```
/* File copy program. Error checking and reporting is minimal. */
#include <svs/types.h>
                                             /* include necessary header files */
#include <fcntl.h>
#include <stdlib.h>
#include <unistd.h>
                                             /* ANSI prototype */
int main(int argc, char *argv[]);
#define BUF_SIZE 4096
                                             /* use a buffer size of 4096 bytes */
#define OUTPUT MODE 0700
                                             /* protection bits for output file */
int main(int argc, char *argv[])
{
    int in_fd, out_fd, rd_count, wt_count;
    char buffer[BUF_SIZE];
    if (argc != 3) exit(1):
                                             /* syntax error if argc is not 3 */
    /* Open the input file and create the output file */
    in_fd = open(argv[1], O_RDONLY); /* open the source file */
    if (in_fd < 0) exit(2);
                                             /* if it cannot be opened, exit */
    out_fd = creat(argv[2], OUTPUT_MODE); /* create the destination file */
    if (out_fd < 0) exit(3):
                                             /* if it cannot be created, exit */
    /* Copy loop */
    while (TRUE) {
         rd_count = read(in_fd, buffer, BUF_SIZE); /* read a block of data */
                                             /* if end of file or error, exit loop */
    if (rd_count <= 0) break;
         wt_count = write(out_fd, buffer, rd_count); /* write data */
         if (wt_count <= 0) exit(4);
                                            /* wt_count <= 0 is an error */
    }
    /* Close the files */
    close(in_fd);
    close(out_fd);
    if (rd\_count == 0)
                                             /* no error on last read */
         exit(0):
    else
                                             /* error on last read */
         exit(5);
```