write()

```c
#include <unistd.h>

int main(void)
{
    write(1, "Hello, world!\n", 14);

    return 0;
}
```

```
$ man 2 write
$ man 3 write
```

read()

```c
#include <unistd.h>

int main(void)
{
    char buffer[10];

    read(0, buffer, 10);

    write(1, buffer, 10);

    return 0;
}
```

```
$ man 2 read
$ man 3 read
```

▶ No need to `open()` STDIN, STDOUT, and STDERR