

Week 6 Lecture 2

NWEN 241
Systems Programming

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Admin Stuff (1)

- Term Test 1 on 7 April @6:10pm
 - Covers Week 1 to Week 5 topics
 - 45 minutes, 45 marks
 - 20 multiple choice questions [20 marks]
 - 10 short answer questions [25 marks]
 - Closed book, permitted materials
 - Only silent non-programmable calculators or silent programmable calculators with their memories cleared are permitted in the test.
 - No electronic dictionaries are allowed.
 - Paper foreign to English language dictionaries are allowed.

Admin Stuff (2)

- No tutorial-style lecture on 7 April
- Assignment #2 (10% of course marks) is due on Wednesday, 20 April 2022 23:59
 - No helpdesk sessions over the break
 - E-mail nwen241-staff@ecs.vuw.ac.nz for help or post question in forum

Content

Continuation of File Stream I/O

- Random Access Operations

Command Line Arguments

Quick Tutorial on File Stream I/O and Command Line Arguments

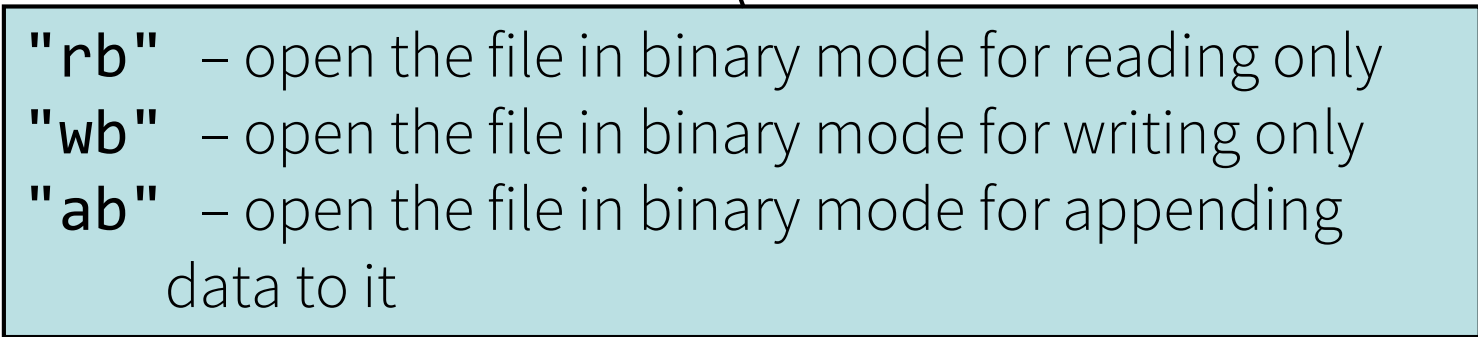
Handling Binary Files

- Same as dealing with text files **except in the opening step**

```
FILE *fp; // pointer to stream
```

```
:::
```

```
fp = fopen (filename, mode);
```



"rb" – open the file in binary mode for reading only
"wb" – open the file in binary mode for writing only
"ab" – open the file in binary mode for appending data to it

Reading Binary Files

- Read blocks of binary data from stream

```
size_t fread (void *ptr, size_t size, size_t nmemb,  
             FILE *stream);
```

Where to store the data
read from file

Size of 1 block

Max number of blocks
to read

Stream to read

- `fread()` returns the actual number of elements read

Example

```
FILE *fp;  
unsigned char buffer[10];  
  
fp = fopen("file1.exe", "rb");  
fread (buffer, sizeof(buffer), 1, fp);
```

- Will read the first 10 bytes of `file1.exe` and store them in `buffer`

Writing Binary Files

- Writes blocks of binary data to stream

```
size_t fwrite (void *ptr, size_t size, size_t nmemb,  
              FILE *stream);
```

Location of data to write

Size of 1 block

Number of blocks to write

Stream to write

- `fwrite()` returns the actual number of elements written

Example

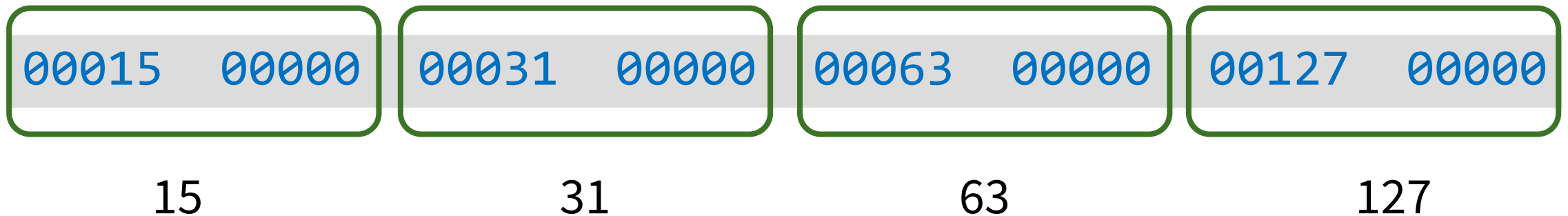
```
FILE *fp;  
int data[4] = {15, 31, 63, 127};  
  
fp = fopen("datafile", "wb");  
fwrite (data, sizeof(int), 4, fp);
```

