

2.4 implementation of ioctl() system call on Ubuntu 18

Before looking the implementation of the syscall `ioctl()` first let's see what does system call and `ioctl` mean;

A system call is a controlled entry point into the kernel of an operating system, enabling a program to request a service from the kernel. This includes operations such as interacting with hardware devices, managing processes, and manipulating files. System calls provide an essential interface between user-space applications and the underlying services offered by the operating system.

examples of system calls include:

- File Operations: `open()` , `read()` , `write()` , `close()`
- Process Control: `fork()`, `exec()`, `wait()`, `exit()`

When a system call is made, the program execution is temporarily transferred to the kernel, which performs the requested operation and then returns control to the program. System calls are typically invoked through libraries that wrap around these kernel services, providing a more user-friendly

The **`ioctl (input/output control)`** is a system call in Unix and Unix-like operating systems used to configure device parameters of special files. It can be used for a variety of operations, such as configuring terminal I/O characteristics, manipulating network interfaces, etc. Here are some key points about `ioctl` interface.

To implement `ioctl()` system call on Ubuntu 18 we can follow the following steps:

1. Open a Terminal:

Opening the terminal on Ubuntu 18

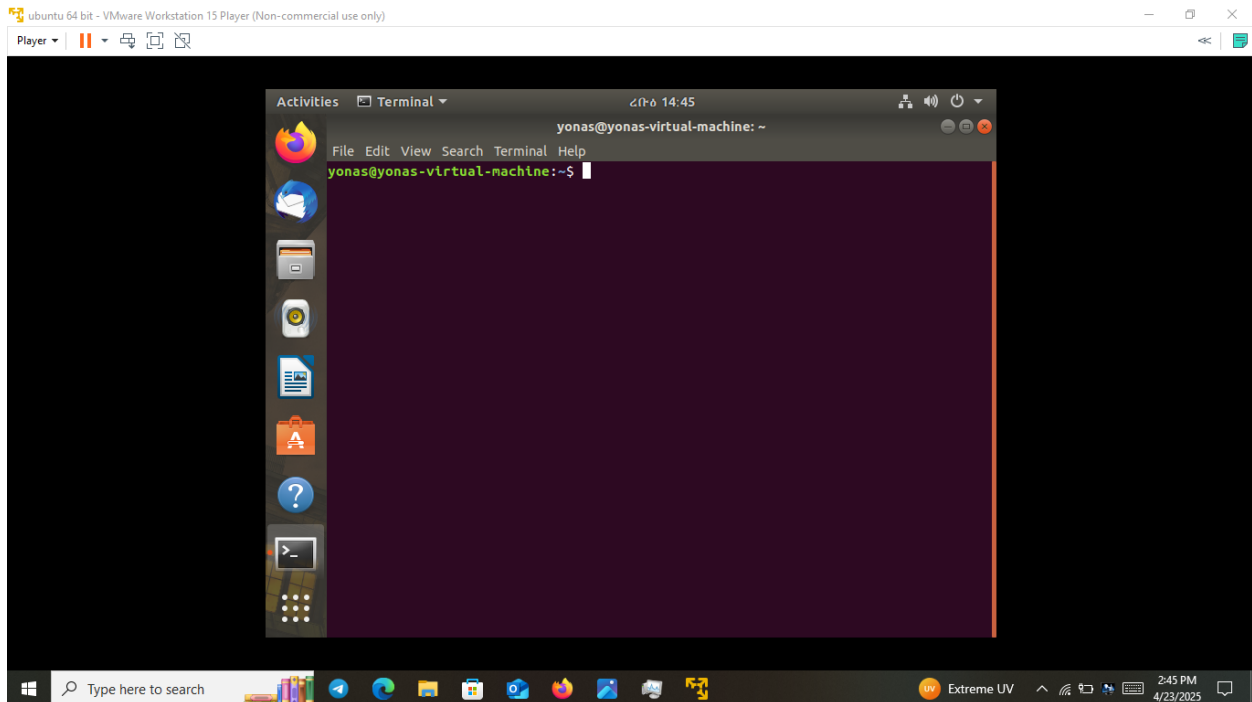


Image 3.4 opening a terminal.

