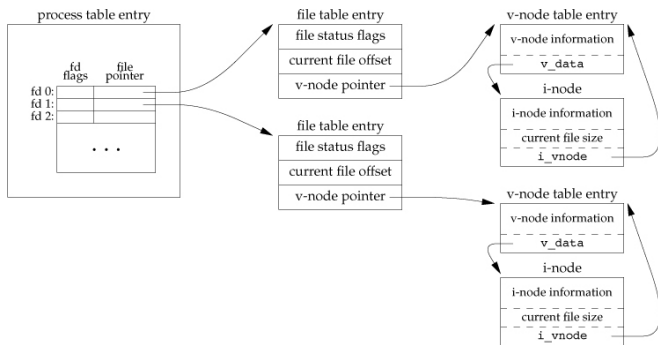


Source:

SO What is the Linux Process Table?

- ▶ OS maintains data on all processes in a Process Table
- ▶ Process Table Entry  $\approx$  Process Control Block
- ▶ Contains info like PID, instruction that process is executing\*, Virtual Memory Address Space and **Files in Use**

# File Descriptors



- ▶ Each Process Table entry contains a table of open files
- ▶ A use program refers to these via **File Descriptors**
- ▶ File Descriptor is an integer index into Kernel's table

```
int fd = open("some_file.txt", O_RDONLY);
```
- ▶ FD Table entry refers to other Kernel/OS data structures

## File Descriptors are Multi-Purpose

- ▶ Unix tries to provide most things via files/file descriptor
- ▶ Many Unix system actions are handled via `read()`-from or `write()`-to file descriptors
- ▶ File descriptors allow interaction with standard like `myfile.txt` or `commando.c` to read/change them
- ▶ FD's also allow interaction with many other things
  - ▶ Pipes for interprocess communication
  - ▶ Sockets for network communication
  - ▶ Special files to manipulate terminal, audio, graphics, etc.
  - ▶ Raw blocks of memory for Shared Memory communication
  - ▶ Even processes themselves have special files in the file system:  
[ProcFS](#) in `/proc/PID#`, provide info on running process
- ▶ We will focus on standard File I/O using FDs Now and touch on some broader uses Later
- ▶ Also must discuss interactions between previous and new System Calls like  
**What happens with `open()` files when calling `fork()`?**

# Open and Close: File Descriptors for Files

```
#include <sys/stat.h>
#include <fcntl.h>

int fd1 = open("firstfile", O_RDONLY); // read only
if(fd1 == -1){                          // check for errors on open
    perror("Failed to open 'firstfile'");
}

int fd2 = open("secndfile", O_WRONLY); // write only, fails if not found
int fd3 = open("thirdfile", O_WRONLY | O_CREAT); // write only, create if needed
int fd4 = open("forthfile", O_WRONLY | O_CREAT | O_APPEND); // append if existing

// 'man 3 open' will list all the O_xxx options when opening.
// Other common options: O_RDONLY, O_RDWR, O_EXEC

...;                                // Do stuff with open files

int result = close(fd1); // close the file associated with fd1
if(result == -1){        // check for an error
    perror("Couldn't close 'firstfile'");
}
```

`open()` / `close()` show common features of many system calls

- ▶ Returns -1 on errors
- ▶ Show errors using the `perror()` function
- ▶ Use of vertical pipe (`|`) to bitwise-OR several options



## read() from File Descriptors

```
1 // read_some.c: Basic demonstration of reading data from
2 // a file using open(), read(), close() system calls.
3
4 #define SIZE 128
5
6 {
7     int in_fd = open(in_name, O_RDONLY);
8     char buffer[SIZE];
9     int bytes_read = read(in_fd, buffer, SIZE);
10 }
```

- ▶ Read up to SIZE from an open file descriptor
- ▶ Bytes stored in buffer, overwrite it
- ▶ Return value is number of bytes read, -1 for error
- ▶ SIZE commonly defined but can be variable, constant, etc
- ▶ **Examine read\_some.c:** explain what's happening

### Warnings

- ▶ Bad things happen if buffer is actually smaller than SIZE
- ▶ read() does NOT null terminate, add \0 manually if needed