- Will write the data array to datafile

Example

- In Linux, you can use hexdump to view contents of binary file
- `hexdump -d datafile` will display the contents of datafile in decimal

datafile:



Random Access

- After opening a file, **read/write position** is either at start or end of file
- To change position, use either `fseek()` or `rewind()`
- To know current position, use `ftell()`

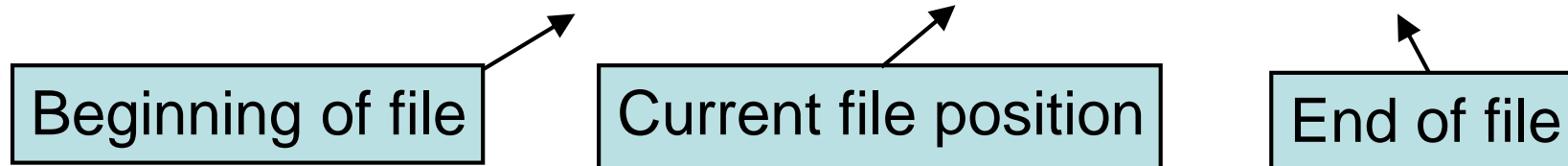
fseek()

- `fseek()` allows repositioning within a file

```
int fseek(FILE *stream, long int offset, int startpoint);
```

- New position in the file is determined by:
 - `offset` – byte count (possibly -ve) relative to the position specified by `startpoint` where

- `startpoint`: {`SEEK_SET`, `SEEK_CUR`, `SEEK_END`}



ftell()

- `ftell()` returns the current file position:

```
long ftell(FILE *stream);
```

- This may be saved and later passed to `fseek()`:

```
long file_pos;  
file_pos = ftell(fp);  
...  
fseek(fp, file_pos, SEEK_SET);  
/* return to previous position */
```

rewind()

- Reposition reading/writing to start of file
- `rewind(fp)` is equivalent to:

`fseek(fp, 0, SEEK_SET)`

Command Line Arguments

Command Line Arguments

- *Command line arguments* are parameters supplied to a program when it is invoked
- **Example:**
 - When invoking the command **cd** to change directory, you may have to specify the directory that you want to go to as an **argument**:

```
$ cd /home/yoda/padawan_grades
```

Command line argument

Command Line Arguments

- *Command line arguments* are parameters supplied to a program when it is invoked
- How do these parameters get into the program?



The dark side clouds everything.
Impossible to see the answer is.

main() Function

- The main function can actually be implemented in two ways

```
int main(void)
{
    ...
}
```

```
int main(int argc, char *argv[])
{
    ...
}
```

Command Line Arguments

- *Command line arguments* are parameters supplied to a program when it is invoked
- How do these parameters get into the program?
 - Every C program has a `main()` function
 - `main()` can actually take 2 arguments, conventionally called `argc` and `argv`
 - Command line arguments are passed to the program through `argc` and `argv`

Passing Arguments to `main()`

- General format of command line arguments:

```
int main(int argc, char* argv[])
```

- `argc`
 - Number of arguments (including program name)
- `argv`
 - Array of strings
 - `argv[0]` → program name
 - `argv[1]` → first argument
 - ...
 - `argv[argc-1]` → last argument

Example

- Consider the C program `main_arg.c`:

```
#include <stdio.h>

int main(int argc, char* argv[])
{
    int i;
    printf("%d arguments\n", argc);
    for(i = 0; i < argc; i++)
        printf("    %d: %s\n", i, argv[i]);
    return 0;
}
```

Example

- Compile and generate executable file `main_arg`

```
gcc main_arg.c -o main_arg
```

Program Output

```
$ ./main_arg NWEN241 is about Systems Programming using C
8 arguments
0: ./main_arg
1: NWEN241
2: is
3: about
4: Systems
5: Programming
6: using
7: C
$
```

Total of 8 arguments including program name itself.
Arguments are read in as strings.

Next Lecture

- Jyoti Sahni will deliver the second half after the mid-trimester break