Lab 9 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

Example: exit(EXIT_SUCCESS);

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()

Example: getcwd(path, length_of_array_for_path);

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.

Example: getenv("HOME");

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.

Faculty example: /gaia/home/faculty/bielr

Student example: /gaia/home/student/smithj ??

CHDIR

#include<unistd.h>

int chdir(const char *pathame);

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*.

Example: chdir(variable_name);

Dealing with Errors

You have at least two choices:

- Use a fprintf. Good for checking non-system errors.
 - Example: fprintf(stderr, "No command");
- Use perror function. Good for system-call error checking.
 - Example: perror("Error executing command");

The book shows functions named: errExit or usageErr

They will not work for us unless we include the appropriate code from the text book

perror System Call

#include <stdio.h>

void perror (const char *msg);

More information in the text on pages 48-50

Example: perror("Error changing directory\n");

Error Examples

```
With a system call:
    if(chdir(dir) != 0)
        perror("Error changing directory\n");

Without a system call:
    if (out_redir != 0)
    {
        fprintf(stderr, "Cannot output to more than one file");
        _exit(EXIT_FAILURE);
    }
```

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The End