

fescape

1.1

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Chapter 1

File Index

1.1 File List

Here is a list of all documented files with brief descriptions:

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Chapter 2

File Documentation

2.1 fescape.c

```
00001 #include "fescape.h"
00002 #include "system-actions.h"
00003
00004 void usage(const char *program) {
00005     printf("Usage: %s [OPTIONS] <ARGUMENTS>\n\n", program);
00006     printf("Options:\n");
00007     printf("  -h, --help          Display this help message and exit\n");
00008     printf("  -r, --repeats       Show repeated non-ASCII chars in brackets\n");
00009     printf("  -n, --newline       Filter newline characters\n");
00010     printf("  -o, --octal         Display non-ASCII characters in octal instead of hex\n\n");
00011     printf("Arguments:\n");
00012     printf("  filename(s)        filename(s) to display\n");
00013     printf("  -                  streams from stdin\n");
00014     printf("  no argument        equivalent to -, streams from stdin\n\n");
00015     printf("Examples:\n");
00016     printf("  %s\n", program);
00017     printf("  %s -\n", program);
00018     printf("  %s MyBinaryFile\n", program);
00019     printf("  %s File1 MyBinaryFile2 File3\n", program);
00020     // printf("Restrictions:\n");
00021     // printf("  None.\n\n");
00022     // printf("Notes:\n");
00023     // printf("  None.\n");
00024     exit(EXIT_SUCCESS);
00025 } // usage()
00026
00027 void fescape(FILE *input_stream, FILE *output_stream, bool repeats, bool octal, bool filter_newlines)
00028 {
00029     int current_char;
00030     int saved_char = EOF;
00031     int repeat_count = 1;
00032
00033     while ((current_char = getc(input_stream)) != EOF) {
00034         if (ferror(input_stream)) {
00035             fclose(input_stream);
00036             HANDLE_ERROR("unable to read input stream");
00037         }
00038
00039         if (iscntrl(current_char) || !isprint(current_char)) {
00040             if (current_char == saved_char && repeats) {
00041                 repeat_count++;
00042             } else {
00043                 if (repeat_count > 1 && repeats) {
00044                     fprintf(output_stream, "[%i]", repeat_count);
00045                     repeat_count = 1;
00046                 }
00047                 saved_char = current_char;
00048                 if (filter_newlines || current_char != '\n') {
00049                     fprintf(output_stream, octal ? "<%.3o>" : "<0x%02x>", current_char);
00050                 } else {
00051                     if (current_char == '\n')
00052                         putc(current_char, output_stream);
00053                 }
00054             }
00055         } else {
00056             if (repeat_count > 1 && repeats) { // Final repeat count for control sequences
00057                 fprintf(output_stream, "[%i]", repeat_count);
00058                 repeat_count = 1;
00059             }
00060             putc(current_char, output_stream);
00061         }
00062     }
00063 }
```

```
00058         }
00059         putc(current_char, output_stream);
00060         saved_char = EOF;
00061     }
00062 }
00063 // Handle the case for the last character being repeated
00064 if (repeat_count > 1 && repeats && saved_char != '\n') {
00065     fprintf(output_stream, "[%i]", repeat_count);
00066 }
00067 }
```

2.2 src/fescape.h File Reference

Filter unprintable characters from input stream.

```
#include <ctype.h>
#include <stdio.h>
#include <stdbool.h>
#include <stdlib.h>
#include <string.h>
#include <unistd.h>
```

Functions

- void [usage](#) (const char *program)
Display help to user.
- void [fescape](#) (FILE *input_stream, FILE *output_stream, bool repeats, bool octal, bool filter_newlines)
convert non-ASCII characters to hex or octal representation

2.2.1 Detailed Description

Filter unprintable characters from input stream.

Author

Robert Primmer (<https://github.com/rprimer>)

Files that contain non-printable characters mess up the display when printed (e.g., via `cat(1)`). This program allows the display of such files, substituting hex (or optionally octal) codes for the non-printable characters. Optionally it can show the count for repeated non-printable characters rather than display each repeated hex/octal code.

Version

1.2

Date

2024-04-08

Definition in file [fescape.h](#).