## Exercise: Behavior of read()

```
8 // count_bytes.c
9 #define BUFSIZE 4
10
11 int main(int argc, char *argv[]){
12     char *infile = argv[1];
13     int in_fd = open(infile,O_RDONLY);
14     char buf[BUFSIZE];
15     int nread, total=0;
16     while(1){
17         nread = read(in_fd,buf,BUFSIZE-1);
18         if(nread == 0){
19             break;
20         }
21         buf[nread] = '\0';
22         total += nread;
23         printf("read: '%s'\n",buf);
24     }
25     printf("%d bytes total\n",total);
26     close(in_fd);
27     return 0;
28 }
```

Run count\_bytes.c on  
file data.txt

```
> cat data.txt
```

```
ABCDEFGHIJ
```

```
> gcc count_bytes.c
```

```
> ./a.out data.txt
```

```
???
```

1. Explain control flow within program
2. Predict output of program

## Answers: Behavior of read()

```
==INITIAL STATE==
data.txt: ABCDEFGHIJ\n
position: ^
buf:      |? ? ? ? |
           0 1 2 3
nread:    0
total:    0
```

```
==ITERATION 1==
nread = read(in_fd,buf,3);
buf[nread] = '\0'
total+= nread;
printf("read: '%s'\n",buf);
```

```
data.txt: ABCDEFGHIJ\n
position: ^
buf:      |A B C \0|
           0 1 2 3
nread:    3
total:    3
output:   'ABC'
```

```
==ITERATION 2==
nread = read(in_fd,buf,3);
buf[nread] = '\0'
total+= nread;
printf("read: '%s'\n",buf);
```

```
data.txt: ABCDEFGHIJ\n
position: ^
buf:      |D E F \0|
           0 1 2 3
nread:    3
total:    6
output:   'DEF'
```

```
==ITERATION 3==
nread = read(in_fd,buf,3);
buf[nread] = '\0'
total+= nread;
printf("read: '%s'\n",buf);
```

```
data.txt: ABCDEFGHIJ\n
position: ^
buf:      |G H I \0|
           0 1 2 3
nread:    3
total:    9
output:   'GHI'
```

```
==ITERATION 4==
nread = read(in_fd,buf,3);
buf[nread] = '\0'
total+= nread;
printf("read: '%s'\n",buf);
```

```
data.txt: ABCDEFGHIJ\n
position: ^
buf:      |J \n\0\0|
           0 1 2 3
nread:    2
total:    11
output:   'J\n'
```

```
==ITERATION 5==
nread = read(in_fd,buf,3);
if(nread == 0){
    break;
}
```

```
data.txt: ABCDEFGHIJ\n
position: ^
buf:      |J \n\0\0|
           0 1 2 3
nread:    0
total:    11
output:   11 bytes total
```

## Answers: Behavior of read()

Take-Aways from `count_bytes.c` include

- ▶ OS maintains **file positions** for each open File Descriptor
- ▶ I/O functions like `read()` use/change position **in a file**
- ▶ `read()`'ing into program arrays overwrites data there
- ▶ OS **does not** update positions in user arrays: programmer must do this in their program logic
- ▶ `read()` returns # of bytes read, may be less than requested
- ▶ `read()` returns 0 when at end of a file

## Exercise: `write()` to File Descriptors

```
1 #define SIZE 128
2
3 {
4     int out_fd = open(out_name, O_WRONLY);
5     char buffer[SIZE];
6     int bytes_written = write(out_fd, buffer, SIZE);
7 }
```

- ▶ Write up to `SIZE` bytes to open file descriptor
- ▶ Bytes taken from `buffer`, leave it intact
- ▶ Return value is number of bytes written, `-1` for error

### Questions on `write_then_read.c`

- ▶ Compile and Run
- ▶ **Explain Output**, differences between `write()` / `printf()`

## Answers: write() to File Descriptors

```
> gcc write_then_read.c
```

```
> ./a.out
```

## 0. Recreating empty existing.txt

1. Opening file existing.txt for writing

## 2. Writing to file existing.txt

3. Wrote 128 bytes to existing.txt

#### 4. Opening existing.txt for reading

5. Reading up to 128 bytes from existing.txt

6. Read 127 chars, printf() 'ing:

here is some text to write

7. `printf()` 'ing 127 characters individually

```
here is some text to write\0\0hello\0\0\0\0\0\0\0\0\0\0\0\0\0\0\0\0\0\0\0\0
```

8. `write()` 'ing 127 characters to screen

```
here is some text to write^@^@hello^@^@^@^@^@^@^@^@^@^@^@^@^@^@^@^@
```

