

# INDEX

## Conventions Used in This Index

- *System calls and library functions are indexed by their names followed by empty parentheses, as in `abort()`.*
- *Significant functions developed in the book, such as those used by more than one program or those with their own complete listing, are indexed by their names followed by the listing or prototype label, depending on whether the implementation is given or just its prototype.*
- *Demo, or example, programs with their own complete or partial listings are indexed with the program label.*
- *Commands are indexed with the command label.*
- *Italicized page numbers refer to figures.*

## Numbers and Symbols

- 8 (backgrounding operator), 497
- . (current directory entry), 19
- #! (interpreter script), 561
- .. (parent directory entry), 19
- / (root directory), 22
- 1:1 (one-to-one) threading model, 711
- 32-bit compatibility mode, 198–199

## A

- ABI (Application Binary Interface), 499
- abnormal termination, 540
- `abort()`, 539, 540
- absolute pathname, 24–25, 281
- absolute sleep, 448
- access mode, 155, 159
- `acct()`, 69–70
- active process, 493
- `addch()`, 907
- `addchstr()`, 907
- address space layout randomization (ASLR), 512
- `addstr()`, 903, 904
- `adjust_time()` listing, 124

- advisory record lock, 552
  - AIO API, 808–809
  - `aio_cancel()`, 810
  - `aio_cp.c` program, 816–819
  - `aio_error()`, 810, 812–813
  - `aio_fsync()`, 810
  - AIO functions, 809–813
  - `aio.h` header file, 808–809
  - `aio_read()`, 808, 809, 810–811, 815
  - `aio_return()`, 810, 811
  - `aio_suspend()`, 810
  - `aio_write()`, 808, 809, 812
  - `aio_write_demo.c` program, 813
  - `alarm()`
    - `alarm_demo1.c`, 451–452
    - `alarm_demo2.c`, 452–453
  - applications, 451–453
  - canceling, 451–453, 459
  - as an interval timer, 459
  - one-shot limitation, 453
  - overview, 450–451
  - progress bar based on, 454–461
  - return value, 451
  - and `SIGALRM`, 451
  - signal handler for, 452–453
  - weaknesses, 461
- alarm clocks vs. timers, 436–437
  - `alarm_demo1.c` program, 451–452
  - `alarm_demo2.c` program, 452–453
  - alternate screen, 889–890
  - alternation operator, 37
  - alternative methods of I/O
    - multiplexed I/O
      - example program, 824–830
      - overview, 819–820
      - `select()`, 820–824
    - nonblocking I/O, 792–796
  - POSIX AIO
    - AIO API, 808–809
    - AIO functions, 809–813
    - asynchronous version of `spl_cp1.c`, 816–819
    - diagram, 815
    - with disk files, 813–815
    - overview, 807–808

alternative methods of I/O (*continued*)  
signal-driven I/O  
    diagram, 799  
    overview, 796–798  
    procedure for enabling,  
        798–799  
    and real-time signals, 802  
    *sigio\_context.c* program, 800–801  
    *sigio\_demo.c* program, 802–807  
    signal generation in, 799–802

American Standard Code for  
    Information Interchange  
        (ASCII), 955–956

ampersand (&) backgrounding  
    operator, 497

ancestor of a process, 493

*ancestors.c* program, 524–526

ANSI escape sequences, 476–477, 886

*a.out* files, 499

API-based reading, 213

append indicator, 171

Application Binary Interface (ABI), 499

application programming interface  
    (API), 6, 8

application programming interfaces by  
    category. *See also* terminal  
        AIO, 808–812  
        Curses, 901–909  
        direcotry, 314–328  
        filesystem, 263–264  
        kernel, 6–10  
        password database, 200–204  
        POSIX IPC, 602–607, 616–617,  
            628–630  
        *Pthreads* IPC overview, 711, 716–717.  
            *See also Pthreads API*  
        read-write lock, 775–776  
        System V semaphore, 616  
        utmp, 197–199  
            utmpx, 217, 220, 225

application-provided documentation,  
    32–33

*apropos* command, 39–40

*ar* command, 54, 104  
    operation code, 54

arguments of a command  
    defined, 11–12  
    diagram, 74  
    extracting from command line, 73–75

*argv[]* array, 474

arming timers, 464–465

Arnold, Ken, 895

ASCII (American Standard Code for  
    Information Interchange),  
    955–956

ASCII codeset, 133

*asctime()*, 112

ASLR (address space layout  
    randomization), 512

assembler output file, 499

asynchronous cancelability of threads, 725

asynchronous I/O, 392, 798. *See also*  
    POSIX asynchronous I/O  
asynchronous I/O control block, 808–809

asynchronous notification  
    and message queues, 634–636  
    program receiving, 636–642

asynchronous signal, 384

asynchronous waiting for signals, 582–590

async-signal-safety, 397, 431–432

*atexit()*, 557–558

*atexit\_demo.c* program, 559–560

*atof()*, 86

*atoi()*, 86

atomic variable, 412–414

AT&T Bell Labs, 41–42

attributes  
    condition variable, 757  
    file, 18–19. *See also* file metadata  
    filesystem, 256, 263–266  
    mutex, 741, 749  
    process, 517–518  
    read-write lock, 776  
    terminal, 844–847, 852–856  
    thread, 712–715