2.2.2 Function Documentation

2.2.2.1 fescape()

```
void fescape (
    FILE * input_stream,
    FILE * output_stream,
    bool repeats,
    bool octal,
    bool filter_newlines )
```

convert non-ASCII characters to hex or octal representation

Parameters

<i>input_stream</i>	Input stream to read.
<i>output_stream</i>	Output stream to write.
<i>repeats</i>	If true, display repeated character count.
<i>octal</i>	If true, display control sequences in octal instead of hex.
<i>filter_newlines</i>	If true, filter newline characters.

Definition at line 27 of file [fescape.c](#).

2.2.2.2 usage()

```
void usage (
    const char * program )
```

Display help to user.

Parameters

<i>program</i>	Calling program name
----------------	----------------------

Definition at line 4 of file [fescape.c](#).

2.3 fescape.h

[Go to the documentation of this file.](#)

```
00001
00014 #pragma once
00015
00016 #include <ctype.h>
00017 #include <stdio.h>
00018 #include <stdbool.h>
00019 #include <stdlib.h>
00020 #include <string.h>
00021 #include <unistd.h>
00022
00028 void usage(const char *program);
00029
00039 void fescape(FILE *input_stream, FILE *output_stream, bool repeats, bool octal, bool filter_newlines);
```

2.4 main.c

```

00001 #include <getopt.h>
00002 #include <libgen.h>
00003 #include <stdbool.h>
00004 #include <stdio.h>
00005 #include <stdlib.h>
00006 #include <string.h>
00007 #include <unistd.h>
00008
00009 #include "fescape.h"
00010 #include "system-actions.h"
00011
00012 int main(int argc, char **argv) {
00013     char program[PATH_MAX];
00014     basename_r(argv[0], program);
00015     FILE *fp;
00016     bool repeat_count = false;
00017     bool show_octal = false;
00018     bool filter_newlines = false;
00019
00020 #ifdef DEBUG
00021     setbuf(stdout, NULL);
00022     setbuf(stderr, NULL);
00023     fprintf(stderr, "%s, %d: argc: %d, optind: %d\n", basename(__FILE__), __LINE__, argc, optind);
00024 #endif // DEBUG
00025
00026     // Handle switches
00027     int option = 0;
00028     int option_index = 0;
00029     static struct option long_options[] = {"help", no_argument, 0, 'h'},
00030                                           {"repeats", no_argument, 0, 'r'},
00031                                           {"newline", no_argument, 0, 'n'},
00032                                           {"octal", no_argument, 0, 'o'},
00033                                           {0, 0, 0, 0}};
00034     while ((option = getopt_long(argc, argv, "hrno", long_options, &option_index)) != -1) {
00035         switch (option) {
00036             case 'h':
00037                 usage(program);
00038                 break;
00039             case 'r':
00040                 repeat_count = true;
00041                 break;
00042             case 'n':
00043                 filter_newlines = true;
00044                 break;
00045             case 'o':
00046                 show_octal = true;
00047                 break;
00048             default:
00049                 HANDLE_ERROR("invalid switch provided");
00050         }
00051     }
00052
00053 #ifdef DEBUG
00054     fprintf(stderr, "%s, %d: argc: %d, optind: %d\n", basename(__FILE__), __LINE__, argc, optind);
00055 #endif // DEBUG
00056
00057     // Handle arguments and actions
00058     int retval = 0;
00059
00060     if (optind >= argc)
00061         fescape(stdin, stdout, repeat_count, show_octal, filter_newlines);
00062     else
00063         for (; optind < argc; optind++) {
00064             if (strcmp(argv[optind], "-") == 0)
00065                 fescape(stdin, stdout, repeat_count, show_octal, filter_newlines);
00066             else {
00067                 if ((fp = fopen(argv[optind], "r")) == NULL)
00068                     HANDLE_ERROR("fopen: %s, file: %s", strerror(errno), argv[optind]);
00069
00070                 fescape(fp, stdout, repeat_count, show_octal, filter_newlines);
00071                 fprintf(stdout, "\n");
00072                 fclose(fp);
00073             }
00074         }
00075
00076     return ferror(stdout) ? EOF : retval;
00077 }