2. Create and edit the file in nano:

Using the command `sudo nano ioctl_demo.c`.

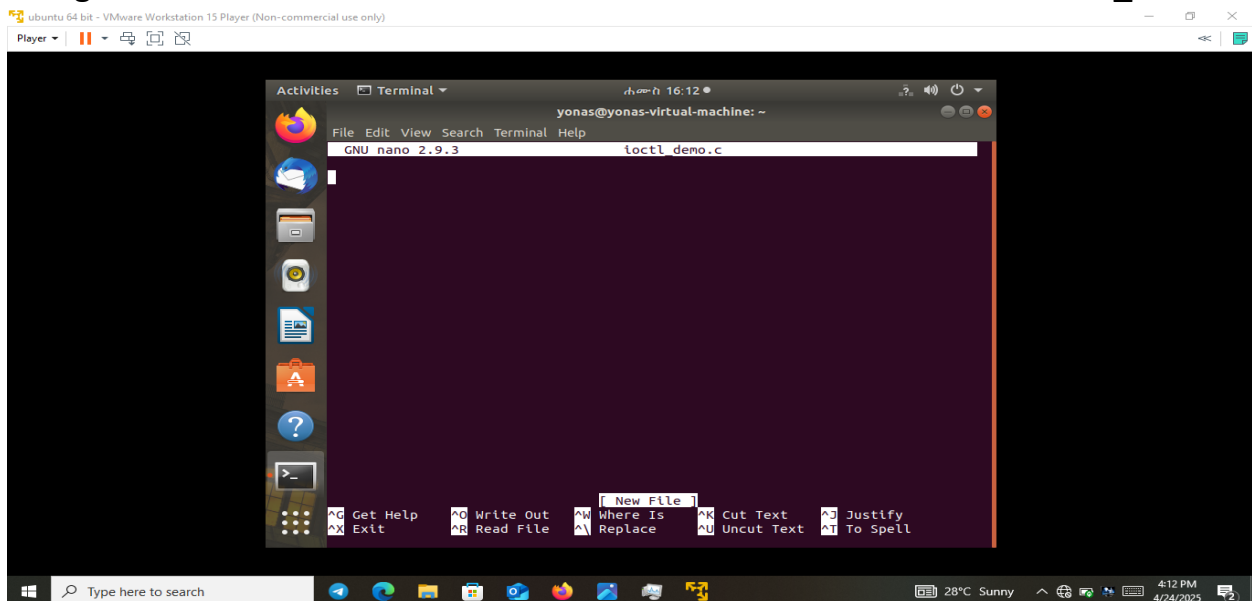


Image 3.5 creating nano editor

3 type the code on the nano editor

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Activities

Terminal ▾

17:30

yonas@yonas-virtual-machine: ~

File Edit View Search Terminal Help

GNU nano 2.9.3 iocli_demo.c

```
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <fcntl.h>
#include <sys/ioctl.h>
#include <linux/kd.h>

int main() {
    int fd;
    int res;
    unsigned char leds;
    fd = open("/dev/tty0", O_RDONLY);
    if (fd == -1) {
        perror("open /dev/tty0");
        exit(EXIT_FAILURE);
    }

    res = ioctl(fd, KDGETLED, &leds);
    if (res == -1){
        perror("ioctl KDGETLED");
        close(fd);
        exit(EXIT_FAILURE);
    }
}
```

