## Linux Systems Programming

Setting the Scene



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#### In This Module ...

What is systems programming?

Kernel space, user space

System calls, library routines

The mechanics:
Header files
Compilation
Error handling

Language choice:

C

Python

Demonstration: Install the tools Hello World

## Assumed Knowledge



#### **C** language

Syntax, data types, structures, pointers

#### Python

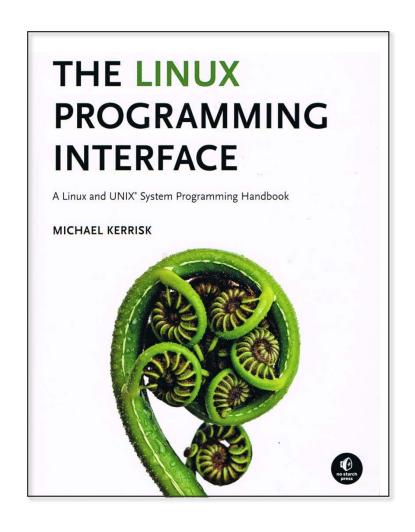
Not essential (but see "Python Fundamentals" for a good intro)

#### Linux

Command-line comfort Concepts:

- Files, links, directories, permissions
- Processes and pipes

#### **Book Recommendation**



1500 pages!

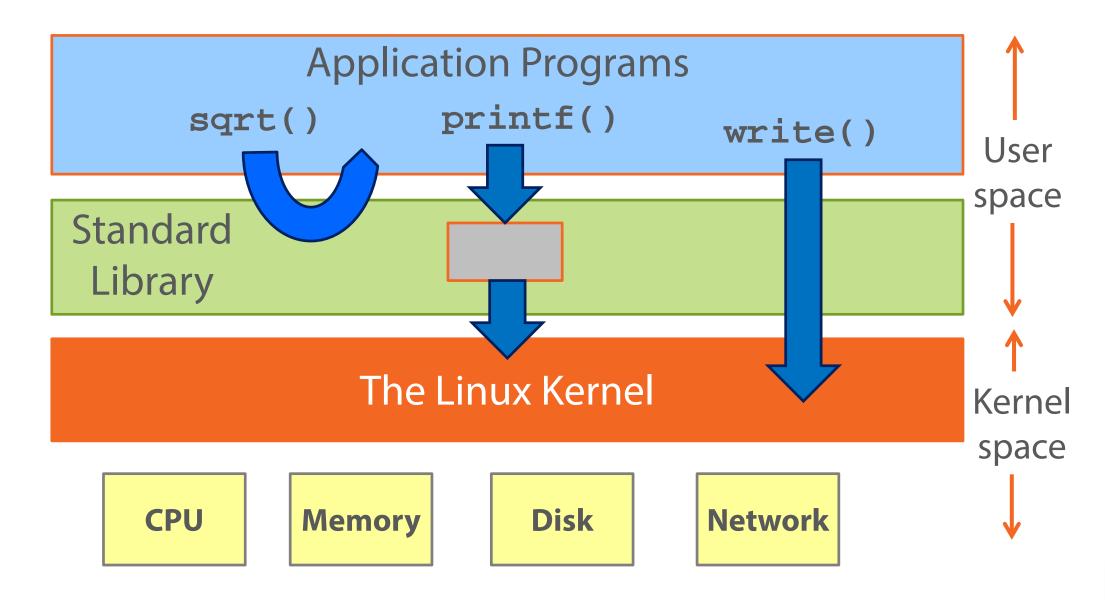
Authoritative

Well written

Lots of examples

Excellent!