```

2.5 system-actions.c

```

00001 // system-actions.c

```

```
00002
00003 #include "system-actions.h"
00004
00005 void handleError(bool fatal, char *file, const char *func, int line, const char *fmt, ...) {
00006     fprintf(stderr, "Error in %s:%s, line %d: ", basename(file), func, line);
00007     va_list args;
00008     va_start(args, fmt);
00009     vfprintf(stderr, fmt, args);
00010     va_end(args);
00011     fprintf(stderr, "\n");
00012
00013     if (fatal)
00014         exit(EXIT_FAILURE);
00015 }
00016
00017 int booleanQuery(const char *prompt) {
00018     char response[10];
00019
00020     printf("%s ", prompt);
00021
00022     if (fgets(response, sizeof(response), stdin) == NULL)
00023         HANDLE_ERROR("failed to read user response");
00024
00025     return (response[0] == 'y' || response[0] == 'Y');
00026 } // booleanQuery()
00027
00028 int fileExists(const char *filename) {
00029     struct stat buffer;
00030     return (stat(filename, &buffer) == 0);
00031 } // fileExists()
00032
00033 int copyFile(const char *src, const char *dest) {
00034     char buffer[BUFSIZ];
00035     size_t bytesRead, bytesWritten;
00036
00037     FILE *source = fopen(src, "rb");
00038     if (source == NULL) {
00039         REPORT_ERROR("fopen: %s, file %s", strerror(errno), src);
00040         return EXIT_FAILURE;
00041     }
00042
00043     FILE *destination = fopen(dest, "wb");
00044     if (destination == NULL) {
00045         fclose(source);
00046         REPORT_ERROR("fopen: %s, file: %s", strerror(errno), dest);
00047         return EXIT_FAILURE;
00048     }
00049
00050     while ((bytesRead = fread(buffer, 1, sizeof(buffer), source)) > 0) {
00051         bytesWritten = fwrite(buffer, 1, bytesRead, destination);
00052         if (bytesWritten < bytesRead) {
00053             fclose(source);
00054             fclose(destination);
00055             REPORT_ERROR("fwrite: %s, file: %s", strerror(errno), dest);
00056             return EXIT_FAILURE;
00057         }
00058     }
00059
00060     if (ferror(source)) {
00061         fclose(source);
00062         fclose(destination);
00063         REPORT_ERROR("read error: %s", src);
00064         return EXIT_FAILURE;
00065     } else if (!feof(source)) {
00066         fclose(source);
00067         fclose(destination);
00068         REPORT_ERROR("unexpected end of file: %s", src);
00069         return EXIT_FAILURE;
00070     }
00071
00072     fclose(source);
00073     fclose(destination);
00074
00075     return EXIT_SUCCESS;
00076 } // copyFile()
00077
00078 int copyFile2(const char *src, const char *dest) {
00079     char buffer[BUFSIZ];
00080     ssize_t bytes_read, bytes_written, total_written;
00081
00082     int source_fd = open(src, O_RDONLY);
00083     if (source_fd == -1) {
00084         REPORT_ERROR("open: %s, file %s", strerror(errno), src);
00085         return EXIT_FAILURE;
00086     }
00087
00088     int dest_fd = open(dest, O_WRONLY | O_CREAT | O_TRUNC, 0644);
```

```

00089     if (dest_fd == -1) {
00090         close(source_fd);
00091         REPORT_ERROR("open: %s, file %s", strerror(errno), dest);
00092         return EXIT_FAILURE;
00093     }
00094
