

2. Write programs using the I/O system calls of UNIX/LINUX operating system (open, read, write, close, fcntl, seek, stat, opendir, readdir)

a) Open and write

```
#include<sys/types.h>
#include<sys/stat.h>
#include<fcntl.h>
#include<unistd.h>
#include<stdio.h>
void main()
{
    int fd;
    fd=creat("n1",0666);
    if(fd!=-1)
    {
        fd=open("n1",O_WRONLY);
        if(fd==-1)
        {
            printf("Cannot open file");
        }
        write(fd,"This is OS Program",20);
        close(fd);
    }
}
```

OUTPUT:

This is OS Program

b) Open and read

```
#include<sys/types.h>
#include<sys/stat.h>
#include<fcntl.h>
#include<unistd.h>
#include<stdio.h>
void main()
{
    int fd,n=1;
    char buf;
    fd=open("opening.c",O_RDONLY);
    if(fd==-1)
    {
        printf("File doesnot exist");
    }
    while(n>0)
    {
        n=read(fd,&buf,1);
        printf("%c",buf);
    }
}
```

OUTPUT:

c) Opendir and readdir

```
#include<stdio.h>
#include<dirent.h>
void main(int argc,char **argv)
{
    DIR *dp;
    struct dirent *link;
    dp=opendir(argv[1]);
    printf("Contents of the directory %s are \n",argv[1]);
    while((link=readdir(dp))!=0)
    {
        printf("%s\n",link->d_name);
    }
    closedir(dp);
}
```

Output:

OUTPUT:

d) Stat

```
#include<sys/types.h>
#include<sys/stat.h>
#include<fcntl.h>
#include<unistd.h>
#include<stdio.h>
void main()
{
    struct stat fs;
    if(stat("opening.c",&fs)==-1)
    {
        printf("Error in stat system call");
    }
    printf("No of links: %ld\n",fs.st_nlink);
    printf("Filesize: %ld bytes\n",fs.st_size);
    printf("File in ode: %ld\n",fs.st_ino);
}
```

Output:

e) seek_set

```
#include<fcntl.h>

#include<unistd.h>

#include<sys/stat.h>

#include<stdio.h>

void main()

{

    char buf;

    int fd=open("opening.c",O_RDONLY);

    lseek(fd,5,SEEK_SET);

    read(fd,&buf,1);

    printf("The char at offset 5=%c\n",buf);

    close(fd);

}
```

Output:

f) seek_cur

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

#include<fcntl.h>

#include<unistd.h>

#include<sys/stat.h>

#include<stdio.h>

void main()

{

    char buf;

    int fd=open("opening.c",O_RDONLY);

    lseek(fd, -5,SEEK_CUR);

    read(fd,&buf,1);

    printf("The char at offset 5=%c\n",buf);

}
```

```
    close(fd);  
}
```

Output: