SYSTEM AND LIBRARY CALLS

UNIX Programming 2014 Fall by Euiseong Seo
Now, It’s Programming Time!
Who does process the following functions?

- strcmp()
- gettimeofday()
- printf()
- getc()
- open()
- fopen()
System Call and Library Call

- **System call**
  - Made from user-level applications into kernel

- **Library call**
  - Made from user-level applications into libraries

Diagram:

- Application
  -SharedPointer
  - Kernel
  - C Library

Functions:

- strcmp()
- gettimeofday()
System Call and Library Call

- What is actually implemented...

- C Library
  ```
  gettimeofday()
  ```

- Kernel

- Application

- gettimeofday()
Man Pages

- Library calls are documented in man pages sec. 3
- System calls are documented in man pages sec. 2
- Manual pages section is given in the parenthesis following the name
  - close(2)
  - printf(3)
- `man -s` specifies which section man finds the given keyword
  - `man -s 3 sleep`
Man Pages

- Read manual page to determine what a function really does and how it affects the parameters
Making a Syscall

- System calls never allocate space for objects pointed to, which are used for a return value or parameters.
- You must allocate space for such objects.
Making a Syscall

Prototype
#include <sys/time.h>
int gettimeofday(struct timeval *tp, struct timezone *tz);

Incorrect Program code
#include <sys/time.h>

main()
{
    struct timeval *tp;

    gettimeofday(tp, NULL);
    printf("seconds = %d\n", tp->tv_sec);
    printf("microseconds = %d\n", tp->tv_usecs);
}
Making a Syscall

Prototype
#include <sys/time.h>
int gettimeofday(struct timeval *tp, struct timezone *tz);

Correct Program code
#include <sys/time.h>

main()
{
    struct timeval tp;
    gettimeofday(&tp, NULL);
    printf("seconds = %d\n", tp.tv_sec);
    printf("microseconds = %d\n", tp.tv_usec);
}
Making a Library Call

- Library calls may or may not allocate space for object pointed to
- There are 3 possibilities about space allocation
  1. libcall() does not allocate space
  2. libcall() allocates space statically (one object space)
  3. libcall() allocates space dynamically (one object space per call)
- Thus you must read man pages carefully
Making a Library Call

Prototype
#include <time.h>
char *ctime(const time_t *timep);

Incorrect Program code
#include <sys/time.h>
#include <time.h>

main()
{
    struct timeval tv;
    char *then, *now;

    gettimeofday(&tv, NULL);
    then = ctime(&tv.tv_sec);
    sleep(60);
    gettimeofday(&tv, NULL);
    now = ctime(&tv.tv_sec);
    printf("%s%s", then, now);
}
Correct Program code

```c
#include <sys/time.h>
#include <time.h>

main()
{
    struct timeval tv;
    char then[30], *now;

    gettimeofday(&tv, NULL);
    now = ctime(&tv.tv_sec);
    strcpy(then, now);
    sleep(60);
    gettimeofday(&tv, NULL);
    now = ctime(&tv.tv_sec);
    printf("%s\n", then, now);
}
```
Return Value

- System call always returns an integer value
- Library call returns anything including pointers, struct variables, etc.
- On failure, system calls always return -1 and set the external variable `errno` to a value indicating what went wrong
  - System calls never set `errno` to zero on success
- Library calls often return NULL
- Library calls may not set `errno` even on failure
  - Check manual pages to determine how the function indicates an error
**Errno**

#include <errno.h>
if(settimeofday(&tv, NULL) == -1)
    fprintf(stderr, "settimeofday failed, errno = %d\n", errno);

- perror(3)
  - Prints out a string representing errno
  - Eg) perror("settimeofday");

**Incorrect Program code**
#include <errno.h>
if(settimeofday(&tv, NULL) == -1) {
    fprintf(stderr, "An error occurred!\n");
    perror("settimeofday");
}
Errno

- If you want access directly to the string used by perror(3), you can use strerror(3)

```c
#include <string.h>
#include <errno.h>
#include <stdio.h>
#include <sys/time.h>

int main()
{
    struct timeval tv;
    gettimeofday(&tv, NULL);
    if(settimeofday(&tv, NULL) == -1)
        fprintf(stderr, "ERROR:%s:settimeofday:line %d:%s\n",
                __FILE__, __LINE__, strerror(errno));
}
```
Termination

- When an error occurs, you must decide what to do
- There are several solutions
  - Use a default value
  - Require user intervention
  - Terminate process
- `exit(3), _exit(2) and abort(3)`
  - `exit` does some clean up (primarily for the standard I/O library)
  - `_exit` does not clean up
  - `abort` leaves a core dump for debugging
You should be familiar with the standard I/O routines

```c
#include <stdio.h>

FILE *fopen();
int fclose();
size_t fread();
size_t fwrite();

int fprintf();
int fscanf();
int sprintf();
int sscanf();
```
Standard I/O Routines

Example Code

FILE *fp;
char buf[BUFSIZ];
int num;

fp=fopen("filename", "r+");
num=fread(buf, 1, 200, fp);
num=fwrite(buf, 1, 200, fp);
fclose(f);
String Routines

- You should be familiar with string routines defined in `<string.h>`

```c
#include <string.h>

char *strcpy(char *dest, const char *src);
char *strncpy(char *dest, const char *src, size_t n);
char *strcat(char *dest, const char *src);
size_t strlen(const char *s);
char *strcat(char *dest, const char _src, size_t n);
int strcmp(const char *s1, const char *s2);
int strncmp(const char *s1, const char *s2, size_t n);
int strcasecmp(const char *s1, const char *s2);
int strncasecmp(const char *s1, const char *s2, size_t n);
char *strdup(const char *s);
char *strchr(const char *s, int c);
char *strrchr(const char *s, int c);
```
String Routines

Example Code

```c
char str[80], *cp;

strcpy(str, "ab");
strcat(str, "de");
strlen("ab");
```
cp = strdup("ab");
free(cp);

cp = strchr("hello", 'e');
```
Advanced String Routines

- `strpbrk(3)` is similar to `strchr()`, but returns a pointer to the first occurrence of any character from `S` that is in `set`

  ```c
  char *strpbrk(const char *s, const char *set);
  strpbrk("hello", "def");
  ```

- `strstr(3)` locates the first occurrence in string `s1` of the sequence of characters in string `s2`

  ```c
  char *strstr(const char *s1, const char *s2);
  strstr("abcdef","cd");
  strstr("abcdef","cx");
  ```
Advanced String Routines

- `strtok(3)` is used to parse a string into tokens
  - Usually used to break a command line into separate words
  - Initial call passes original string as first arg
  - Subsequent calls have as first arg a null pointer to tell `strtok()` to continue where it left off last time

Syntax

```c
#include <string.h>
char *strtok(char *s, const char *set);
```
Advanced String Routines

Example Code

```c
char *arg;
arg = strtok("ls -a /", " 	\n");
while(arg) {
    printf("%s\n", arg);
    arg = strtok((char *)NULL, " \
");
}
```
Memory Functions

- You should familiar with following memory manipulation functions

```c
#include <string.h>

void *memchr(const void *s, int c, size_t n);
int memcmp(const void *s1, const void *s2, size_t n);
void *memcpy(void *dest, const void *src, size_t n);
void *memccpy(void *dest, const void *src, int c, size_t n);
void *memset(void *s, int c, size_t n);
```
Memory Functions

- `memset(3)` is often used to zero a structure
  ```c
  struct timeval tv;
  memset((char *) &tv, '\0', sizeof(tv));
  ```

- How do you compare two structures?
  - Some people use `memcmp` to compare structures
  - You **must** compare each field