ATTRIBUTES section, man pages, 36

*attr\_t* Curses data type, 900

authentication, 13–14

AUTHORS section, man pages, 36

auto-append mode, 552

## B

backgrounding operator (&), 497

background process, 497–498

background process group, 497–498

backlink in the directory hierarchy, 373

backspace character, 843

bad login attempts, 213

barrier synchronization  
    diagram, 764  
    overview, 762–764  
    program using, 765–773  
        *Pthreads* barrier, 764–765

barrier synchronization point, 764

base functions, Curses, 904–905  
`basename()`, 80–81  
`basename_demo.c` program, 81  
bash shell, 13, 33–34  
`bc` command, 688–689  
Berkeley Fast File System (FFS), 252  
Berkeley Software Distribution (BSD), 42  
binary file, 18  
binary semaphore, 615  
binary utility, 55  
`/bin` directory, 23  
birth time, 277, 279  
bitmask, 159, 849  
`bits/utmp.h` files, 197–198  
block group, 254, 255–257  
blocking read, 652, 791, 880–881  
blocking signals  
    overview, 405–407  
    `pselect()`, 921–922  
    signal set, 407–408  
    `sigprocmask()`, 408–416  
    `sigwait()`, 415  
block method for passing parameters, 59  
`bool` Curses data type, 900  
boot block, 254  
`/boot` directory, 23  
boot time, 531  
`BOOT_TIME` utmp entry, 231–232  
Bourne, Stephen, 13  
Bourne Again SHell, 13  
Bourne shell, 13  
`brk()`, 514  
broken-down time structure, 108–109  
BSD (Berkeley Software Distribution), 42  
  `_BSD_SOURCE` macro, 70  
buffer cache, 182–185  
buffering  
    buffer size, 174–176  
    in canonical mode, 878–879  
    and child processes, 549–550  
    double, 814, 816  
    in file copying program (*spl\_cpl.c*), 182–185  
    file stream, 549–550  
    kernel, 171, 797  
    line, 459  
    and running time, 182–185  
    user space buffering of input, 242–244  
BUGS section, man pages, 36  
builtins, shell, 13

**C**  
calendar time, 108, 109–111, 439  
canceling threads, 724–725  
cancellation points, 725  
canonical input queue, 841  
canonical mode, 837, 878–884  
Card, Rémy, 253  
Cartwright, Alexander, 26  
`cat` command, 186, 312, 656–660  
categorical mutual exclusion, 774  
categories, locales, 129–131, 141  
`cbreak()`, 905, 906  
cbreak mode, 879  
`c_cc` array of `termios`, 851, 853, 868  
`c_cflag` of `termios`, 851, 853, 868  
`%c` date/time format specifier, 107, 113–114  
`cd` command, 20–21  
`cgetispeed()`, 865  
`cgetospeed()`, 865  
`cfmakeraw()`, 879  
character echoing, 837  
character encoding, 955–960  
    form, 957  
    scheme, 957  
character maps, 133  
character representations, 956  
character sets, 133  
`chdir()`, 375  
child node, 22  
child process. *See also* process  
    creating  
        basics of `fork()`, 541–543  
        child's memory image, 543–545  
        child's process descriptor, 545  
        code executed by child after  
            `fork`, 541  
    exit status and termination, 558  
    orphan process, 559  
    overview, 493, 541–542  
    reaping, 570  
    SIGCHLD signal, 393  
    zombie status, 570  
cthtype Curses data type, 900  
`c_iflag` flagset of `termios`, 849, 850  
C I/O Library, line buffering in, 459  
`c_ispeed` field of `termios`, 849  
`cleanup()` signal handlers, 892, 913  
`clear()` (Curses), 905  
C library, role in I/O, 4–5  
client-server applications  
    concurrent client-server  
        diagram, 698  
        global data, 698

client-server applications (*continued*)
   
     concurrent client-server (*continued*)
   