00095     while ((bytes_read = read(source_fd, buffer, sizeof(buffer))) > 0) {
00096         total_written = 0;
00097         do {
00098             bytes_written = write(dest_fd, buffer + total_written, bytes_read - total_written);
00099             if (bytes_written >= 0) {
00100                 total_written += bytes_written;
00101             } else {
00102                 close(source_fd);
00103                 close(dest_fd);
00104                 REPORT_ERROR("write: %s, file: %s", strerror(errno), dest);
00105                 return EXIT_FAILURE;
00106             }
00107         } while (bytes_read > total_written);
00108     }
00109
00110     if (bytes_read == -1) {
00111         close(source_fd);
00112         close(dest_fd);
00113         REPORT_ERROR("read error: %s", src);
00114         return EXIT_FAILURE;
00115     }
00116
00117     close(source_fd);
00118     close(dest_fd);
00119
00120     return EXIT_SUCCESS;
00121 } // copyFile2()
00122
00123 int lsFiles(const char *dirname, const char *files) {
00124     DIR *dir = opendir(dirname);
00125
00126     if (dir == NULL) {
00127         REPORT_ERROR("opendir: %s, file: %s", strerror(errno), dirname);
00128         return EXIT_FAILURE;
00129     }
00130
00131     struct dirent *entry;
00132     struct stat file_stat;
00133     char full_path[PATH_MAX];
00134
00135     while ((entry = readdir(dir)) != NULL) {
00136         if (fnmatch(files, entry->d_name, 0) == 0) {
00137
00138             if (dirname[strlen(dirname) - 1] == '/')
00139                 snprintf(full_path, sizeof(full_path), "%s%s", dirname, entry->d_name);
00140             else
00141                 snprintf(full_path, sizeof(full_path), "%s/%s", dirname, entry->d_name);
00142
00143             if (lstat(full_path, &file_stat) == 0) {
00144                 printf("%s ", full_path);
00145                 printf("Owner: %s ", getpwuid(file_stat.st_uid)->pw_name);
00146                 printf("Group: %s ", getgrgid(file_stat.st_gid)->gr_name);
00147                 printf("Size: %lld ", (long long)file_stat.st_size);
00148                 printf("Last modified: %s", ctime(&file_stat.st_mtime));
00149             } else {
00150                 closedir(dir);
00151                 REPORT_ERROR("lstat: %s, file: %s", strerror(errno), full_path);
00152                 return EXIT_FAILURE;
00153             }
00154         }
00155     }
00156
00157     return (closedir(dir));
00158 } // lsFiles()
00159
00160 int fileInfo(const char *filepath) {
00161     struct stat fileStat;
00162     if (lstat(filepath, &fileStat) < 0) {
00163         REPORT_ERROR("lstat: %s, file: %s", strerror(errno), filepath);
00164         return EXIT_FAILURE;
00165     }
00166
00167     printf("Information for %s\n", filepath);
00168     printf("-----\n");
00169     printf("File Size: \t\t%lld bytes\n", (long long)fileStat.st_size);
00170     printf("Number of Links: \t%lu\n", (unsigned long)fileStat.st_nlink);
00171     printf("File inode: \t\t%lu\n", (unsigned long)fileStat.st_ino);
00172
00173     printf("File Permissions: \t");
00174     printf((S_ISDIR(fileStat.st_mode)) ? "d" : (S_ISLNK(fileStat.st_mode)) ? "l" :
(S_ISFIFO(fileStat.st_mode)) ? "p" :

