

NAME

command — pass a command to the shell and return stdout and stderr

SYNOPSIS

```
#include <command.h>
```

```
int
```

```
command(const char *string, char *outbuf, int outlen, char *errbuf,  
        int errlen);
```

DESCRIPTION

The **command()** function hands the argument *string* to the command interpreter `sh(1)`. Any output generated by the command on stdout is placed into the buffer *outbuf*; any output generated on stderr is placed into the buffer *errbuf*. In either case, **command()** will only write up to *outlen* and *errlen* bytes to the respective buffers.

The calling process waits for the shell to finish executing the command, ignoring SIGINT and SIGQUIT, and blocking SIGCHLD.

If *string* is a NULL pointer, **command()** will return non-zero, if the command interpreter is available, or zero if none is available. Otherwise, **command()** returns the termination status of the shell in the format specified by `waitpid(2)`.

RETURN VALUES

If a child process cannot be created, or the termination status of the shell cannot be obtained, **command()** returns -1 and sets *errno* to indicate the error. If execution of the shell fails, **command()** returns the termination status for a program that terminates with a call of **exit(127)**.

SEE ALSO

`sh(1)`, `dup2(2)`, `execve(2)`, `pipe(2)`, `waitpid(2)`, `popen(3)`, `shquote(3)`, `system(3)`

`/usr/src/lib/libc/stdlib/system.c`

HISTORY

The **command()** function was first used as an in-class exercise for the class CS631 Advanced Programming in the UNIX Environment at Stevens Institute of Technology in the Fall of 2018.