         overview, 695–696
   
         *upcase.c* client program, 697–701
   
         *upcased.c* server program, 702–706
   
     daemons, 683–686
   
     introduction to, 680–681
   
     iterative client-server
   
         defined, 686
   
         design considerations, 686–687
   
         design of client, 690–691
   
         design of server, 692–693
   
         diagram, 687
   
         overview of example
   
             application, 686–689
   
         *spl\_calc.c* client program, 690–692
   
         *spl\_calc.h* header file, 689–690
   
         *spl\_calc\_server.c* server program, 692–695
   
         use of bc calculator in, 688–689
   
     multithreaded concurrent server
   
         design of, 731–732
   
         *threaded\_upcased.c* server
   
             program, 733–735
   
     overview, 667
   
     system logging facilities, 681–683
   
     client-server-like application
   
         client-server interaction, 675–676
   
         *fifomonitor.c* server program, 672–674
   
         *fifosender.c* client program, 674–675
   
         overview, 667
   
         use of FIFO in, 671–672
   
     c\_line field of *termios*, 849, 866, 869
   
     clobbering, 172
   
     clock attribute of a condition variable, 757
   
     *clock\_gettime()*, 109–110, 111, 426, 445
   
     CLOCK\_MONOTONIC clocks, 463–464
   
     *clock\_nanosleep()*, 447–450, 468
   
     *clock\_nanosleep\_demo.c* program, 449–450
   
     clocks, 438–440, 463
   
     clock tick
   
         definition, 439–440
   
         use in *stat* file in /proc subdirectories, 527–530
   
     clone(), 557
   
     close(), 163–164
   
     closedir(), 320
   
     close-on-exec flag, 664
   
     closing files
   
         errors when, 164
   
     kernel I/O interface, 163–165

    clusters in disk geometry, 248
   
     *cmdline* file in /proc subdirectories, 522, 523
   
     *cmp* command, 176–177
   
     code point, 133, 957, 959
   
     codeset, 133–134
   
     codespace, 957
   
     *c\_oflag* flagset of *termios*, 849–850, 863–864
   
     COLS (Curses), 900
   
     combination settings of terminal, 844
   
     command code of *ioctl()*, 871
   
     command line
   
         arguments, extracting, 73–75
   
         and locales, 132–135
   
         options, extracting, 81–86
   
         tutorial, xxxviii
   
     command line interpreter, 11, 12
   
     comment (GCOS) field of password file entry, 202
   
     *comm* file in /proc subdirectories, 522, 523
   
     common code
   
         *common\_hdrs.h* header file, 95–97
   
         diagram, 103
   
         error-handling functions, 102–103
   
         file organization, 103–104
   
         functions for extracting numbers, 97–102
   
         header guards, 96–97
   
         organization, 95
   
         *sys\_hdrs.h* header file, 95
   
         *common* directory, 103–104
   
         *common\_hdrs.h* header file, 95–97
   
     comparison function, 331
   
     compiler collection, 4
   
     concurrent server. *See* client-server applications
   
     condition variable
   
         condition attributes, 757
   
         declaring and initializing, 754
   
         destroying, 756–757
   
         need for, 752–753
   
         overview, 716, 751–752
   
         signaling, 755–756
   
         typical steps for using, 753
   
         use in multithreaded producer-consumer program, 757–762
   
         waiting on, 754–755
   
     configuration functions in Curses, 905–906
   
     CONFORMING TO section, man pages, 36
   
     connection object in I/O, 155

- console, 475  
 constants in Curses, 900  
 contents of files, 18–19  
 Control Sequence Introducer (CSI), 476  
 control settings of terminal, 844  
 cooked mode, 879  
 coordinate system in Curses, 897–898  
 copying files  
     with asynchronous I/O, 813, 816–819  
     general discussion, 171–173  
     overview, 157  
     *spl\_cp1.c* program  
         buffering, 182–185  
         design of, 173–174  
         implementation of, 174–176  
         overview, 261  
         testing, 176–177  
         universality of, 177–179  
 copy-on-write, 543  
 core dump, 500  
 core file, 500  
*c\_ospeed* field of *termios*, 849  
 counting semaphore, 615  
 C++ language, xxxii  
*cpp* preprocessor, 197  
 C programming language, xxxii, 41,  
     45–46  
 CPU data displayed in *top* command,  
     932–933  
 CPU local locks, 779  
*creat()*, 158–159  
 created files, attributes of, 161–162  
*create\_windows()* function of  
     *spl\_top.c*, 920  
 critical region, 406  
 critical section. *See also* race conditions  
     defined, 406  
     diagram, 741  
     keeping them small, 748  
     protecting with condition variables,  
         753, 757–762  
     protecting with mutexes, 736,  
         740–741  
     protecting with semaphores, 615  
 CSI (Control Sequence  
     Introducer), 476  
 C Standard Library, 45–46, 57–58  
*ctime()*, 112, 118  
 cultural conventions, 71–72  
 current directory (.), 19  
 current working directory, 20, 25  
*curses\_demo1.c* program, 902–904  
*curses.h* header file, 895, 897  
 Curses library and API  
     basics, 897–901  
     categories of functions, 901–902  
     compiling and building curses  
         programs, 897  
     configuration functions, 905–906  
     coordinate system, 897–898  
     data types in, 900  
     diagram, 898  
     example programs  
         *curses\_demo1.c* program,  
             902–903  
         *getstr\_demo.c* program, 906  
         *spl\_top.c* program, 915–939  
         *sprite\_curses.c* program, 912–914  
         *tiled\_windows.c* program,  
             909–911  
     function naming convention,  
         904–905  
     history, standards, and names,  
         895–896  
     input functions, 906–907  
     internationalization in, 900  
     miscellaneous useful functions,  
         908–909  
     output functions, 907  
     overview, 894  
     predefined constants and variables  
         in, 900  
     screen updating  
         description of, 898–899  
         diagram, 898  
     terminology, 896–897  
     tiled windows in *spl\_top.c*  
         diagram, 919  
         management of, 919–920  
     window functions, 908  
 Curtis, Pavel, 895  
*cwd* file of */proc* subdirectories, 523  
 cylinder  
     defined, 248  
     diagram, 249  
 cylinder group, 254

## D

- daemon, 496, 683–686, 702  
 data block area, 257  
 data block bitmap, 255  
 data structures in C  
     *aiocb*, 809  
     *dirent*, 316–318, 326  
     FTSENT, 366–368  
     FTW, 349

data structures in C (*continued*)
   
     group, 294
   
     itimerspec, 465
   
     lastlog, 197–199
   
     list\_head, 520
   
     mutexattr\_t, 749
   
     passwd, 202–203
   
     procstat, 527, 924–925
   
     pthread\_attr\_t, 717–718
   
     SCREEN, 896
   
     sigaction, 417–419, 584–585
   
     sigevent, 463, 467, 635
   
     siginfo\_t, 585
   
     stat, 267–269
   
     statx, 278–281
   
     struct tm, 109
   
     struct tty\_struct, 838
   
     task\_struct, 518–519, 713–714
   
     termios, 848, 852–853, 880–884
   
     timespec, 441–442
   
     timeval, 111, 218–220
   
     utmp, 216, 217–219
   
     utmpx, 220
   
     WINDOW, 896
   
 data transfer methods in IPC, 599–600
   
 data types in Curses, 900
   
 date command, 104–106, 107, 118
   
 date/time formats and representations
   
     broken-down time, 108–109
   
     calendar time in Unix, 108
   
     calendar time system calls, 109–111
   
     format specifiers, 961–963
   
     internationalization, 71–72
   
     locales
   
         categories, 129–131
   
         command-level interface to, 132–135
   
         fuzzy time, 118–119
   
         internationalized version of *spl\_date2.c*, 139–140
   
         locale objects, 144–146
   
         other ways to internationalize programs, 140–144
   
         overview, 107
   
         programming interface to, 138–139
   
             structure of, 135–138
   
             time zones, 131
   
     planning, 104–107
   
     *spl\_date1.c* program, 114
   
         development, 107–113
   
         diagram of control flow, 113
   
         listing, 114
   
     *spl\_date2.c* program, 114–116
   
     *spl\_date3.c* program
   
         diagram of control flow, 120
   
         program logic, 119–128
   
         time adjustment specifications, 117–118
   
         user interface, 116–119
   
     time conversion functions, 112–114
   
 DEAD\_PROCESS, 231
   
 deferred cancelability of threads, 725
   
 delayed binding, 262
   
 delch() (Curses), 907
   
 deleteln() (Curses), 907
   
 delivery of signals, 388
   
 delwin() (Curses), 908
   
 demo directories with common code, 103–104
   
 demo program naming convention, xi
   
 demo programs, xxviii
   
 deprecated feature, 111
   
 dereferenced symbolic link, 24
   
 descendants of a process, 493
   
 DESCRIPTION section, man pages, 36–37
   
 design considerations
   
     extensible design, 321
   
     signal handlers, 431–432
   
     *spl\_lastlog.c* program, 206–208
   
     *spl\_top.c* program, 917–918
   
     system programs, 121
   
     with threads, 715
   
 destroying objects in *Pthreads*
  
     condition variables, 756–757
   
      mutexes, 743
   
     read-write locks, 775
   
 destructive read, 647
   
 detached thread, 719, 722–724
   
 /dev directory, 23
   
 device driver, 250
   
 device files, 18, 23, 178
   
 dev\_t, 267, 269, 294
   
 df command, 339
   
 diff command, 176, 211–212
   
 Dijkstra, Edsger, 614
   
 directed acyclic graph, 22
   
 directed edge, 22
   
 directory
   
     contents, 19
   
     defined, 19–21
   
     diagram of contents, 19
   
     diagram of user perception of, 19
   
 directory API
   
     closedir(), 320
   
     dirent structure, 315

`opendir()`, 319  
overview, 324–325  
processing directories, 313–320  
`readdir()`, 315  
`scandir()`, 329–335  
`seekdir()`, 325–328  
`telldir()`, 325–328  
directory entries, 19  
directory hierarchy  
    diagram, 535  
    directory structure, 19–20, 312–313  
    implementing a simple `ls` program,  
        321–324  
    mounting filesystems, 22–23,  
        337–341  
    overview, 22–24  
`pwd` implementation  
    constructing directory tree,  
        371–373  
    overview, 371  
    *spl\_pwd.c* program, 379–380  
    strategy for implementing,  
        374–381  
*spl\_ls1.c* program, 321–322  
tree walks  
    `du` command, writing, 354–365  
    `fts` tree traversal functions,  
        365–370  
    `nftw()`, 347–354  
    overview, 341  
    recursive, using `readdir()`,  
        341–345  
    recursive, using `scandir()`,  
        345–347  
directory-relative pathname, 282  
directory streams, 316, 318–319  
directory tree  
    constructing from inode numbers  
        and links, 371–373  
    overview, 335–337  
`dirent.h` header file, 317, 319  
`dirent` structure, 316–318, 326  
`dirfd()`, 324  
DIR object, 318  
`dirpath` argument to `nftw()`, 348  
`dirsfirstsort()` listing, 332  
disk allocation, 192–193  
disk device driver, 250  
    diagram, 250  
disk file, 813–815  
disk geometry  
    components, 248–250  
    diagram, 248  
disk head, 249  
disk partitioning  
    benefits of, 251–252  
    diagram, 251  
    layout of a partition  
        diagram of block groups in, 254  
    organization, 254  
disk usage, 336  
*displayvm.c* program, 515–517  
`d_name` field of `dirent` struct, 316  
double buffering, 814, 816  
double-indirect block, 257  
`drand48()`, 456  
`d_type` field of `dirent` struct, 317–318  
`du` command  
    diagram of path through directory  
        tree, 347  
    implementation of, 354–365  
    for obtaining file size, 192  
    as a tree walk, 336  
dumping, 222  
`dup()`, 658–660  
`dup2()`, 658–660  
duplicate inode numbers, 340–341  
duplicating file descriptors, 658–659, 664  
`duplocale()`, 144  
dynamically linked (shared) libraries, 52,  
    944–945. *See also* libraries

## E

EBCDIC (Extended Binary Coded  
    Decimal Interchange),  
        955–956  
echo attribute of terminal, program for  
    changing, 853–854  
echo command, xxxix, 35  
echoing by terminal, 837  
edata, 511–514  
edge-triggered notification, 797–798  
edition of UNIX research system, 41  
effective user ID, 153–155, 161–162  
EINVAL error code, 100  
elapsed time, 108  
ELF. *See* Executable and Linking Format  
ELF header, 500, 503–506  
emulator trap, 391  
encoding, character, 955–960  
end, 511–514  
`endpwent()`, 204  
`endwin()` (Curses), 901, 903, 905, 913, 921  
entry point, 8, 498  
*environ\_demo.c* program, 76  
*environ* file in `/proc` subdirectories, 523

environment, 15–17  
environment list, 15  
environment string, 15–16  
environment variables, 15–16, 75–78,  
    130, 134, 135  
**ENVIRONMENT VARIABLES** section, man  
    pages, 36  
**environ** variable, 76–77  
    diagram, 77  
Epoch, 108  
**epoll()**, 820  
**ERANGE** error code, 100  
erase character, 843  
**errno -l** command, 62–63  
**errno** variable, 62, 64  
*error\_exits.c* program, 103  
*error\_exits.h* header file, 102  
error handling  
    common functions, 102–103  
    in concurrent server, 701, 704–705  
    errors from library functions, 66  
    overview, 62  
    reporting usage errors, 78–79  
    system call errors, 62–66  
    when closing files, 164–165  
    when opening files, 162–163  
**error\_message()** prototype and listing,  
    102–103  
**ERRORS** section, man pages, 36, 62, 63  
*escapeseq\_demo1.c* program, 477  
*escapeseq\_demo2.c* program, 477  
escape sequences, 476–477, 886  
*/etc* directory, 23  
*/etc/locale.gen* file, 134–135  
etext, 511–514  
event notifications, 463  
**EXAMPLES** section, man pages, 36–37, 274  
exceptfds parameter of **select()**, 821  
exceptional event, 820  
**exec()** family of functions  
    **execl()**, 565–567  
    **execle()**, 565–569  
    **execlp()**, 565–567  
    **execv()**, 565–567  
    **execvp()**, 565–567  
    **execvpe()**, 565–567  
*exec1\_demo.c* program, 567  
*execle\_demo.c* program, 568–569  
*execlp\_demo.c* program, 567–568  
**Executable and Linking Format (ELF)**  
    diagram of linking and executable  
        views, 500  
diagram of overlapped views, 502  
diagram of overlapping segments, 506  
executable file format, 499  
file contents, 502–506  
file structure, 500–502  
overview, 53, 499–500, 943  
program to print program header  
    table, 506–511  
**readelf** command, 55–56  
executable code (executables), 25  
executable program file. *See* Executable  
    and Linking Format  
executing programs. *See* **exec()** family  
    of functions  
execution view, 500–501  
**execv()**, 565–566  
**execve()**, 540, 560, 561–565  
*execve\_demo1.c* program, 562–563  
*execve\_demo2.c* program, 563–564  
**execvp()**, 565–566, 569, 591  
*execvp\_demo.c* program, 569  
**execvpe()**, 565–566  
*exe* file in */proc* subdirectories, 523  
**exit()**, 540, 557–558, 718  
**\_exit()**, 540, 558  
exit functions, 557–560  
exiting threads, 718  
exit status of a process, 558  
**EXIT STATUS** section, man pages, 36  
explicit seeking and reading, 212–213  
Extended Binary Coded Decimal  
    Interchange (EBCDIC),  
        955–956  
extended filesystem (Ext), 253  
extensible design, 321  
external storage, 17  
extracting  
    accessing environment variables,  
        75–78  
    command line arguments, 73–75  
    command line options, 81–86  
    memory statistics from *stat* file  
        of */proc* subdirectories, 770  
    numbers, functions for, 97–102  
    numbers from strings, 86–89  
    program name, 79–81  
    reporting usage errors, 78–79