```

```

00175         (S_ISSOCK(fileStat.st_mode)) ? "s" : (S_ISCHR(fileStat.st_mode)) ? "c" :
(S_ISBLK(fileStat.st_mode)) ? "b" : "-");
00176     printf((fileStat.st_mode & S_IRUSR) ? "r" : "-");
00177     printf((fileStat.st_mode & S_IWUSR) ? "w" : "-");
00178     printf((fileStat.st_mode & S_IXUSR) ? ((fileStat.st_mode & S_ISUID) ? "s" : "x") :
00179         ((fileStat.st_mode & S_ISUID) ? "S" : "-"));
00180     printf((fileStat.st_mode & S_IRGRP) ? "r" : "-");
00181     printf((fileStat.st_mode & S_IWGRP) ? "w" : "-");
00182     printf((fileStat.st_mode & S_IXGRP) ? ((fileStat.st_mode & S_ISGID) ? "s" : "x") :
00183         ((fileStat.st_mode & S_ISGID) ? "S" : "-"));
00184     printf((fileStat.st_mode & S_IROTH) ? "r" : "-");
00185     printf((fileStat.st_mode & S_IWOTH) ? "w" : "-");
00186     printf((fileStat.st_mode & S_IXOTH) ? ((fileStat.st_mode & S_ISVTX) ? "t" : "x") :
00187         ((fileStat.st_mode & S_ISVTX) ? "T" : "-"));
00188     printf("\n");
00189
00190     printf("Last access time: %s", ctime(&fileStat.st_atime));
00191     printf("Last modification time: %s", ctime(&fileStat.st_mtime));
00192     printf("Last status change time: %s", ctime(&fileStat.st_ctime));
00193
00194     struct passwd *pw = getpwuid(fileStat.st_uid);
00195     struct group *gr = getgrgid(fileStat.st_gid);
00196     printf("File Owner: %t\t%s (%d)\n", pw->pw_name, fileStat.st_uid);
00197     printf("File Group: %t\t%s (%d)\n", gr->gr_name, fileStat.st_gid);
00198     printf("Block Size: %t\t%d bytes\n", (long)fileStat.st_blksize);
00199
00200     printf("File Type: %t\t");
00201     if (S_ISREG(fileStat.st_mode))
00202         printf("Regular file\n");
00203     else if (S_ISDIR(fileStat.st_mode))
00204         printf("Directory\n");
00205     else if (S_ISCHR(fileStat.st_mode))
00206         printf("Character device\n");
00207     else if (S_ISBLK(fileStat.st_mode))
00208         printf("Block device\n");
00209     else if (S_ISFIFO(fileStat.st_mode))
00210         printf("FIFO\n");
00211     else if (S_ISLNK(fileStat.st_mode))
00212         printf("Symbolic link\n");
00213     else if (S_ISSOCK(fileStat.st_mode))
00214         printf("Socket\n");
00215     else
00216         printf("Unknown\n");
00217
00218     return EXIT_SUCCESS;
00219 } // fileInfo()
00220
00221 int checkProcess(const char *process_name) {
00222     char command[128];
00223     snprintf(command, sizeof(command), "pgrep %s", process_name);
00224
00225     FILE *pipe = popen(command, "r");
00226     if (pipe == NULL) {
00227         REPORT_ERROR("popen: %s, process name: %s", strerror(errno), process_name);
00228         return EXIT_FAILURE;
00229     }
00230
00231     char buffer[256];
00232     if (fgets(buffer, sizeof(buffer), pipe) == NULL)
00233         fprintf(stderr, "Warning: the %s process is not running.\n", process_name);
00234     else {
00235         pid_t pid = atoi(strtok(buffer, "\n")); // Extract first PID
00236         printf("The %s process is running with PID(s): %d", process_name, pid);
00237
00238         // Check for additional PIDs
00239         while (fgets(buffer, sizeof(buffer), pipe) != NULL) {
00240             pid = atoi(strtok(buffer, "\n"));
00241             printf(" %d", pid);
00242         }
00243         printf("\n");
00244     }
00245
00246     return (pclose(pipe));
00247 } // checkProcess()
00248
00249 int displayProcess(const char *process_name) {
00250     char command[128];
00251     snprintf(command, sizeof(command), "ps aux | grep %s | grep -v grep", process_name);
00252
00253     FILE *pipe = popen(command, "r");
00254     if (pipe == NULL) {
00255         REPORT_ERROR("popen: %s, process name: %s", strerror(errno), process_name);
00256         return EXIT_FAILURE;
00257     }
00258
00259     char buffer[256];
00260     while (fgets(buffer, sizeof(buffer), pipe) != NULL)

