

1 Files

1.1 File functions

- **Opening Files** : The function `fopen` opens a file and returns a `FILE` pointer.

```
FILE *fopen( const char * filename, const char * mode );
```

The allowed modes for `fopen` are as follows

- `r` – Reading only. Start at beginning of file.
- `r+` – Reading and writing. Note that all writing is overwriting, not inserting.
- `w` – Writing only. In other words, deletes contents of file (sets to 0 length).
Cannot read previously written contents of file.
- `w+` – open for reading and writing (overwrite file)
- `a` – Appending. Cannot read contents of file.
- `a+` – Reading and Appending. Can read, but all writes are done at the end of the file regardless of calls to `fseek` or similar.

To open a file in a binary mode you must add a `b` to the end of the mode string; for example, `"rb"` (for the reading and writing modes, you can add the `b` either after the plus sign - `"r+b"` - or before - `"rb+"`)

- **Closing a File** : The function `fclose` returns zero on success, or `EOF` if there is an error in closing the file. This function actually, flushes any data still pending in the buffer to the file, closes the file, and releases any memory used for the file. The `EOF` is a constant defined in the header file `stdio.h`.

```
int fclose( FILE *fp );
```

- **Writing a File** :

- ```
int fputc(int c, FILE *fp);
```

The function `fputc` writes the character value of the argument `c` to the output stream referenced by `fp`. It returns the written character written on success otherwise `EOF` if there is an error. You can use the following functions to write a null-terminated string to a stream:

- ```
int fputs( const char *s, FILE *fp );
```

The function `fputs` writes the string `s` to the output stream referenced by `fp`. It returns a non-negative value on success, otherwise `EOF` is returned in case of any error.

- **Reading a File** :

- ```
int fgetc(FILE * fp);
```

The `fgetc` function reads a character from the input file referenced by `fp`. The return value is the character read, or in case of any error it returns `EOF`. The following functions allow you to read a string from a stream:

- ```
char *fgets( char *buf, int n, FILE *fp );
```

The functions `fgets` reads up to $n - 1$ characters from the input stream referenced by `fp`. It copies the read string into the buffer `buf`, appending a null character to terminate the string. If this function encounters a newline character or the end of the file `EOF` before they have read the maximum number of characters, then it returns only the characters read up to that point including new line character.

- **Testing the End of a File** : `int feof(FILE *stream)` returns a non-zero value when End-of-File indicator associated with the stream is set, else zero is returned.
- **Flushing the Output Buffer of a Stream** : `int fflush(FILE *stream)`
The function `fflush` is used to flush an output stream or an update stream in which the most recent operation was not input. If stream is an input stream, the behavior is undefined.

1.2 Standard Streams

In the header file `stdio.h`, `stderr`, `stdin`, and `stdout` are defined as macros. They are pointers to FILE types which correspond to the standard error, standard input, and standard output streams respectively.

All file pointer arguments to the functions in Section 1.1 are considered streams.

2 Piping

In Unix, one can use the standard output of a command as the input stream of another command. Such a feature is called piping. The symbol `|` is the Unix pipe symbol used on the command line.

- **Using a Pipe**

Recall that we can display the content of a file using the command `cat`:

```
$ cat tobe.txt
To be
or not to be
that is the question
```

Instead of displaying the content of the file, the following commands send it through a pipe to the `wc` (word count) command.

```
$ cat tobe.txt | wc
      3      10      42
$ cat tobe.txt | wc -l
      3
$ cat tobe.txt | wc -w
      10
```

Note that `cat` displays a file to `stdout` without pause. To view text page by page for a large file or several files, we can use pipe:

```
$ cat tobe.txt EliotLoveSong.txt | more
```

In the above command, `cat` concatenate files `tobe.txt` and `EliotLoveSong.txt`, and through pipe, the `stdout` stream of `cat` becomes the input stream of the program `more` which is used for paging through text one screen at a time.