## F

*fakeinput\_demo.c* program, 872–873  
*fakelogin.c* program, 854–856  
fake signal functions, 396

faking input, 872  
FAT32 filesystem, 261  
`fatal_error()` prototype and listing, 102–103  
FAT filesystem, 261  
`fchdir()`, 375  
`fcntl()`, 552, 793, 798  
feature test macros, 28–29, 37, 67–70  
`fflush()`, 550  
FFS (Berkeley Fast File System), 252  
`field_t`, 926  
FIFO (unnamed pipe)  
    in concurrent server, 695–706  
    creating, 669–670  
    creating named pipes in shell, 667–669  
FIFO-based server-like program  
    client-server interaction, 675–676  
        FIFO client program, 674–675  
        monitor program, 672–674  
        overview, 671–672  
    in iterative server, 686–687, 689–695  
    opening, 670–671  
    overview, 646–647, 667  
    private vs. public, 669  
*fifomonitor.c* server program, 672–674  
*fifosender.c* client program, 674–675  
file  
    appending to, 551, 552, 578  
    attributes of created files, 161–162  
    closing, 163–165  
    creating, 259–260  
    creation flags, 159, 160–161  
    creation masks, 150–153  
    creation time, 279  
    descriptor. *See* file descriptor  
    errors on  
        closing, 164–165  
        opening, 162  
        reading, 167  
        writing, 173, 175  
    holes  
        cause of, 190–193  
        diagrams, 191, 192  
        and `ls -l`, 192  
        *makefilehole.c*, 191  
        read operation in, 190  
I/O. *See* file I/O  
metadata. *See* file metadata  
name. *See* filename  
offset, 155, 188–193, 547–548  
opening, 159–161  
permissions. *See* file permissions  
reading from, 199  
    diagram of effect on file and memory, 169  
    diagram of kernel structures, 167  
    overview, 165–169  
    reading structures from, 199  
seeking in, 188–190, 249  
size  
    actual, 192  
    apparent, 192  
sparse, 193, 206  
status flags, 159–160, 551, 578  
types, 18  
    Unix, 17–18  
writing, 169–171, 260–261  
file attributes. *See* file metadata  
file creation flags, 159, 160–161  
file creation masks, 150–153  
file creation time, 279  
file descriptor  
    close(), 163–164  
    close-on-exec flag, 664  
    duplicating  
        diagram of, with pipe, 658  
        diagram of redirection with, 659  
        with dup(), 658–660  
        with dup2(), 660–662  
        to set up a pipe, 658–660  
    enabling signal-driven I/O, 799–800  
    lowest-numbered unused, 659  
    modifying set of flags on, 552  
    open file description (OFD), 155–156  
file hole, 190–193  
file input, 149  
file I/O. *See also* login accounting  
    controlling position of I/O operations, 188–193  
file creation mask, 150–153  
high-level vs. low-level, 150  
I/O API  
    closing files, 163–165  
    opening files, 158–163  
    reading from files, 165–169  
    seeking, 188–193  
    writing to files, 169–171  
I/O mechanics, 155–157  
    diagram, 156  
setuid bit, 154–155

file I/O (*continued*)

- spl\_cp1.c* program
  - design of, 173–174
  - implementation of, 174–176
  - testing, 176–177
  - universality of, 177–179
- standard file descriptors, 157
- timing programs, 179–185
- universal I/O, 150

file metadata

- displaying with `stat` command, 264
- in inode, 256
- obtaining with `stat()` and `lstat()`, 266–277
- program for displaying, 285–297
- `stat` structure, 267–273
- superblock, 255
- types of, 18

file mode

- diagram, 270
- flags and macros for, 270–271
- overview, 18

file mode bits, 270

filename

- checking existence of, 259
- diagram, 22
- in `dirent` structure, 316–317
- `get_filename()` listing, 378–379
- multiple names for a file, 22
- overview, 19, 21–22
- recording in directory, 260

`fileno()`, 550

file offset, 155, 188–193, 547–548

file permissions

- created files, 161–162
- file creation mask, 150–153
- and setuid bit, 154–155

file pointer, 155, 188–193, 547–548

FILES section, man pages, 36

file status, 18. *See also* file metadata

- file status flags, 159, 160

file stream, 549

file structure of ELF files, 500–502

file structure table, 156

filesystem

- disks and disk partitions, 248–252
- Ext filesystems, 253
- filesystem API, 263–264
- kernel interface, 259–261
- mounting, 337–341
- overview, 22
- `setgid` bit, 272–273

*spl\_stat.c* program

- auxiliary functions, 292–297
- design of an enhanced version, 297–298
- design of `main()`, 285–287
- design of `print_statx()`, 287–292
- overview, 285

*spl\_statfs.c* program,

- hybrid solution, 301–307
- overview, 299
- `statfs()`, 299–300
- `statvfs()`, 300–301
- testing, 307–308