```

```

00261         printf("%s", buffer);
00262
00263         return (pclose(pipe));
00264 } // displayProcess()
00265
00266 int validateDNSname(const char *dns_name) {
00267     regex_t regex;
00268     int result;
00269     const char *dns_regex = "^[a-zA-Z0-9]([-a-zA-Z0-9]{0,61}[a-zA-Z0-9])?\\.([a-zA-Z]{2,})$";
00270
00271     // Compile the regular expression
00272     result = regcomp(&regex, dns_regex, REG_EXTENDED | REG_NOSUB);
00273     if (result) {
00274         REPORT_ERROR("regex: %s, DNS name: %s", strerror(errno), dns_name);
00275         return EXIT_FAILURE;
00276     }
00277
00278     // Execute the regular expression
00279     result = regexec(&regex, dns_name, 0, NULL, 0);
00280     regfree(&regex); // Free memory allocated to the pattern buffer by regcomp
00281
00282     return result;
00283 } // validateDNSname

```

2.6 src/system-actions.h File Reference

Common functions and system actions.

```

#include <dirent.h>
#include <errno.h>
#include <fcntl.h>
#include <fnmatch.h>
#include <grp.h>
#include <libgen.h>
#include <limits.h>
#include <pwd.h>
#include <regex.h>
#include <stdarg.h>
#include <stdbool.h>
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <sys/stat.h>
#include <sys/types.h>
#include <sys/wait.h>
#include <time.h>
#include <unistd.h>

```

Macros

- #define [HANDLE_ERROR](#)(fmt, ...) handleError(true, __FILE__, __func__, __LINE__, fmt, ##__VA_ARGS__,
__)
- #define [REPORT_ERROR](#)(fmt, ...) handleError(false, __FILE__, __func__, __LINE__, fmt, ##__VA_ARGS__,
__)

Functions

- void [handleError](#) (bool fatal, char *file, const char *func, int line, const char *fmt,...)
Common error handling routine.

- int [booleanQuery](#) (const char *prompt)
Query user for yes or no.
- int [fileExists](#) (const char *filename)
Check for file existence.
- int [copyFile](#) (const char *src, const char *dest)
Make a copy of a file. Uses fread(3) & fwrite(3).
- int [copyFile2](#) (const char *src, const char *dest)
Make a copy of a file. Uses read(2) & write(2).
- int [lsFiles](#) (const char *dirname, const char *files)
List files in a directory.
- int [fileInfo](#) (const char *filepath)
Display information about a file.
- int [checkProcess](#) (const char *process_name)
Check if a process is currently running.
- int [displayProcess](#) (const char *process_name)
Display info on a running process.
- int [validateDNSname](#) (const char *dns_name)
DNS name must start & end with a letter or a number and can only contain letters, numbers, and hyphens.

2.6.1 Detailed Description

Common functions and system actions.

Author

Robert Primmer (<https://github.com/rprimer>)

Version

1.3

Date

2024-04-02

Definition in file [system-actions.h](#).

2.6.2 Macro Definition Documentation

2.6.2.1 HANDLE_ERROR

```
#define HANDLE_ERROR(  
    fmt,  
    ... ) handleError(true, __FILE__, __func__, __LINE__, fmt, ##__VA_ARGS__)
```

Definition at line 37 of file [system-actions.h](#).

2.6.2.2 REPORT_ERROR

```
#define REPORT_ERROR(  
    fmt,  
    ... ) handleError(false, __FILE__, __func__, __LINE__, fmt, ##__VA_ARGS__)
```

Definition at line 38 of file [system-actions.h](#).

2.6.3 Function Documentation

2.6.3.1 booleanQuery()

```
int booleanQuery (  
    const char * prompt )
```

Query user for yes or no.

Parameters

<i>prompt</i>	Message to be displayed to user.
---------------	----------------------------------

Returns

int Return true if user entered y or Y.

Definition at line 17 of file [system-actions.c](#).

2.6.3.2 checkProcess()

```
int checkProcess (  
    const char * process_name )
```

Check if a process is currently running.

Parameters

<i>process_name</i>	Process to look for.
---------------------	----------------------

Returns

int Return status.

Definition at line 221 of file [system-actions.c](#).

2.6.3.3 copyFile()

```
int copyFile (  
    const char * src,  
    const char * dest )
```


Make a copy of a file. Uses fread(3) & fwrite(3).

Parameters

<i>src</i>	File to be copied.
<i>dest</i>	Filename of copy.

Returns

int Return status.

Definition at line 33 of file [system-actions.c](#).

2.6.3.4 copyFile2()

```
int copyFile2 (
    const char * src,
    const char * dest )
```

Make a copy of a file. Uses read(2) & write(2).

Parameters

<i>src</i>	File to be copied.
<i>dest</i>	Filename of copy.

Returns

int Return status.

Definition at line 78 of file [system-actions.c](#).