## read()/write() work with bytes

- ▶ In C, general correspondence between byte and the char type
- ▶ Not so for other types: int is often 4 bytes
- ▶ Requires care with non-char types
- ▶ All calls read/write actual bytes

```
#define COUNT 16
int out_ints[COUNT];           // array of 16 integers
int bufsize = sizeof(int)*COUNT; // size in bytes of array
...;
write(out_fd, out_ints, bufsize); // write whole buffer

int in_ints[COUNT];
...;
read(in_fd, in_ints, bufsize);    // read to capacity of in_ints
```

## Questions

- ▶ Examine write\_read\_ints.c, compile/run
- ▶ Examine contents of integers.dat
- ▶ Explain what you see

# Standard File Descriptors

- ▶ When a process is born, comes with 3 open file descriptors
- ▶ Related to FILE\* streams in Standard C I/O library
- ▶ Traditionally have FD values given but use the Symbolic name to be safe

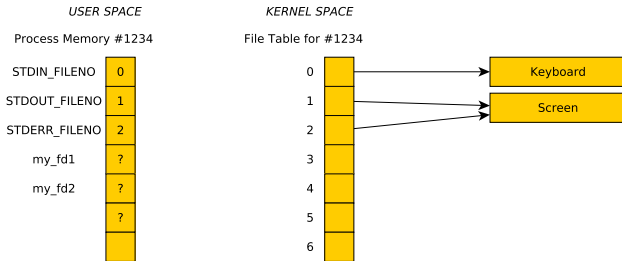
Symbol	#	FILE*	FD for...
STDIN_FILENO	0	stdin	standard input (keyboard)
STDOUT_FILENO	1	stdout	standard output (screen)
STDERR_FILENO	2	stderr	standard error (screen)

```
// Low level printing to the screen
char message[] = "Wubba lubba dub dub!\n";
int length = strlen(message);
write(STDOUT_FILENO, message, length);
```

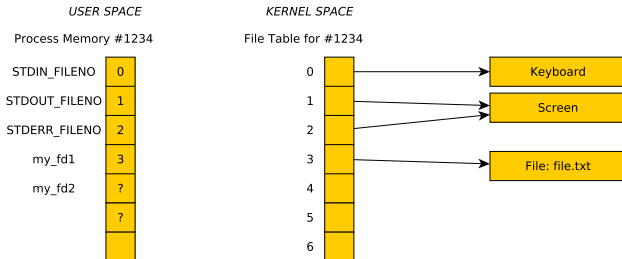
See `low_level_interactions.c` to gain an appreciation for what `printf()` and its kin can do for you.



# File Descriptors refer to Kernel Structures



```
my_fd1 = open("file.txt", O_RDONLY);
```



# Shell I/O Redirection

- ▶ Shells can direct input / output for programs using < and >
- ▶ Most common conventions are as follows

```
$> some_program > output.txt  
# output redirection to output.txt
```

```
$> interactive_prog < input.txt  
# read from input.txt rather than typing
```

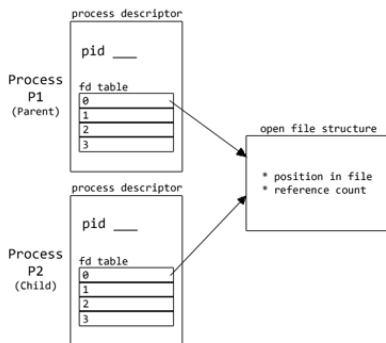
```
$> some_program &> everthing.txt  
# both stdout and stderr to file
```

```
$> some_program 2> /dev/null  
# stderr silenced, stdout normal
```

- ▶ Long output can be saved easily
- ▶ Can save typing input over and over
- ▶ Gets even better with pipes (soon)

# Processes Inherit Open FDs

- ▶ Shells start child processes with `fork()`
- ▶ Child processes share all open file descriptors with parents
- ▶ By default, Child prints to screen / reads from keyboard input
- ▶ Redirection requires manipulation prior to `fork()`
- ▶ See: `open_fork.c`
- ▶ Experiment with order
  1. `open()` then `fork()`
  2. `fork()` then `open()`

