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File Handling

Low-level I/O

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Low-Level I/O

- Low-level I/O functions
 - open, close: open, close files (keyboard, screen), similar to fopen, fclose
 - read, write: read, write (similar to fread, fwrite)
 - Iseek: random access (similar to fseek)
 - creat, unlink: create, remove a file
- Find out more from man

Low-Level I/O

- Comparison
 - open/close vs. fopen/fclose
 - read/write vs. fread/fwrite

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Low-Level I/O

• Comparison

```
- open/close vs. fopen/fclose
```

- read/write vs. fread/fwrite

...

/* the later relies on the former */

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Low-Level I/O

```
/* Change the case of letters in a file. */
#include <ctype.h>
#include <fcntl.h>
#include <unistd.h> /* use io.h in MS_DOS */
#define BUFSIZE 1024
```

Low-Level I/O

```
/* Change the case of letters in a file. */
#include <ctype.h>
#include <fcntl.h>
#include <unistd.h>
                           /* use io.h in MS DOS */
#define BUFSIZE 1024
int main(int argc, char **argv)
  char mybuf[BUFSIZE], *p;
  int in fd, out fd, n;
  in fd = open(argv[1], O RDONLY);
  out_fd = open(argv[2], O_WRONLY | O_EXCL | O_CREAT, 0600);
  while ((n = read(in_fd, mybuf, BUFSIZE)) > 0) {
     for (p = mybuf; p - mybuf < n; ++p)
      if (islower(*p))
         *p = toupper(*p);
      else if (isupper(*p))
         *p = tolower(*p);
     write(out fd, mybuf, n);
  close(in fd);
  close(out_fd);
  return 0;
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```

Low-Level I/O

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Low-Level I/O

Next Lecture

• Writing larger programs

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Low-Level I/O

```
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#include <ctype.h>
#include <fcntl.h>
#include <unistd.h>
                          /* use io.h in MS DOS */
#define BUFSIZE 1024
int main(int argc, char **argv)
  char mybuf[BUFSIZE], *p;
  int in fd, out fd, n;
  in_fd = open(argv[1], O_RDONLY);
  out_fd = open(argv[2], O_WRONLY | O_EXCL | O_CREAT, 0600);
  while ((n = read(in_fd, mybuf, BUFSIZE)) > 0) {
     for (p = mybuf; p - mybuf < n; ++p)
      if (islower(*p))
         *p = toupper(*p);
      else if (isupper(*p))
         *p = tolower(*p);
     write(out_fd, mybuf, n);
  close(in_fd);
  close(out_fd);
  return 0;
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```