2.6.3.5 displayProcess()

```
int displayProcess (
    const char * process_name )
```

Display info on a running process.

Parameters

<i>process_name</i>	Process to look for.
---------------------	----------------------

Returns

int Return status.

Definition at line 249 of file [system-actions.c](#).

2.6.3.6 fileExists()

```
int fileExists (
    const char * filename )
```

Check for file existence.

Parameters

<i>filename</i>	File to check.
-----------------	----------------

Returns

int Return true of file exists.

Definition at line 28 of file [system-actions.c](#).

2.6.3.7 fileInfo()

```
int fileInfo (
    const char * filepath )
```

Display information about a file.

Parameters

<i>filepath</i>	File to stat.
-----------------	---------------

Returns

int Return status.

Definition at line 160 of file [system-actions.c](#).

2.6.3.8 handleError()

```
void handleError (
    bool fatal,
    char * file,
    const char * func,
    int line,
    const char * fmt,
    ... )
```

Common error handling routine.

Parameters

<i>fatal</i>	If true, exit program, else returns to the caller.
<i>file</i>	C filename (translation unit) of caller.
<i>func</i>	Function name of caller.
<i>line</i>	Line number in translation unit.
<i>fmt</i>	Optional parameters can be provided (va_list).

Definition at line 5 of file [system-actions.c](#).

2.6.3.9 lsFiles()

```
int lsFiles (
    const char * dirname,
    const char * files )
```

List files in a directory.

Parameters

<i>dirname</i>	Directory housing files.
<i>files</i>	Files to list.

Returns

int Return status.

Definition at line 123 of file [system-actions.c](#).

2.6.3.10 validateDNSname()

```
int validateDNSname (
    const char * dns_name )
```

DNS name must start & end with a letter or a number and can only contain letters, numbers, and hyphens.

Parameters

<i>dns_name</i>	DNS name to check.
-----------------	--------------------

Returns

int Return status.

Definition at line 266 of file [system-actions.c](#).

2.7 system-actions.h

[Go to the documentation of this file.](#)

```
00001
00009 #ifndef SYSTEM_ACTIONS_H
00010 #define SYSTEM_ACTIONS_H
00011
00012 #include <dirent.h>
00013 #include <errno.h>
00014 #include <fcntl.h>
00015 #include <fnmatch.h>
00016 #include <grp.h>
```

```
00017 #include <libgen.h>
00018 #include <limits.h>
00019 #include <pwd.h>
00020 #include <regex.h>
00021 #include <stdarg.h>
00022 #include <stdbool.h>
00023 #include <stdio.h>
00024 #include <stdlib.h>
00025 #include <string.h>
00026 #include <sys/stat.h>
00027 #include <sys/types.h>
00028 #include <sys/wait.h>
00029 #include <time.h>
00030 #include <unistd.h>
00031
00032 // ##__VA_ARGS__ is a GNU extension that still works if __VA_ARGS__ is empty,
00033 // which supports calling the macro with just a string or with additional format arguments.
00034 // Modern compilers support this so I didn't want to clutter the code with a bunch of
00035 // #ifdef __GNUC__ conditionals just for the sake of some ancient compiler from long long ago.
00036 // __func__ was introduced in C99.
00037 #define HANDLE_ERROR(fmt, ...) handleError(true, __FILE__, __func__, __LINE__, fmt, ##__VA_ARGS__)
00038 #define REPORT_ERROR(fmt, ...) handleError(false, __FILE__, __func__, __LINE__, fmt, ##__VA_ARGS__)
00039
00049 void handleError(bool fatal, char *file, const char *func, int line, const char *fmt, ...);
00050
00057 int booleanQuery(const char *prompt);
00058
00065 int fileExists(const char *filename);
00066
00074 int copyFile(const char *src, const char *dest);
00075
00083 int copyFile2(const char *src, const char *dest);
00084
00092 int lsFiles(const char *dirname, const char *files);
00093
00100 int fileInfo(const char *filepath);
00101
00108 int checkProcess(const char *process_name);
00109
00116 int displayProcess(const char *process_name);
00117
00124 int validateDNSname(const char *dns_name);
00125
00126 #endif /* SYSTEM_ACTIONS_H */
```


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