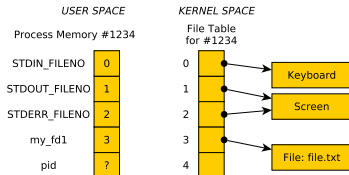


Source: Eddie Kohler Lecture Notes

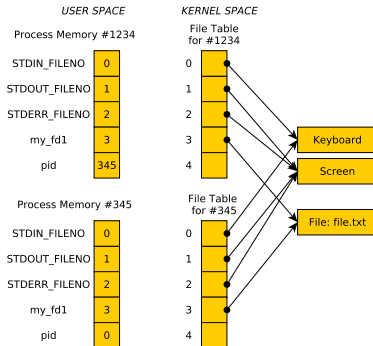
Examine: [fork-open-file.pdf](#) for picture explaining effects of `open()` vs `fork()` order differences

# Processes Inherit Open FDs: Diagram

**BEFORE: pid = fork();**



**AFTER: pid = fork();**



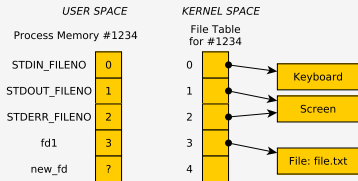
Typical sequence:

- ▶ Parent creates an output\_fd and/or input\_fd
- ▶ Call fork()
- ▶ Child changes standard output to output\_fd and/or input\_fd
- ▶ Changing means calls to dup2()

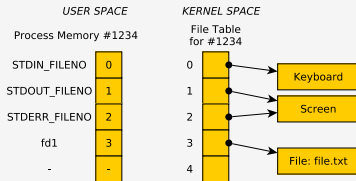
# Manipulating the File Descriptor Table

- ▶ System calls `dup()` and `dup2()` manipulate the FD table
- ▶ `int backup_fd = dup(fd);` : copy a file descriptor
- ▶ `dup2(src_fd, dest_fd);` : `src_fd` copied to `dest_fd`

Effect of `dup()`: copy a file descriptor



Effect of `dup2()`: change entry in FD table



## Exercise: Redirecting Output with dup() / dup2()

- ▶ dup(), dup2(), and fork() can be combined in interesting ways
- ▶ **Diagram** [fork-dup.pdf](#) shows how to redirect standard out to a file like a shell does in: `ls -l > output.txt`

Write a program which

1. Prints PID to screen
2. Opens a file named `write.txt`
3. Forks a Child process
4. Child: **redirect standard output** into `write.txt`  
Parent: does no redirection
5. Both: `printf()` their PID
6. Child: **restore** standard output to screen  
Parent: makes no changes
7. Both: `printf()` "All done"

```
> gcc duped_child.c
```

```
> ./a.out
```

```
BEGIN: Process 1913588
```

```
MIDDLE: Process 1913588
```

```
END: Process 1913588 All done
```

```
END: Process 1913590 All done
```

```
> cat write.txt
```

```
MIDDLE: Process 1913590
```

## Answers: Redirecting Output with dup() / dup2()

```
1 // duped_chld.c: solution to in-class activity on redirecting output
2 // in child process.
3 #include <stdio.h>
4 #include <stdlib.h>
5 #include <unistd.h>
6 #include <errno.h>
7 #include <sys/stat.h>
8 #include <fcntl.h>
9 #include <string.h>
10
11 int main(int argc, char *argv[]){
12     system("echo '' > write.txt"); // ensure file exists, is empty
13     printf("BEGIN: Process %d\n",getpid());
14     int fd = open("write.txt",O_WRONLY); // open a file
15     int backup;
16     pid_t child = fork(); // fork a child, inherits open file
17     if(child == 0){ // child only redirects stdout
18         backup = dup(STDOUT_FILENO); // make backup of stdout
19         dup2(fd,STDOUT_FILENO); // dup2() alters stdout so child printf() goes into file
20     }
21     printf("MIDDLE: Process %d\n",getpid());
22     if(child == 0){
23         dup2(backup,STDOUT_FILENO); // restore stdout
24     }
25     printf("END: Process %d All done\n",getpid());
26     close(fd);
27     return 0;
28 }
```

# C FILE Structs Use File Descriptors in UNIX

Typical Unix implementation of standard I/O library FILE is

- ▶ A file descriptor
- ▶ Some buffers with positions
- ▶ Some options controlling buffering