`stat()`, 266–267

`stat` command, 264–266

`statx()`

- calling, 281–284
- overview, 278
- `statx` structure, 278–281

sticky bit, 273–274

structure of Ext filesystems, 253–259

supported by Linux, 252–253

virtual

- diagram of VFS, 263
- overview, 261–263

file types, 18

- file mode bits, 270
- in `dirent` structure, 317–318
- Unix, 18

file utility command, 499

*fillqueue.c* program demonstrating

- `ioctl()`, 874

filter commands, 200

`find` command, 336

`findmnt` command, 340

flags bit mask, 159

flagsets, 849–851

flavors of Unix, 7

flushing, 550

`fn()` parameter of `nftw()`, 348–349

followed link, 24

`fopen()`, 664

foreground processes, 497–498

foreground process groups, 497–498

`fork()`, 541–543. *See also* process

*fork\_demo1.c* program, 542–543

*fork\_demo2.c* program, 543–545

*fork\_demo3.c* program, 547–548

*fork\_demo4.c* program, 548–549, 550–551

`format_time_diff()` listing, 236

`fpath` parameter of `nftw()`, 348

`fprintf()`, 79  
`free()`, 127  
Free Software Foundation (FSF), 42  
`fsblkcnt_t`, 299–300  
`fsfilcnt_t`, 299  
`fsid_t`, 304  
`fstat()`, 267  
`fstatat()`, 267  
  `_fsword_t`, 299–300  
`fsync()`, 165  
`ftruncate()`, 603–604, 606  
`fts_children()`, 366  
`fts_close()`, 366  
`fts_demo.c` program, 368–370  
FTSENT structure, 366–368  
`fts_open()`, 366, 368  
`fts_read()`, 366, 368  
`fts_set()`, 366  
fts tree traversal functions, 365–370  
`ftw()`, 348  
`FTW_ACTIONRETVAL` flag, 351  
`ftwbuf` parameter, 349  
`FTW_CHDIR` flag, 350  
`FTW_DEPTH` flag, 350, 354  
`FTW_MOUNT` flag, 350, 364–365  
`FTW_PHYS` flag, 351  
fully buffered streams, 549  
function pointer parameters,  
  329–330, 333  
fuzzy time, 118–119

**G**

Game of Life, 762–763  
`gcc` command, 203  
`gdb` utility, xxxiii  
`gecos` field of `passwd` struct, 202  
generation of signals, 387  
`get_all_vmsizes()` listing, 770  
`get_boot_time()` listing, 531  
`getch()`, 903  
`getconf` command, 839  
`getcwd()`, 380  
`getdents()`, 314–315  
`get_dev_ino()` listing, 376  
`getenv()`, 16–17, 75–76  
`getenv_demo.c` program, 16–17, 75  
`get_filename()` listing, 378–379  
`getgrgid()`, 293–294  
`get_hertz()` listing, 530–531  
`gethostname()`, 63  
`gethostname_demo.c` program, 63–64  
`get_int()` listing, 101  
`get_int()` prototype, 98  
`getitimer()`, 462  
`getline()`, 68–69, 524, 527–528  
`get_loadavges()` listing, 930–931  
`get_long()` listing, 101  
`get_long()` prototype, 98–100  
`get_nums.h` header file, 97–98  
 `getopt()`, 82–85  
 `getopt_demo.c` program, 84–85  
 `getopt_long()`, 82–83  
`getparentid()`, 524–525  
`getpggrp()`, 495  
`getpid()`, 27  
`getpid_demo.c` program, 27  
`getpwent()`, 204, 206–207  
`getpwnam()`, 200–201  
`getpwuid()`, 201–203  
`getpwid_demo.c` program, 203  
`getsid()`, 496  
`get_speed()` listing, 865  
`getstr()`, 906  
`getstr_demo.c` program, 906–907  
`gettid()`, 28, 60–61  
`gettid_demo.c` program, 28, 60–61  
`gettimeofday()`, 111  
getting process ID of parent of a  
  process, 524  
`getutent()`, 219  
`getutxent()`, 219  
`get_vmsize()` listing, 771  
`getwin()` (*Curses*), 908  
`gid2name()` listing, 294  
`gid_t`, 201, 267, 290, 294  
`git` command, xxxiii, 37  
`glibc`, 57, 139–140  
global constants, *ncurses*, 900  
globally unique identifier partition table  
  (GPT), 251  
`glyph`, 476, 956  
`gmtime()`, 112  
GNU C Library, 57, 139–140  
GNU C Library Reference Manual, 34  
`gnu_get libc_version()`, 57  
GNU/Linux, xxxiv  
*GNU Manifesto, The*, 42  
GNU Project, xxxiv, 13, 42  
`_GNU_SOURCE` macro, 70, 81, 83  
GPT (globally unique identifier partition  
  table), 251  
`grep` command, 200, 656–660  
group, Unix, 13–15  
group descriptor, 255

group ownership of newly created file, 161–162  
**groups** command, 14  
Grudin, Robert, 108

**H**

`handle` (`fts`), 365  
`handle_sigchld()` reaping handler, 586–589  
handling signals, 393–399  
hard disk, 248–249  
hard link, 24  
hardware clocks, 439  
hardware timers, 439  
header, man page, 30  
header guard, 96–97  
heap, 511, 513–514  
*hello\_world.c* listing, 2  
“Hello, world” program, 2–3  
`hexdump` command, 56  
hidden canvas, 898  
high-level vs. low-level file I/O, 150  
High Precision Event Timers (HPETs), 439  
high-resolution sleep functions.  
    *See* sleep functions  
`home` directories, 23  
homing the cursor, 803  
Horton, Mary Ann, 895  
HZ macro, 530

**I**

`icrnl` switch of `stty`, 845–846  
`id` command, 14  
`id_t`, 570  
`idtype_t`, 570  
illegal instruction, 391  
`#include` directive, 2  
*include* directory in repository, 95, 103  
include guard, 96–97  
incomplete type, 319  
indirect blocks, 256–257  
`info` command, 32  
Info documentation system, 31–32  
initialized data segment, 513  
initial value of timer interval, 462  
`init` process, 221  
`initscr()` (*Curses*), 900–901, 903, 905, 906  
inode  
    creating, 260  
    duplicate numbers, 340–341  
    file block pointers in  
        description, 256–257  
    diagram, 257

