

## Lab 8 – File System Management

### OBJECTIVE

Learn to use open, read, write, close system for file management.

**TIME REQUIRED :** 1 hrs

**PROGRAMMING LANGUAGE :** C/C++

**SOFTWARE REQUIRED :** Ubuntu/Fedora, gcc/gc, Text Editor, Terminal, Windows, Dev

**HARDWARE REQUIRED :** Core i5 in Computer Labs

### FILE SYSTEM MANAGEMENT IN LINUX

File management system calls handle file manipulation jobs like creating a file, reading, and writing, etc. The Linux System calls under this are **open()**, **read()**, **write()**, **close()**.

- **open():**

- It is the system call to open a file.
- This system call just opens the file, to perform operations such as read and write, we need to execute different system call to perform the operations.

- **Syntax:**

```
fd = open (file_name, mode, permission);  
Example:  
fd = open ("file", O_CREAT | O_RDWR, 0777);
```

Here,

- **file\_name** is the name to the file to open.
- **mode** is used to define the file opening modes such as create, read, write modes.
- **permission** is used to define the file permissions.

**Return value:** Function returns the file descriptor.

- **read():**

- This system call opens the file in reading mode
- We can not edit the files with this system call.
- Multiple processes can execute the read() system call on the same file simultaneously.

**Syntax:**

```
length = read(file_descriptor , buffer, max_len);
```

```
Example:  
n = read(0, buff, 50);
```

**Here,**

- **file\_descriptor** is the file descriptor of the file.
- **buffer** is the name of the buffer where data is to be stored.
- **max\_len** is the number specifying the maximum amount of that data can be read.

**Return value:** If successful read returns the number of bytes actually read.

- **write():**
  - This system call opens the file in writing mode
  - We can edit the files with this system call.
  - Multiple processes can not execute the write() system call on the same file simultaneously.

**Syntax:**

```
length = write(file_descriptor , buffer, len);  
Example:  
n = write(fd, "Hello world!", 12);
```

**Here,**

- **file\_descriptor** is the file descriptor of the file.
- **buffer** is the name of the buffer to be stored.
- **len** is the length of the data to be written.

**Return value:** If successful write() returns the number of bytes actually written.

- **close():**
  - This system call closes the opened file.

**Syntax:**

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

**Here,**

- **fd** is the file descriptor of the file to be closed.

**Return value:** If file closed successfully it returns 0, else it returns -1.

### **C code to demonstrate example of System call:**

Run the following code and write down the outcome of the programs.

#### **Activity 8.1**

**The following program will create a new file and read input from the terminal. Later this will read from the file and display output from the data in the file.**

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

int main()
{
    int n,fd;
    char buff[50]; // declaring buffer

    //message printing on the display
    printf("Enter text to write in the file:\n");
    //read from keyboard, specifying 0 as fd for std input device
    //Here, n stores the number of characters
    n= read(0, buff, 50);

    // creating a new file using open.
    fd=open("file",O_CREAT | O_RDWR, 0777);

    //writting input data to file (fd)
    write(fd, buff, n);
    //Write to display (1 is standard fd for output device)
    write(1, buff, n);

    //closing the file
    int close(int fd);

    return 0;
}
```

**Answer:**