From `/usr/include/bits/types/struct_FILE.h`

```
struct _IO_FILE {  
    int _flags;                // options  
    char* _IO_read_ptr;        // buffers for read/write and  
    char* _IO_read_end;        // positions within them  
    char* _IO_read_base;  
    char* _IO_write_base;  
    ...;  
    int _fileno;               // unix file descriptor  
    ...;  
    _IO_lock_t *_lock;         // locking  
};
```



## Exercise: Subtleties of Mixing Standard and Low-Level I/O

3K.txt:

```
1 2 3 4 5 6 7 8 9 10 11 12 13 14...
37 38 39 40 41 42 43 44 45 46 47 ...
70 71 72 73 74 75 76 77 78 79 80 ...
102 103 104 105 106 107 108 109 1...
...
```

```
1 // mixed_std_low.c: mix C Standard
2 // and Unix I/O calls. pain++;
3 #include <stdio.h>
4 #include <unistd.h>
5
6 int main(int argc, char *argv[]){
7     FILE *input = fopen("3K.txt", "r");
8     int first;
9     fscanf(input, "%d", &first);
10    printf("FIRST: %d\n", first);
11
12    int fd = fileno(input);
13    char buf[64];
14    read(fd, buf, 63);
15    buf[63] = '\0';
16    printf("NEXT: %s\n", buf);
17
18    return 0;
19 }
```

Sample compile/run:

```
> gcc mixed_std_low.c
> ./a.out
FIRST: 1
NEXT: 41 1042 1043 1044 1045...
```

- Explain output of program given input file
- Use knowledge that **buffering** occurs internally for standard I/O library

## Answers: Subtleties of Mixing Standard and Low-Level I/O

- ▶ C standard I/O calls like `printf` / `fprintf()` and `scanf()` / `fscanf()` use internal buffering
- ▶ A call to `fscanf(file, "%d", &x)` will read a large chunk from a file but only process part of it
- ▶ From OS perspective, associated file descriptor has advanced forwards / read a bunch
- ▶ The data is in a hidden “buffer” associated with a `FILE *file`, used by `fscanf()`

### Output Also buffered, Always `fclose()`

- ▶ Output is also buffered: `output_buffering.c`
- ▶ Output may be lost if `FILE*` are not `fclose()`'d: closing will flush remaining output into a file
- ▶ See `fail_to_write.c`
- ▶ File descriptors always get flushed out by OS when a program ends BUT `FILE*` requires user action

# Controlling FILE Buffering

```
#include <stdio.h>
void setbuf(FILE *stream, char *buf);
void setbuffer(FILE *stream, char *buf, size_t size);
void setlinebuf(FILE *stream);
int setvbuf(FILE *stream, char *buf, int mode, size_t size);
```

Above functions change buffering behavior of standard C I/O

Examples:

```
// 1. Set full "block" buffering for stdout, use outbuf
#define BUFSIZE 64
char outbuf[BUFSIZE] = {};
setvbuf(stdout, outbuf, _IOFBF, BUFSIZE);
```

```
// 2. Turn off buffering of stdout, output immediately printed
setvbuf(stdout, NULL, _IONBF, 0);
```

**ALL of you** will write the 2nd example in your project to be compatible with tests

## Basic File Statistics via stat

Command	C function	Effect
stat file	int ret = stat(file,&statbuf);	Get statistics on file
	int ret = lstat(file,&statbuf);	Same, don't follow symlinks
	int fd = open(file,...);	Same as above but with
	int ret = fstat(fd,&statbuf);	an open file descriptor

Shell command stat provides basic file info such as shown below

```
> stat a.out
  File: a.out
  Size: 12944          Blocks: 40          IO Block: 4096   regular file
Device: 804h/2052d    Inode: 6685354      Links: 1
Access: (0770/-rwxrwx---)  Uid: ( 1000/kauffman)  Gid: ( 1000/kauffman)
Access: 2017-10-02 23:03:21.192775090 -0500
Modify: 2017-10-02 23:03:21.182775091 -0500
Change: 2017-10-02 23:03:21.186108423 -0500
Birth: -

> stat /
  File: /
  Size: 4096          Blocks: 8          IO Block: 4096   directory
Device: 803h/2051d    Inode: 2           Links: 17
Access: (0755/drwxr-xr-x)  Uid: (    0/      root)  Gid: (    0/      root)
Access: 2017-10-02 00:56:47.036241675 -0500
Modify: 2017-05-07 11:34:37.765751551 -0500
Change: 2017-05-07 11:34:37.765751551 -0500
Birth: -
```

