

System Call Examples

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

```
2
```

```
3  int main(void)
```

```
4  {
```

```
5      write(1, "Hello, world!\n", 14);
```

```
6
```

```
7      return 0;
```

```
8  }
```

► Actually, write() is a wrapper function in glibc.

\$ man 2 write

\$ man 3 write

Don't invoke syscall directly whenever possible

```
int main(void) {  
    register char* arg2 asm("rsi") = "hello, world!\n";  
  
    /* rax: sys_write; rdi: STDOUT; */  
    asm("mov $1, %rax; mov $1, %rdi; mov $14, %rdx; syscall;");  
  
    return 0;  
}
```