Read 39 lines

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Activities

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17:30

yonas@yonas-virtual-machine: ~

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GNU nano 2.9.3 iocli_demo.c

```
if (fd == -1) {
    perror("open /dev/tty0");
    exit(EXIT_FAILURE);
}

res = ioctl(fd, KDGETLED, &leds);
if (res == -1){
    perror("ioctl KDGETLED");
    close(fd);
    exit(EXIT_FAILURE);
}

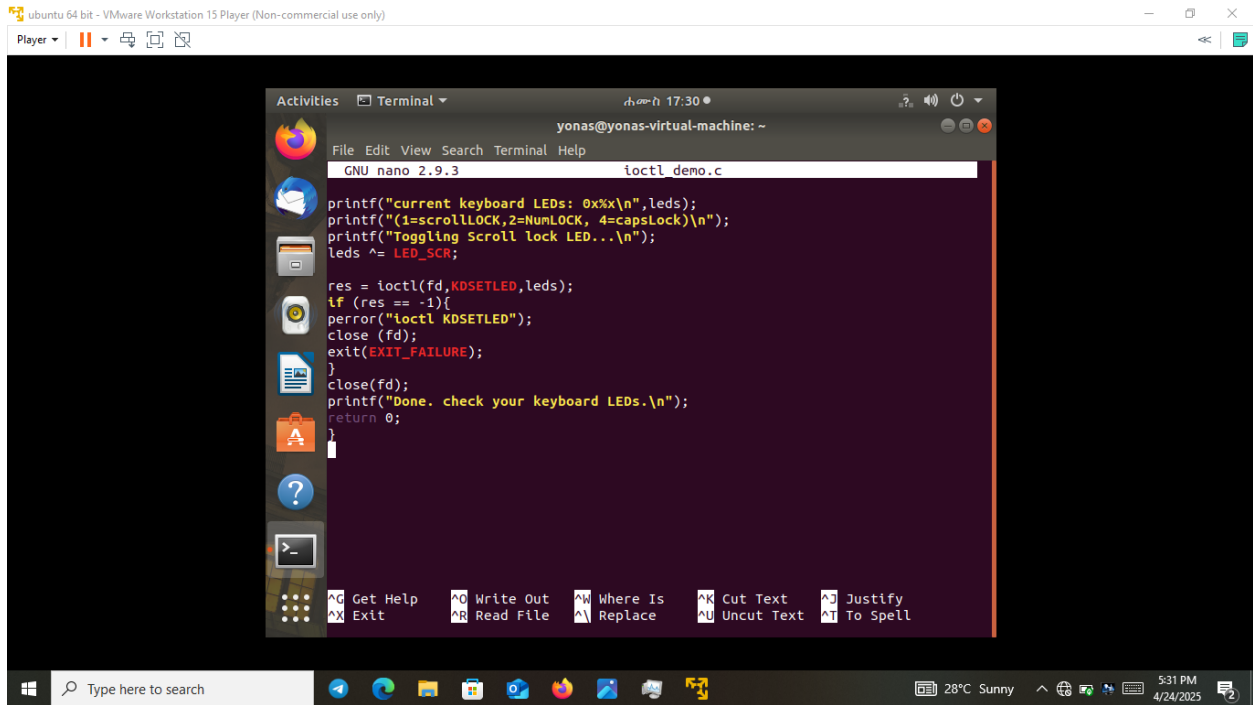
printf("current keyboard LEDs: 0x%x\n", leds);
printf("(1=scrollLOCK, 2=NumLOCK, 4=capsLock)\n");
printf("Toggling Scroll lock LED...\n");
leds ^= LED_SCR;

res = ioctl(fd, KDSETLED, leds);
if (res == -1){
    perror("ioctl KDSETLED");
    close (fd);
    exit(EXIT_FAILURE);
}
```