See stat\_demo.c for info on C calls to obtain this info

## Attributes of Files from `stat()`

`stat_demo.c` shows some attributes that may be obtained about a file after a call to `stat(filename, &statbuf)` which fills in the `statbuf` struct. Attributes include:

Attribute	Notes
Size	In bytes via <code>st_size</code> field
File Type	Via <code>st_mode</code> field and macros like <code>S_ISREG(mode)</code> Limited number of fundamental types: regular, directory, socket, etc.
Permissions	Read/Write/Execute for Owner/Group/Others via <code>st_mode</code> field
Ownership	Via <code>st_uid</code> (user) and <code>st_gid</code> (group), numeric IDs for both
Time Data	Access / Change / Modification times via <code>st_atime</code> , <code>st_ctime</code> , ...

# Permissions / Modes

- ▶ Unix enforces file security via *modes*: permissions as to who can read / write / execute each file
- ▶ See permissions/modes with `ls -l`
- ▶ Look for series of 9 permissions

```
> ls -l
total 140K
-rwx--x--- 2 kauffman faculty 8.6K Oct  2 17:39 a.out
-rw-r--r-- 1 kauffman devel  1.1K Sep 28 13:52 files.txt
-rw-rw---- 1 kauffman faculty 1.5K Sep 26 10:58 gettysburg.txt
-rwx--x--- 2 kauffman faculty 8.6K Oct  2 17:39 my_exec
----- 1 kauffman kauffman 128 Oct  2 17:39 unreadable.txt
-rw-rw-r-x 1 root      root      1.2K Sep 26 12:21 scripty.sh
U  G  O      O      G      S      M T      N
S  R  T      W      R      I      O I      A
E  O  H      N      O      Z      D M      M
R  U  E      E      U      E      E      E
    P  R      R      P
~~~~~
PERMISSIONS
```

- ▶ Every file has permissions set from somewhere on creation

## Changing Permissions

Owner of file (and sometimes group member) can change permissions via `chmod`

```
> ls -l a.out
```

```
-rwx--x--- 2 kauffman faculty 8.6K Oct 2 17:39 a.out
```

```
> chmod u-w,g+r,o+x a.out
```

```
> ls -l a.out
```

```
-r-xr-x--x 2 kauffman faculty 8.6K Oct 2 17:39 a.out
```

- ▶ `chmod` also works via octal bits (suggest against this unless you want to impress folks at parties)
- ▶ Programs specify file permissions via system calls
- ▶ Curtailed by **Process User Mask** which indicates permissions that are disallowed by the process
  - ▶ `umask` shell function/setting: `$> umask 007`
  - ▶ `umask()` system call: `umask(S_IWGRP | S_IWOTH);`
- ▶ Common program strategy: create files with very liberal read/write/execute permissions, `umask` of user will limit this

# Permissions / Modes in System Calls

`open()` can take 2 or 3 arguments

```
int fd = open(name, flags);  
# new file will have NO permissions  
# to read/write, not an issue if opening  
# existing file
```

```
int fd = open(name, flags, perms);  
~~~~~  
# new file will have given permissions  
# (subject to the umask), ignored for  
# existing files
```

Symbol	Entity	Sets
S_IRUSR	User	Read
S_IWUSR	User	Write
S_IXUSR	User	Execute
S_IRGRP	Group	Read
S_IWGRP	Group	Write
S_IXGRP	Group	Execute
S_IROTH	Others	Read
S_IWOTH	Others	Write
S_IXOTH	Others	Execute

