

# CS35L Software Construction Laboratory

Lab 5: Sneha Shankar  
Week 6; Lecture 2

# Some important points

```
ch = getchar()
```

```
putchar(ch)
```

```
int numRead = read(STDIN_FILENO, ch, size)
```

```
int numWritten = write(STDOUT_FILENO, ch, size)
```

# Lab Assignment

- Write `tr2b` and `tr2u` programs in 'C' that transliterates bytes. They take two arguments 'from' and 'to'. The programs will transliterate every byte in 'from' to corresponding byte in 'to'
- `./tr2b 'abcd' 'wxyz' < bigfile.txt`
  - Replace 'a' with 'w', 'b' with 'x', etc
- `./tr2b 'mno' 'pqr' < bigfile.txt`
- `tr2b` uses **getchar** and **putchar** to read from STDIN and write to STDOUT.
- `tr2u` uses **read** and **write** to read and write each byte, instead of using `getchar` and `putchar`. The `nbyte` argument should be 1 so it reads/writes a single byte at a time.
- Test it on a big file with 5,000,000 bytes
- `$ head --bytes=# /dev/urandom > output.txt`

## tr2b.c

- Write a main function which accepts arguments
  - `main(int argc, const char* argv[])`
- Check for the length of arguments
- Retrieve first argument in char \* from, second argument in char \* to
- Compare the lengths of from and to; If not same, throw an error and exit
- You can use `strlen` to get lengths
- To throw an error, write to `stderr`
- To exit, write `exit(1)`
- Check if 'from' has duplicates

## tr2b.c

- In a loop, take input from stdin (till you reach eof of stdin) using `getchar()`
- Check if the character you just retrieved is a part of from; if yes then put the corresponding character in stdout with `putchar()`

## tr2u.c (read and write)

- Repeat the same procedure as in tr2b.c except replace:
  - getchar() with read
  - putchar() with write

# time and strace

- **time** *[options] command [arguments...]*

- Output:

- real 0m4.866s: elapsed time as read from a wall clock

- user 0m0.001s: the CPU time used by your process

- sys 0m0.021s: the CPU time used by the system on behalf of your process

- **strace**: intercepts and prints out system calls.

- \$ strace -o strace\_output ./tr2b 'AB' 'XY' < input.txt

- \$ strace -o strace\_output2 ./tr2u 'AB' 'XY' < input.txt

# Pointers on system calls

[www.cs.uregina.ca/Links/class-info/330/SystemCall\\_IO/SystemCall\\_IO.html](http://www.cs.uregina.ca/Links/class-info/330/SystemCall_IO/SystemCall_IO.html)

[courses.engr.illinois.edu/cs241/sp2009/Lectures/04-syscalls.pdf](http://courses.engr.illinois.edu/cs241/sp2009/Lectures/04-syscalls.pdf)

[www.bottomupcs.com/system\\_calls.xhtml](http://www.bottomupcs.com/system_calls.xhtml)



# Homework 5

- Rewrite sfrob using system calls (sfrobu)
- sfrobu should behave like sfrob except:
  - If stdin is a regular file, it should initially allocate enough memory to hold all data in the file all at once
  - It outputs a line with the number of comparisons performed
- Functions you'll need: read, write, and fstat (read the man pages)
- Measure differences in performance between sfrob and sfrobu using the time command
- Estimate the number of comparisons as a function of the number of input lines provided to sfrobu

# Homework 5

- Write a shell script “sfrobs” that uses tr and the sort utility to perform the same overall operation as sfrob
- Use pipelines (do not create temporary files)
- Encrypted input -> tr (decrypt) -> sort (sort decrypted text) -> tr (encrypt) -> encrypted output

## Homework 5 (sfrob.txt)

- Measure any differences in performance between sfrob and sfrobu using the time command.
- Run your program on inputs of varying numbers of input lines, and estimate the number of comparisons as a function of the number of input lines
- Use the time command to compare the overall performance of sfrob, sfrobu, sfrobs, sfrobu -f and sfrobs -f

# Read and Write system calls

#include <unistd.h>

- `ssize_t read(int fildes, void *buf, size_t nbyte) – – –`
  - `fildes`: file descriptor
  - `buf`: buffer to write to
  - `nbyte`: number of bytes to read
- `ssize_t write(int fildes, const void *buf, size_t nbyte);`
  - `fildes`: file descriptor
  - `buf`: buffer to write from
  - `nbyte`: number of bytes to write
- `int open(const char *pathname, int flags, mode_t mode);`
- `int close(int fd);`
- File descriptors
  - 0 `stdin`
  - 1 `stdout`
  - 2 `stderr`

# fstat system call

- `int fstat(int filedes, struct stat *buf)`
  - Returns information about the file with the descriptor `filedes` into `buf`

