

System Programming

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I/O Routines

- Working with files
 - Pointer-base IO
 - Ex. `fprintf(FILE *)`
 - File descriptor-based IO
 - Low-Level, in fact standard C library I/O routines are implemented on top of the Linux low-level I/O system calls

File Descriptors

- A file descriptor is simply an integer that is used as an index into a table of open files associated with each process.
- The values 0, 1, and 2 are special and refer to the stdin, stdout, and stderr streams;

Read Data

- Note:
 - Include the header files `<fcntl.h>`, `<sys/types.h>`, `<sys/stat.h>`, and `<unistd.h>` if you use any of the low-level I/O functions
- The `open()` Call

```
#include <sys/types.h>
#include <sys/stat.h>
#include <fcntl.h>

int open(const char *pathname, int flags);
int open(const char *pathname, int flags, mode_t mode);
```

TABLE 9.1 **FLAGS FOR THE `open()` CALL**

<i>Flag</i>	<i>Description</i>
<code>O_RDONLY</code>	Open file for read-only access.
<code>O_WRONLY</code>	Open file for write-only access.
<code>O_RDWR</code>	Open file for read and write access.
<code>O_CREAT</code>	Create the file if it does not exist.
<code>O_EXCL</code>	Fail if the file already exists.
<code>O_NOCTTY</code>	Don't become controlling tty if opening tty and the process had no controlling tty.
<code>O_TRUNC</code>	Truncate the file to length 0 if it exists.
<code>O_APPEND</code>	Append file pointer will be positioned at end of file.
<code>O_NONBLOCK</code>	If an operation cannot complete without delay, return before completing the operation. (See Chapter 22, "Non-blocking Socket I/O.")
<code>O_NDELAY</code>	Same as <code>O_NONBLOCK</code> .
<code>O_SYNC</code>	Operations will not return until the data has been physically written to the disk or other device.

- The close() Call

```
#include <unistd.h>
```

```
int close(int fd);
```

Any locks held by the process on the file
are released

- The read() Call

```
#include <unistd.h>
```

```
ssize_t read(int fd, void *buf, size_t count);
```

- The write() Call

```
#include <unistd.h>
```

```
ssize_t write(int fd, const void *buf, size_t  
count);
```

- The flock() Call

```
#include <sys/file.h>
```

```
int flock(int fd, int operation)
```

- operation, will be
 - LOCK_SH for a shared lock,
 - LOCK_EX for an exclusive lock,
 - LOCK_UN to unlock;

Exercise

- Write a program that writes hello world into a file using low level I/O. Ensure proper error handling is performed on the `open()` and `write()` function calls.