- **Using sed to manipulate the text of a stream.**

```
$cat tobe.txt
to be or not to be
that is the question
to be or not to be
that is the question

$ cat tobe.txt | sed 's/to/not to/'
not to be or not to be
that is the question
not to be or not to be
that is the question

$ cat tobe.txt
to be or not to be
that is the question
to be or not to be
that is the question
```

In the above example, at the first shell prompt, the content of the file `tobe.txt` was shown.

At the second prompt, the `cat` command to display the contents of the `tobe.txt` file, and send that display through a pipe to the `sed` command. The `sed` command took the input that it got through the pipe, changed the *first occurrence* of the word “to” on each line to “not to”, and then displayed its output to the screen.

Note that, from another `cat` command, the original file was not changed.

To change all occurrences of “to” to “not to”, we use the flag “g” as follows:

```
$ cat tobe.txt | sed 's/to/not to/g'
not to be or not not to be
that is the question
not to be or not not to be
that is the question
```

- **Using `egrep` to search for strings in a file.** To find the lines that contains the string “question” and display those lines to the standard output:

```
$cat tobe.txt
to be or not to be
that is the question
to be or not to be
that is the question

$ egrep question tobe.txt
that is the question
that is the question
```

3 Redirection

The shell and many Unix commands take input from `stdin`, write output to `stdout`, and write error output to `stderr` where standard input is normally connected to the terminal keyboard and standard

output and error to the terminal screen. Redirection allows you to use a file in place of any of these three streams locations.

The form of a command with standard input and output redirection is:

```
$ command -[options] [arguments] < input file > output file
```

In the following forms of redirection, file descriptor 0 is normally standard input (`stdin`), 1 is standard output (`stdout`), and 2 is standard error output (`stderr`).

Command	Description
<code>pgm > file</code>	Output of <code>pgm</code> is redirected to file
<code>pgm < file</code>	Program <code>pgm</code> reads its input from file.
<code>pgm >> file</code>	Output of <code>pgm</code> is appended to file.
<code>n > file</code>	Output from stream with descriptor <code>n</code> redirected to file.
<code>n >> file</code>	Output from stream with descriptor <code>n</code> appended to file.
<code>n >& m</code>	Merge output from stream <code>n</code> with stream <code>m</code> .
<code>n <& m</code>	Merge input from stream <code>n</code> with stream <code>m</code> .
<code><< tag</code>	Standard input comes from here through next tag at start of line.
<code> </code>	Pipe: takes output from one program, or process, and sends it to another.

Examples:

- `$ wc tobe.c`
- `$ wc < tobe.c`
- `$ cat tobe.c | wc`
- `$ ls -l >ls.txt`
- `$ program-name 2> error.log`
redirects the standard error stream to a file.
- Redirecting the standard error (`stderr`) and `stdout` to file

```
$ cat tobe.txt blah >error.txt 2>&1
$ cat error.txt
to be or not to be
that is the question
to be or not to be
that is the question

cat: blah: No such file or directory
```

- Redirecting the standard error to `stdout`

```
$ ls -l blah 2>&1
ls: blah: No such file or directory
$ ls -l blah | wc -l
ls: blah: No such file or directory
```

0

- Discarding the output:

Sometimes you will need to execute a command, but you don't want the output displayed to the screen. In such cases you can discard the output by redirecting it to the file `/dev/null`:

```
$ command > /dev/null
```

discards the standard output where `command` is the name of the command you want to execute and the file `/dev/null` is a special file that automatically discards all its input. For example,

```
$ cat tobe.txt blah
to be or not to be
that is the question
to be or not to be
that is the question
```

```
cat: blah: No such file or directory
$ cat tobe.txt blah >/dev/null
cat: blah: No such file or directory
```

```
$ cat tobe.txt blah >/dev/null 2>&1
```

At the last shell prompt, both output of a command and its error output are discarded.

```
$ cat tobe.txt blah 2> /dev/null
to be or not to be
that is the question
to be or not to be
that is the question
```

Here, only its error output is discarded.

4 Exercise

- Write a C program that prints something to `stdout` and `stderr`.
- Get familiar with pipe.
- Redirect program out:
 - `stdout` pipe to `wc -l`
 - `stdout` only to file
 - `stderr` only to file
 - `stderr` to `stdout` then pipe to `wc -l`
 - all output to file