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In

Image 3.6 writing the code on the nano editor

4 Save the file: By Press Ctrl + O (to write out), then Enter to confirm the filename and Press Ctrl + X to exit nano.

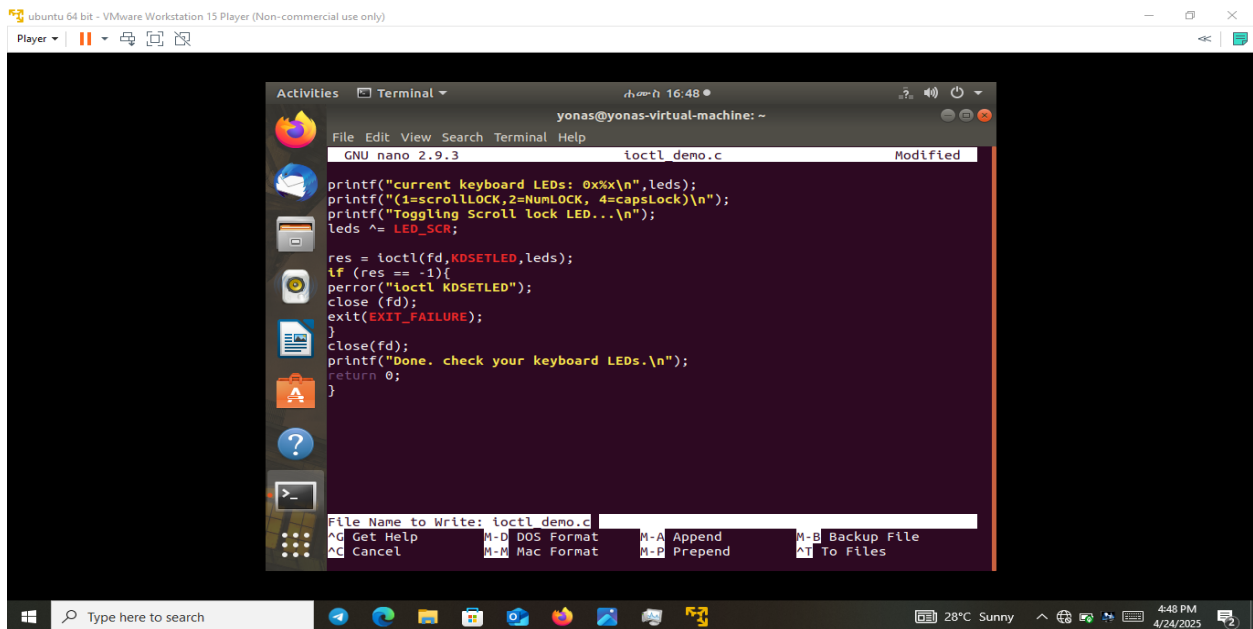


Image 3.7 saving the code

Step 5: Compile the Code

1. Compile with gcc.

Compile the code using the comand gcc ioctl_demo.c

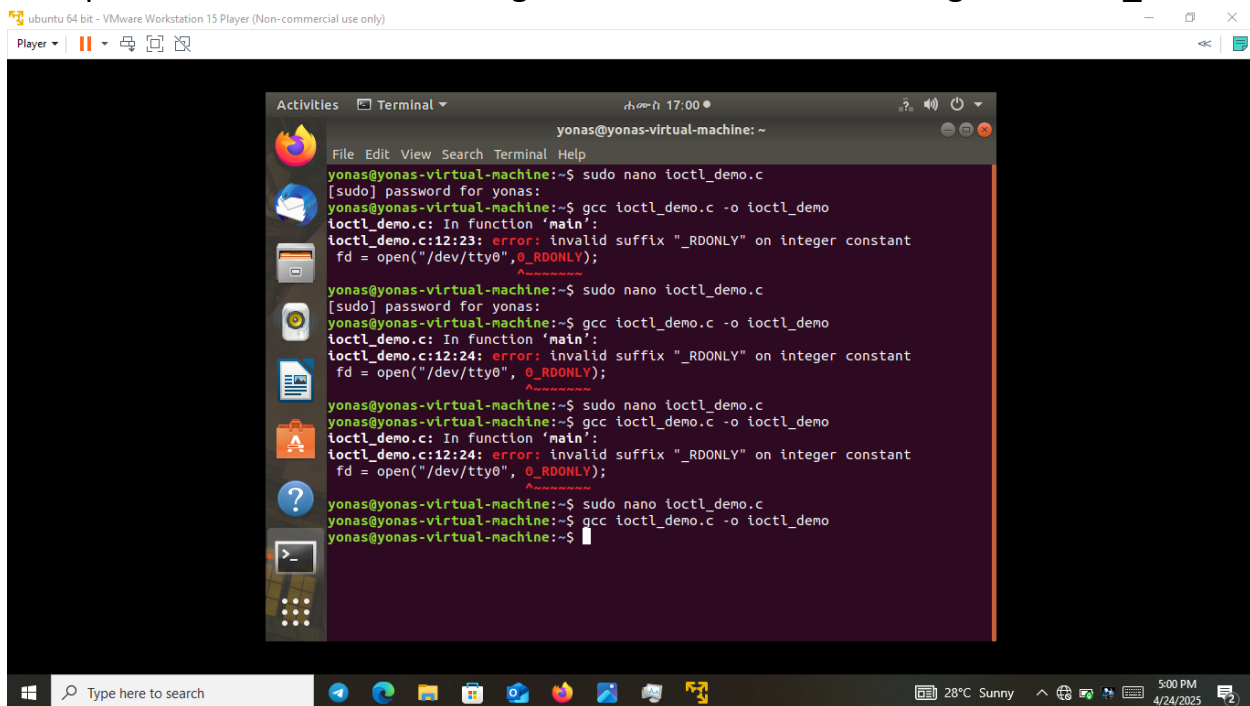


Image 3.8 compiling the code

Step 6: Run the Program

