



# Operating Systems Lab (C+Unix)

**Enrico Bini**

University of Turin

# Outline

## 1 Error handling

## Errors: the `errno` global variable

- The invocation of functions may fail. Examples:
  - ▶ `malloc` fails if memory is not available
  - ▶ `open` fails if the file to be read does not exist
- If the call to a function fails, the caller is informed by an invalid returned value. Examples:
  - ▶ `malloc` returns `NULL` if failing (invalid pointer)
  - ▶ `open` returns `-1` if failing (invalid file descriptor)
- If the invalid value is returned, the calling function knows that an error happened, but **doesn't know why**
- To inform about the cause of the error the global variable

```
int errno;
```

is set by the failing function. It is available by including

```
#include <errno.h>
```

- When a function fails, it sets the global variable `errno` accordingly.
- The caller may get more details about the reasons of failure by inspecting the value of `errno`

## Errors: values of errno

- The man pages of the failing function list all possible values of errno which may be set, in the section “ERRORS” usually at the bottom of the man page. Example: `man 2 open`
- These values are pre-processor macros set equal to non-zero integers.
- If `errno == 0`, then the previous call was successful
- the function (declared in `string.h`)

```
char * strerror(int errnum);
```

returns a pointer to a string describing the error with code `errno`

- *test-error-open.c*