#### Kernel Space and User Space



#### Hello World

```
#include <fcntl.h>
void main()
  int fd;
  fd = open("foo", O_WRONLY | O_CREAT, 0644);
  write(fd, "hello world", 11);
  close(fd);
```

#### **Error Handling**

```
#include <fcntl.h>
#include <errno.h>
#include <stdio.h>
#include <stdlib.h>
 fd = open("foo", O_WRONLY | O CREAT, 0644);
  if (fd < 0) {
    printf("error number %d\n", errno);
    perror("foo");
    exit(1);
```

### **Error Handling**

```
#include <fcntl.h>
#include <errno.h>←
                                            errno defined here
#include <stdio.h>
#include <stdlib.h>
  fd = open("foo", O_WRONLY | O CREAT, 0644); Typically, system calls
                                             —— return -1 on failure
  if (fd < 0) <
    printf("error number %d\n", errno);
    perror("foo");
    exit(1);
                               They set the global variable errno
```

#### A Common Idiom

```
Assign Perform
Test
 if ((fd = open("foo", O_WRONLY | O_CREAT, 0644)) < 0)
     ... handle the error ...
```

### C and Python



- Low-level systems programming
- Dennis Ritchie, 1972
- Statically typed
- Procedural
- Fully compiled



- High-level, multi-purpose
- Guido van Rossum, 1991
- Dynamically typed
- Multi-paradigm including O-O
- Interpreted

## The "man" Pages

- Traditional source of documentation in UNIX and Linux
  - Usually installed locally
  - Also available online (e.g. linux.die.net/man)
- Accessed via the man command:
  - man chmod
    - Gets the user command
  - man 2 chmod
    - Gets the system call

Section	Contents	
1	User commands	
2	System calls	
3	Library routines	
7	Miscellaneous	

## Understanding the "man" Pages

```
SYNOPSIS
                                             You will probably
       #include <unistd.h>
                                             need this header file
       ssize_t write(int fd, const void *buf, size_t count);
             Function prototype (not an example of an actual call)
       write() writes up to <u>count</u> bytes from the buffer pointed <u>buf</u>
       to the file referred to by the file descriptor fd.
       The number of bytes written may be less than <u>count</u> if, for
       example, there is insufficient space on the underlying phys-
       ical medium, or the RLIMIT FSIZE resource limit is encoun-
       tered (see setrlimit(2)), or the call was interrupted by a
       signal handler after having written less than <u>count</u> bytes.
       (See also pipe(7).) ← Cross-reference
```

# Data Types

	Typedef name	Actual Type	Description
	pid_t	int	A process ID or process group ID
	gid_t	unsigned int	A numeric group identifier
	uid_t	unsigned int	A numeric user identifier
Typedefs improve portability  Most resolve to some sort of integer	time_t	long int	Time (in seconds) since "the epoch"
	size_t	unsigned long	The size of an object in bytes
	ssize_t	long int	The size of an object, or a negative error indication
	mode_t	unsigned int	File permissions
	off_t	long int	A file offset or size
	socklen_t	unsigned int	The size of a socket address structure

pluralsight<sub>0</sub>

### Python Documentation



- Excellent documentation online: https://docs.python.org
  - Searchable
- Can be downloaded as PDF, HTML, HTML, plain text or EPUB

### Understanding the Python Documentation

open() is a built-in function
No external module to import

Value are optional

**open** (file, mode='r', buffering=-1, encoding=None, errors=None, newline=None, closefd=True, opener=None)

Open file and return a corresponding file object. If the file cannot be opened, an OSError is raised.

file is either a string or bytes object giving the pathname (absolute or relative to the current working directory) of the file to be opened or an integer file descriptor of the file to be wrapped. (If a file descriptor is given, it is closed when the returned I/O object is closed, unless *closefd* is set to False.)

#### **Standards**



This course is largely compliant with POSIX .1

**IEEE** standard

Specifies an API for a set of system services

Does not specify the underlying operating system

(but modeled on UNIX)

SUA (Subsystem for UNIX-based applications) provides

POSIX compliance for Windows

SUSv4 (Single Unix System) is a closely related standard.

#### Demonstration

Install development environments

Write / compile / run "hello world"

Error handling

Python equivalents



# Moving Forward ...



#### In this module:

Kernel space / user space

System calls, header files,

**Error handling** 

C and Python

Coming up in the next module:

File input/output

Four ways to copy a file