# CSc 352

# C Programming GDB, files

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### Announcements

Exam 1 Next week!

Variety of question types (programming, explanation, FIB, etc) Will post a topic list, but not a study guide

No PA due on Friday the 25th

### Key options for gdb

break - sets a stopping points within the code

run - starts the program running

next / step - walk through the program

bt - backtrace

**frame** - show information for a stack frame (**info frame X**)

**print** - display the value of a variable / expr

## Debug

- Download code.c and makefile from the class website
- Without modifying the makefile or C file, determine:
  - What could cause this program to crash?
  - Why?
  - Use GDB
- I'll give you 5-7 minutes to download, test, explore with GDB, then we can discuss

## The UNIX File System

- The file system is a core component to a UNIX operating system
- There are different specific implementations, but there are shared general-principles
  - UFS, EXT2, EXT3, EXT4, ZFS, etc, etc
- We will focus on the general principles



## **Files vs Directories**

- A "regular" file (.txt, .c, .out, etc) and a directory are both just files
- A directory files contains a list of inodes including itself, its parent, and its child inodes
- Try: **\$ 1s -1**

## iNodes

- Behind the scenes, a file is really a node containing a collection of metadata and pointers to blocks of the actual data
- These nodes are called **inodes**
- The file systems stores a table or a tree of **inodes** on the actual hard drive



## iNodes pointer structure

- For small files, can store data within the blocks from the direct pointers
- For larger files, use some of the indirect pointers
- Find block size: \$ stat -f /



## How big will the file be?

How many block pointers will be required for a text file with 100,000 ascii characters with a block size of 4096 bytes and a block pointer size of 64 bits?



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#### 26

(12 in the inode, 1 indirect, 13 in the block of pointers)



### **File-related Commands**

### stat

df

ls -i

## Text File I/O in C

- Can read and write text to and from files
- Similar to reading/writing to stdin/stdout
- stdio/stderr are basically just "files" that have already been opened for you

```
#include <stdio.h>
#include <errno.h>
int main() {
  FILE* test file;
  test file = fopen("file.txt", "w");
  if (test_file == NULL) {
    fprintf(stderr, "Opening file failed with code %d.\n", errno);
    return 1;
  }
  fprintf(test file, "Number: %d\n", 25);
  fflush(test file);
  fclose(test file);
  return 0;
```



## What is a FILE?

A structure containing the necessary information to manage that particular file

See the standard!

http://port70.net/~nsz/c/c11/n1570.html

## What is a FILE?

Investigate on lectura. You can use:

\$ locate stdio.h

\$ echo '#include <stdio.h>' | cpp -H -o /dev/null 2>&1 | head -n1

Can you figure out what a FILE actually is?

### What is a FILE?

/usr/include/stdio.h

/usr/include/x86\_64-linux-gnu/bits/types/struct\_FILE.h

### Implement Sum

Write a C program that

- 1. Prompts the user for a file name
- 2. Opens this file
- 3. Reads through each line of file, assuming each line will have exactly 1 integer number
- 4. Sum the numbers, save the result to sum.txt