1. Execute with sudo :

Excute the code using the comand **sudo ./ioctl_demo**

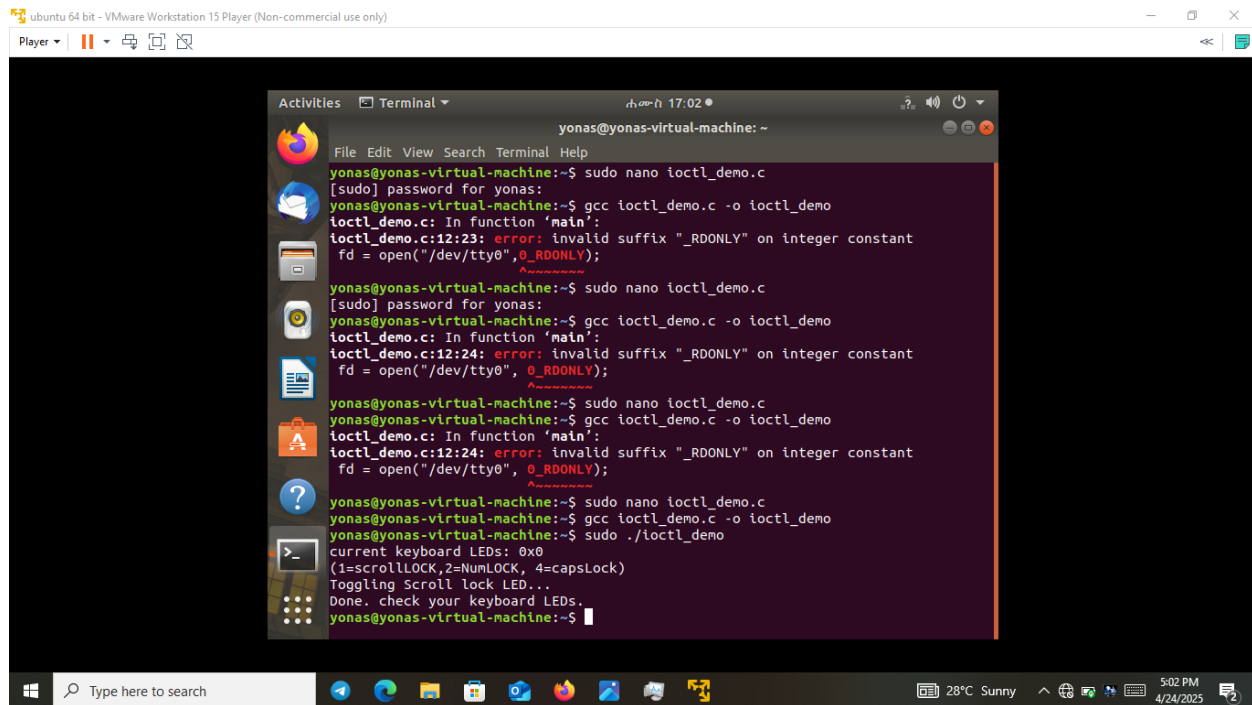


Image 3.9 runing the code and seeing the final output

Finally the final output will be the messages like this:

- 0x0 = All LEDs off.
- 0x2 = NumLock on.
- 0x5 = ScrollLock + CapsLock on.

in summary we can implement and use the system call ioctl() and

other system call using the above procedures with much effort to stregule errors.

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