inode bitmap, 255–256  
`inode()` man page, 268–269  
inode table, 256–257  
overview, 18  
performance of file access, 257–258  
updating, 260  
`ino_t`, 267, 315, 362, 373  
input  
    diagram, 5  
    overview, 2–4  
input buffering in canonical mode, 878–879  
input functions of *Curses* API, 906–907  
input settings of terminal, 844  
`insch()` (*Curses*), 907  
`insstr()` (*Curses*), 907  
integer types, system, 280–281  
interactive programming. *See also*  
    terminal  
canonical mode of terminal, 878–879  
*Curses* and the *ncurses* library. *See*  
    *Curses* library and API;  
    *spl\_stty.c* program; *spl\_top.c*  
    program; *sprite.c* program  
definition of, 834  
*fakeinput\_demo.c* program, 872  
*fakelogin.c* program, 855–856  
*fillqueue.c* program, 874  
*max\_input.c* program, 839  
*mintime\_test\_demo.c* program, 883–884  
and nonblocking I/O, 793–794  
noncanonical modes of terminal, 879–884  
    `cbreak` mode, 879  
    `cooked` mode, 879  
    effects of `MN` and `TIME`  
        parameters, 880–894  
    polling read in, 880  
    raw mode, 879  
*sigio\_demo.c* program, 802–807  
*toggle\_echo.c* program, 854  
*watchtly.c* program, 873  
    interbyte timer, read with, 881–884  
internal fragmentation, 258  
internationalization and locales  
    changing the locale temporarily, 135, 144–145  
    command-level interface to, 132–135

`duplocale()`, 144  
`freelocale()`, 145  
functions using locale information, 140–144  
internationalized version of *spl\_date.c*, 139–140  
locale-aware library functions, 141  
locale categories, 129–131  
locale object, 144–146  
locales in *ncurses*, 900  
man pages, 128–129  
`newlocale()`, 144–145  
*newlocale\_demo.c* program, 145–146  
`nl_langinfo()`, 142–144  
*nl\_langinfo\_demo1.c* program, 143–144  
overview, 71–72  
programming interface to, 138–139  
running programs with different locales, 135  
`setlocale()`, 138  
setting the locale, 138–139  
*strcoll\_demo.c* program, 141–142  
structure of a locale, 135–138  
time zones, 131  
TZ, 131  
`useLocale()`, 144–145  
interpreter script (#!), 561  
interprocess communication (IPC)  
  data transfer methods  
    compared to shared memory, 599  
    defined, 599  
    facilities based on, 601  
  diagram comparing paradigms, 599  
  IPC facility, defined, 597  
  message queue overview, 599  
  need for, 598  
  overview, 598–602  
POSIX message queue  
  API summary, 629  
  asynchronous notification, 634–636  
  attributes, 630  
  closing, 630–631  
  comparison with System V message queues, 600–601  
  *mqrcv\_demo.c* program, 632  
  *mqsend\_demo.c* program, 633–634  
  opening and creating message queues, 630  
  overview, 628–631  
program receiving asynchronous notifications, 636–642  
receiving messages from, 631  
sending messages through, 631  
sequence of steps for using, 629–630  
setting up signal-based notification, 635–636  
simple example of, 631–634  
*ulogger\_client.c* program, 637–638  
*ulogger.c* program, 638–642  
*ulogger.h* header, 637  
unlinking, 630–631  
POSIX semaphores  
  atomicity of operations, 614–615  
  binary vs. counting, 615  
  creating and initializing, 617–618  
  named semaphore API  
    overview, 617  
  *namedsem\_demo.c* program, 621–622  
  named vs. unnamed, 616  
  overview, 614–615  
  post() operation, 614–615  
  producer consumer programs using, 623–628  
  properties, 615  
  sequence of steps for using named, 617  
  steps for using unnamed, 617–618  
  typical use, 615  
  unnamed semaphore API  
    overview, 617  
  *unnamedsem\_demo.c* program, 618–619  
  wait() operation, 614–615  
POSIX shared memory  
  API summary, 603–605  
  changing size of, 606  
  diagram, 610  
  mapping into process, 606–607  
  mode of memory mapping, 607  
  offsets and shared memory, 607–608, 613  
  opening and creating, 605–606  
  overview, 603–605  
  pointer pitfalls in shared memory, 610–613  
  race conditions, 613–614

**IPC** (*continued*)

- POSIX shared memory (*continued*)
  - sequence of steps for using, 603–605
  - shared memory API, 605–607
  - shared memory example
    - program, 607–609
  - shm\_consumer.c* program, 626
  - shm\_producer.c* program, 627
- shared memory overview, 598
- shared memory producer consumer program, 623–628
- shared memory vs. data transfer facilities, 598–599
- signals as, 598
- System V IPC overview, 600–601
- System V semaphore API, 616
- interrupt signal, 384, 385–386
- interval timer
  - history, 461–462
- POSIX timer
  - arming and disarming, 464–465
  - counting timer overruns, 465–466
  - creating and deleting, 462–464
  - initializing *itimerspec* structure, 465
  - linking programs with *-lrt*, 462
  - overview, 462
  - progress\_bar2.c* program, 466–471
  - progress bar based on, 466–471
  - setting the notification method, 463
  - using the *sigevent* structure, 463–464
- principles, 462
- programmable interval timer (PIT), 439
- real-time signals and multiple timers
  - overview, 484–487
  - posix\_timer\_demo1.c*, 485–487
- resource monitor using POSIX timers
  - managing and refreshing screen, 475–478
  - overview, 471–474
  - running program, 483–484
  - sequence of steps in main program, 473, 481
  - setting up file list, 474–475
  - synopsis, 473

- terminal escape sequences used in, 477
- updating file sizes, 478–479
- watchfiles.c* program, 471–486
- intrflush()*, 905, 906
- ioctl()*, 856, 870–875
- I/O event notification facility, 820
- io* file in */proc* subdirectories, 523
- I/O multiplexing
- comparison of *select()*, *pselect()*, and *poll()*, 820
- diagram, 825
- example program, 824–830
- ndfs* value in *select()*, 822–823
- overview, 819–820
- select()*, 820–824
- select\_demo.c* program, 826–829
- select law (guidance), 823–824
- iostat*, 436
- iowait()* listing, 922–924
- IPC.** *See* interprocess communication
- isatty()*, 550
- isdir()*, 326
- iterative server. *See* client-server applications
- itimerspec* structure, 465

## J

- jiffy, 439, 440
- job control signals, 392–393
- joinability of threads, 718, 719
- joining threads, 718–720
- journal file, 253
- journaling, 253

