

# File System – System Calls (1A)

---

Copyright (c) 2016 Young W. Lim.

Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.2 or any later version published by the Free Software Foundation; with no Invariant Sections, no Front-Cover Texts, and no Back-Cover Texts. A copy of the license is included in the section entitled "GNU Free Documentation License".

Please send corrections (or suggestions) to [youngwlim@hotmail.com](mailto:youngwlim@hotmail.com).

This document was produced by using OpenOffice.

# Read System Call

```
ssize_t read(int fd, void *buf, size_t count);
```

**fd**: the file descriptor of the file,

**buf**: the buffer where the read data is to be stored and

**count**: the number of bytes to be read from the file.

The file is identified by a file descriptor that is normally obtained from a previous call to open. This system call reads in data in bytes, the number of which is specified by the caller, from the file and stores then into a buffer supplied by the calling process.

[https://en.wikipedia.org/wiki/Read\\_\(system\\_call\)](https://en.wikipedia.org/wiki/Read_(system_call))

# Write System Call

```
ssize_t write(int fd, const void *buf, size_t nbytes);
```

**fd**: the file code (file descriptor or fd).

**buf**: the pointer to a buffer where the data is stored (buf).

**nbytes**: the number of bytes to write from the buffer (nbytes).

The write system call is one of the most basic routines provided by the kernel. It writes data from a buffer declared by the user to a given device, maybe a file. This is primary way to output data from a program by directly using a system call. The destination is identified by a numeric code. The data to be written, for instance a piece of text, is defined by a pointer and a size, given in number of bytes.

[https://en.wikipedia.org/wiki/Write\\_\(system\\_call\)](https://en.wikipedia.org/wiki/Write_(system_call))

# Open System Call

```
int open(const char *path, int oflag, .../*,mode_t mode */);  
int creat(const char *path, mode_t mode);
```

**Path:** The name of the file to open. It includes the file path defining where, in which file system, the file is found (or should be created).

## **Oflag:**

This argument formed by OR'ing together optional parameters and (from `<fcntl.h>`) one of: `O_RDONLY`, `O_RDWR` and `O_WRONLY`

Option parameters include:

`O_APPEND`, `O_CREAT`, `O_EXCL`, `O_TRUNC`

## **Mode:**

Optional and relevant only when creating a new file, defines the file permissions. These include read, write or execute the file by the owner, group or all users. The mode is masked by the calling process's umask: bits set in the umask are cleared in the mode.

[https://en.wikipedia.org/wiki/Open\\_\(system\\_call\)](https://en.wikipedia.org/wiki/Open_(system_call))

# Close System Call

---

```
int close (int filedes);
```

For most file systems, a program terminates access to a file in a filesystem using the close system call. This flushes buffers, updates file metadata (which may include an end of file indicator in the data), de-allocates resources associated with the file (including the file descriptor) and updates the system wide table of files in use.

[https://en.wikipedia.org/wiki/Open\\_\(system\\_call\)](https://en.wikipedia.org/wiki/Open_(system_call))

# File Descriptor

a file descriptor (fd, fildes) is an abstract indicator (handle) used to access a file or other input/output resource, such as a pipe or network socket.

the POSIX application programming interface  
a non-negative integer (int)  
(negative for "no value" or an error condition).

three standard POSIX file descriptors,  
corresponding to the three standard streams:

Int val	Name	symbolic constant	file stream
0	Standard input	STDIN_FILENO	stdin
1	Standard output	STDOUT_FILENO	stdout
2	Standard error	STDERR_FILENO	stderr
		<unistd.h>	<stdio.h>

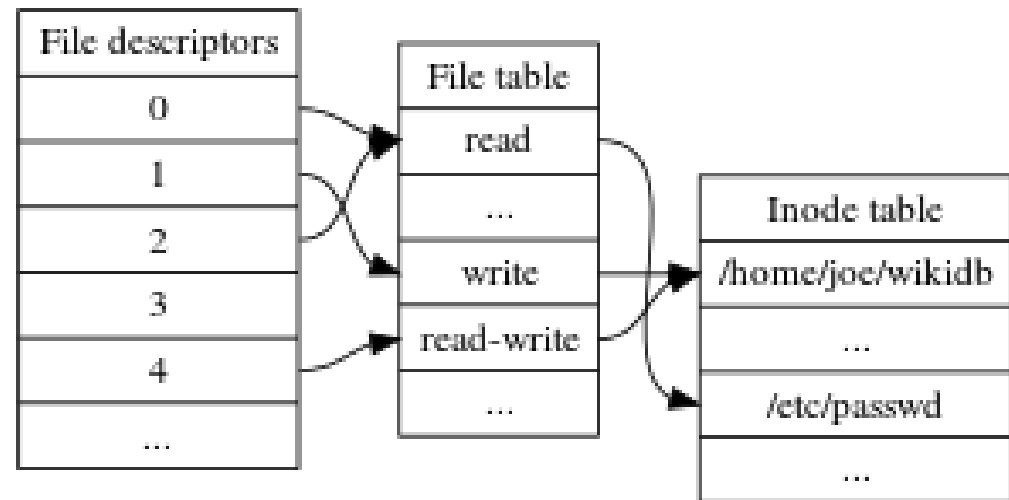
[https://en.wikipedia.org/wiki/Open\\_\(system\\_call\)](https://en.wikipedia.org/wiki/Open_(system_call))

# File Descriptor (1)

**file descriptors** index into a per-process **file descriptor table**

**A file descriptor table** indexes into **the file table**

**The file table** indexes into **the inode table**



[https://en.wikipedia.org/wiki/File\\_descriptor](https://en.wikipedia.org/wiki/File_descriptor)



# File Descriptor (2)

---

A file descriptor table

- maintained by the kernel

The file table

- a system-wide table of files opened by all processes
- records the mode (r, w, a, rw, and etc)
- indexes into a third table called the inode table that describes the actual

The inode table

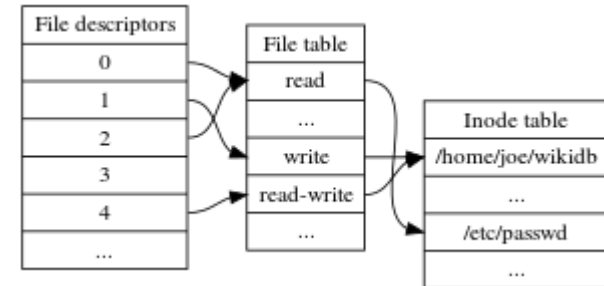
- describes the actual underlying files

[https://en.wikipedia.org/wiki/File\\_descriptor](https://en.wikipedia.org/wiki/File_descriptor)

# File Descriptor (3)

To perform input or output,  
the process passes the file descriptor  
to the kernel through a system call,  
and the kernel will access the file on behalf of the process.

The process does not have direct access  
to the file or inode tables.



[https://en.wikipedia.org/wiki/File\\_descriptor](https://en.wikipedia.org/wiki/File_descriptor)

## References

- [1] <http://minix1.woodhull.com/current/2.0.4/>
- [2]