**Compare:** `write_readable.c` VERSUS `write_unreadable.c`

```
char *outfile = "newfile.txt";           // doesn't exist yet  
int flags      = O_WRONLY | O_CREAT;     // write/create  
mode_t perms  = S_IRUSR | S_IWUSR;      // variable for permissions  
int out_fd    = open(outfile, flags, perms);  
~~~~~
```



## Movement within Files, Changing Sizes

- ▶ Can move OS internal position in a file around with `lseek()`
- ▶ Note that size is arbitrary: can seek to any positive position
- ▶ File automatically expands if position is larger than current size - fills holes with 0s (null chars)
- ▶ Can manually set size of a file with `ftruncate(fd, size)`
- ▶ Examine `file_hole1.c` and `file_hole2.c`

C function	Effect
<code>int res = lseek(fd, offset, option);</code>	Move position in file
<code>lseek(fd, 20, SEEK_CUR);</code>	Move 20 bytes forward
<code>lseek(fd, 50, SEEK_SET);</code>	Move to position 50
<code>lseek(fd, -10, SEEK_END);</code>	Move 10 bytes from end
<code>lseek(fd, +15, SEEK_END);</code>	Move 15 bytes beyond end
<code>ftruncate(fd, 64);</code>	Set file to be 64 bytes big If file grows, new space is zero-filled

Note: C standard I/O functions `fseek(FILE*)` and `rewind(FILE*)` mirror functionality of `lseek()`

# Directory Access

- ▶ Directories are fundamental to Unix (and most file systems)
- ▶ Unix file system rooted at / (root directory)
- ▶ Subdirectories like bin, ~/home, and /home/kauffman
- ▶ Useful shell commands and C function calls pertaining to directories are as follows

Shell Command	C function	Effect
mkdir name	int ret = mkdir(path,perms);	Create a directory
rmdir name	int ret = rmdir(path);	Remove empty directory
cd path	int ret = chdir(path);	Change working directory
pwd	char *path = getcwd(buf,SIZE);	Current directory
ls	DIR *dir = opendir(path);	List directory contents
	struct dirent *file = readdir(dir);	Start reading filenames from dir
	int ret = closedir(dir);	Call in a loop, NULL when done
		After readdir() returns NULL

See `dir_demo.c` for demonstrations

## Exercise: Sketch Code for Total Size of Regular Files

- ▶ Code which will scan all files in a directory
- ▶ Will get file statistics on each file
- ▶ Skips directories, symlinks, etc.
- ▶ Totals bytes of all Regular files in current directory

Use techniques demoed in `dir_demo.c` and `stat_demo.c` from codepack

```
> gcc total_size.c
> ./a.out
    26 readable1.txt
  1299 buffered_output.c
  2512 stat_demo.c
...
   584 file_hole2.c
SKIP  .
SKIP  my_symlink
SKIP  subdir
   907 dir_demo.c.bk
...
  1415 write_umask.c
=====
 67106 total bytes
```

## Answers: Sketch Code for Total Size of Regular Files

```
// total_size.c
int main(int argc, char *argv[]){
    size_t total_size = 0;
    DIR *dir = opendir(".");
    while(1){
        struct dirent *file = readdir(dir);
        if(file == NULL){
            break;
        }
        struct stat sb;
        lstat(file->d_name, &sb);
        if(S_ISREG(sb.st_mode)){
            printf("%8lu %s\n",
                sb.st_size, file->d_name);
            total_size += sb.st_size;
        }
        else{
            printf("%-8s %s\n",
                "SKIP", file->d_name);
        }
    }
    closedir(dir);
    printf("=====\n");
    printf("%8lu total bytes from REGULAR files\n",
        total_size);
    return 0;
}
```

- ▶ Scans only current directory
- ▶ **Recursive scanning** is trickier and involves... recursion
- ▶ OR the very useful `nftw()` library function (read about this on your own if curious about systems programming)

## (Review) Exercise: Regular File Creation Basics

### C Standard I/O

- ▶ Write/Read data?
- ▶ Open a file, create it if needed?
- ▶ Result of opening a file?
- ▶ Close a file?
- ▶ Set permissions on file creation?

### Unix System Calls

- ▶ Write/Read data?
- ▶ Open a file, create it if needed?
- ▶ Result of opening a file?
- ▶ Close a file?
- ▶ Set permissions on file creation?

# Answers: Regular File Creation Basics

## C Standard I/O

- ▶ Write/Read data?

```
fscanf(), fprintf()  
fread(), fwrite()
```

- ▶ Open a file, create it if needed?
- ▶ Result of opening a file?

```
FILE *out =  
    fopen("myfile.txt", "w");
```

- ▶ Close a file?  
  
`fclose(out);`
- ▶ Set permissions on file creation?  
Not possible... dictated by  
`umask`

## Unix System Calls

- ▶ Write/Read data?

```
write(), read()
```

- ▶ Open a file, create it if needed?
- ▶ Result of opening a file?

```
int fd =  
    open("myfile.txt",  
        O_WRONLY | O_CREAT,  
        permissions);
```

- ▶ Close a file?  
  
`close(fd);`
- ▶ Set permissions on file creation?
  - ▶ Additional options to  
`open()`, which brings us  
to...