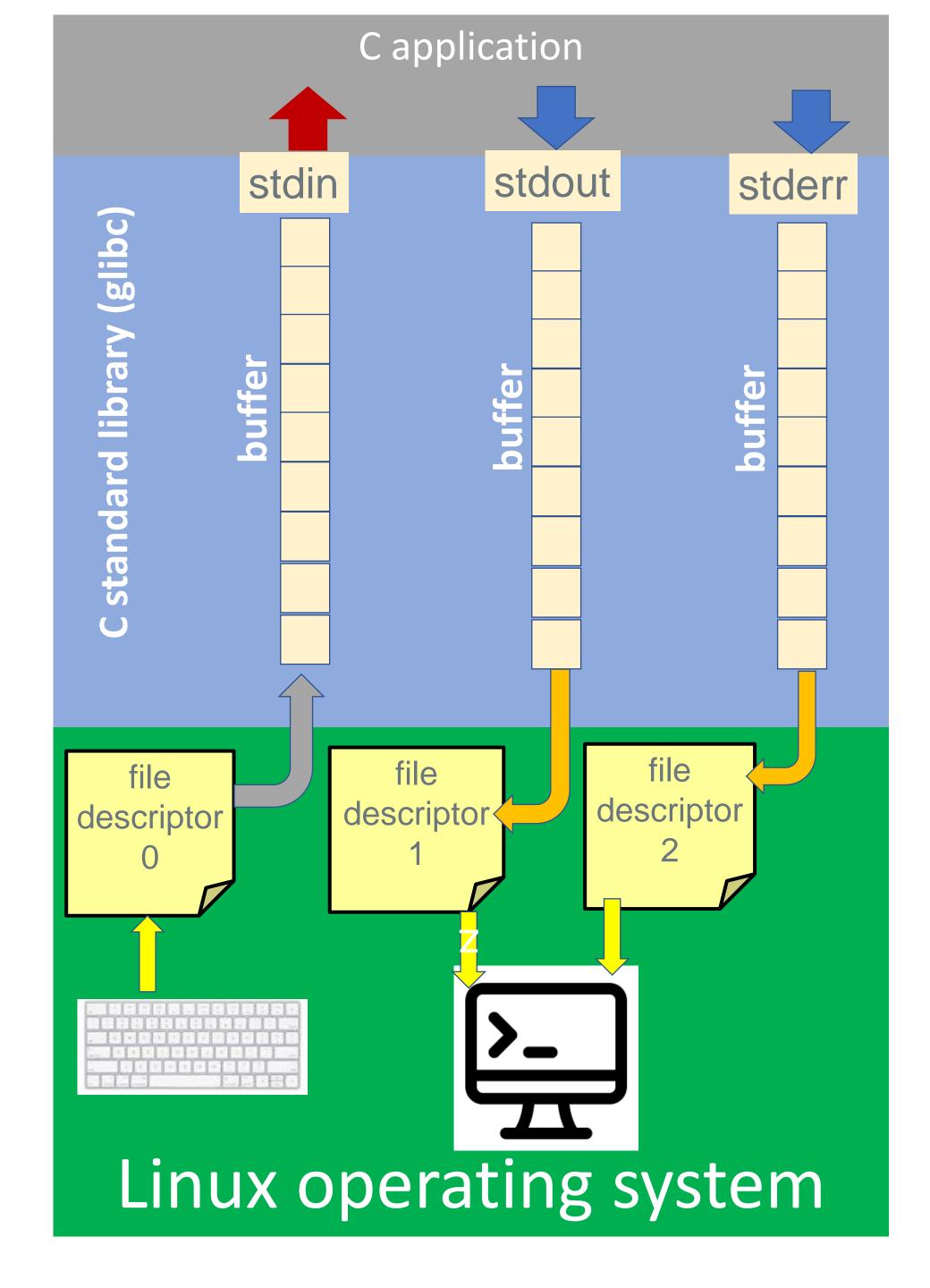
C Runtime: stdio streams (simplified)

- C's stdio library: notion of a stream
 - Sequence of bytes flow to and from a device
 - text or binary, Linux does not distinguish
- Most streams: *fully buffered*, reading/writing copy data from and to area of memory: *buffer*
 - Copying to and from a memory buffer is very fast
- buffer for output stream is flushed (physically written) when it becomes full or fflush() is called Why: do this?
- Input buffers refilled when empty by reading next large chunk of input from device or file into buffer



Streams

In addition to stdin, stdout and stderr fopen associates a stream with a file

```
FILE *fopen(char *str, int mode); // declaration
```

- str is string representing the file name
- mode is "r", "w", "rw" and others (man 3 fopen for more information)

```
Example:
```

```
FILE *fp = NULL;
if ((fp = fopen("inpfile", "r")) == NULL){
    // print an error to stderr
    // exit program
};
```

Specifying Streams

- fgetc(stdin)
- fputc (stdout)
- printf() same as fprintf(stdout,

```
#include <stdio.h>
#include <stdib.h>
int
main(void)
{
    printf("An output message - this message is going to stdout\n");
    fprintf(stderr, "An error message - this message is going to stderr\n");
    exit EXIT_SUCCESS;
}
bwc@bwcsurface:~/tmp$
```

```
bwc@bwcsurface:~/tmp$ ./a.out > out 2> err
bwc@bwcsurface:~/tmp$ cat out
An output message - this message is going to stdout
bwc@bwcsurface:~/tmp$ cat err
An error message - this message is going to stderr
bwc@bwcsurface:~/tmp$
```

File Input and stdout Example

```
FILE *fopen(char *str, int mode); // declaration
```

```
#include <stdio.h>
#include <stdlib.h>
int main(int argc, char **argv) {
   FILE *fp = NULL;
    if ((fp = fopen(argv[1], "r")) == NULL)
        fprintf(stderr, "Couldn't open file %s\n", argv[1]);
        return EXIT FAILURE;
    int c;
    while ((c = fgetc(fp)) != EOF) {
       fputc(c, stdout);
    fputc('\n', stdout);
    return EXIT SUCCESS;
```

https://edstem.org/us/courses/37726/workspaces/ - basicFileIO