## K

- kernel
  - definition, 8
  - diagram, 10
  - general discussion, 8–11
  - integer types in, 281
  - involvement in signals, 384–387, 406
  - process representation in, 517–521
- program paths to its services
  - diagram, 61
  - list of, 61–62
- read-write locks in, 779
- roles and responsibilities, 8–10
- services, 10
- thread support in, 711

kernel API  
    defined, 6  
    explained, 8  
kernel buffering, 171, 797  
kernel filesystem interface, 259–261  
kernel I/O interface  
    closing files, 163–165  
    opening files, 158–163  
    reading from files, 165–169  
    structures involved in, 167–168  
    writing to files, 169–171  
kernel mapping in process image, 512  
kernel memory, 26  
kernel mode, 58  
kernel space, 9  
kernel stack, 518  
Kernighan, Brian W., 2, 17, 43  
Kerrisk, Michael, 731  
`keypad()` (*Curses*), 905, 906, 918  
keys, System V IPC, 616  
keywords for locale categories, 136–138  
`kill()`, 401–404  
kill character, 845  
kill command, 400  
*kill\_demo.c* program, 401–402

**L**

`LANG` environment variable, 130  
`LANGUAGE` environment variable, 130  
`lastb` command, 194, 213  
`last` command  
    analysis and description, 213–215  
    and login records, 215–217  
    *spl\_last.c* program  
        design of, 230–232  
        implementation of, 232–241  
        use of *wtmp* file in, 227–230  
`lastlog` command  
    analysis and description, 194–199  
    `lastlog` structure, 196–199  
    *spl\_lastlog.c* program, developing, 205–213  
        design of, 206–208  
        implementation of, 208–209  
        program logic, 208  
`lastlog` file  
    diagram of out-of-order reading, 207  
    diagram of structure, 196  
    displaying contents, 206–207  
    out-of-order reads in, 206–207  
    structure of, 196  
    use of, 196

*lastlog.h* header file, 197  
latency, file access, 258  
layered view of filesystem interfaces,  
    diagram, 250  
`LC_ADDRESS` category, 130  
`LC_ALL` environment variable, 130,  
    133, 139  
`LC_COLLATE` category, 130, 133, 141  
`LC_CTYPE` category, 129, 130, 136, 141  
`LC_IDENTIFICATION` category, 130  
`LC_MEASUREMENT` category, 130  
`LC_MESSAGES` category, 130  
`LC_MONETARY` category, 130, 141  
`LC_NAME` category, 130  
`LC_NUMERIC` category, 130, 136, 141  
`LC_PAPER` category, 130  
`LC_TELEPHONE` category, 130  
`LC_TIME` category, 130, 141  
`ldd` command, 56, 57  
`ld-linux.so` linker, 53  
`ld.so` linker, 53  
learning system programming, 93–94  
length modifier in `printf()`, 275  
`less` command, 34  
level-triggered notification, 797  
`lib` directory, 23  
    in repository, 95, 103  
libraries  
    commands to query contents of,  
        54–56  
    commands to show libraries linked  
        to programs, 56–57  
    C Standard Library, 57–58  
    overview, 50–53  
    shared (dynamically linked)  
        creating, 949–951  
        linking to, 951–953  
    shared vs. static, 53–54, 944–945  
    static  
        creating, 946–947  
        identifying, 946  
        linking to, 947–949  
        overview, 52–53  
        system, 51–52  
*libspl.a*, 103  
lightweight process, 711  
*limits.h*, 71  
line, login, 221  
line-buffered stream, 549  
line buffering in C I/O, 459  
line discipline, 838–841  
line editing in canonical mode, 878–879

line feed character, 458  
LINES (Curses), 900  
line speed, terminal, 865  
link. *See also* filename  
  in directories, 19–21, 312  
  hard link, 24  
  symbolic or soft  
    and cp command, 173  
    and cycles, 335  
    defined, 24  
    following by nftw(), 348–349  
    following by stat() and  
      lstat(), 266–267  
    in pathnames, 25  
    readlink(), 284  
    readlink command, 171  
    in time zone directories, 131  
linkage editor, 53, 944  
linker, defined, 4  
linker names, 949  
linking view of ELF, 500–501. *See also*  
  Executable and Linking  
  Format  
Linux  
  brief history, 43  
  filesystems supported by, 252–253  
  and GNU, xxxiv  
  kernel, 43  
  overview, xxxiv  
  vs. Unix, xxxiv  
Linux Standard Base (LSB), 300  
lio\_listio(), 810  
list\_head structure in kernel, 520  
live process, 493  
lnext (literal next) character of  
  termios, 845  
load average, 930–931  
locale. *See* internationalization and locales  
locale-aware functions, 64  
locale categories, 129–131, 141  
locale command, 133–134  
localeconv(), 131, 143  
localedef command, 135  
locale definition file, 135–137  
locale object, 144–146  
locale\_t, 144–145  
local headers in repository, 95  
local settings of terminal, 844  
localtime(), 112, 113, 208  
locking a mutex, 742–743  
LOCPATH environment variable, 130  
loff\_t, 523  
logged-in users, number of, 930  
logging in, 14  
logical (virtual) addresses, 501  
logical disks, 251  
login accounting. *See also* last command;  
  lastlog command  
  displaying last logged in users,  
    213–241  
  displaying last login information,  
    193–199  
  files associated with, 220  
long options, 11  
low-level vs. high-level file I/O, 150  
-lrt linker option, 462  
LSB (Linux Standard Base), 300  
ls command, 20, 313  
lseek()  
  diagram, 189  
  examples of, 190  
  and file offset, 188–190  
  to get size of file, 207  
lstat(), 267, 274, 275–276  
*lstat\_manpage\_example.c* program,  
  274–277

## M

M:1 (many-to-one) threading  
  model, 711  
major(), 275  
makedev(), 294  
*makefilehole.c* program, 191–192  
make\_me\_a\_daemon() listing, 685–686  
make tutorial, xxxviii  
make utility, xxxiii  
malloc(), 127, 613  
man command, 30, 34–35, 38  
man pages  
  advantages of using, 30  
  header, 30  
  manual sections, 29  
  pager for, 34  
  searching through (apropos  
    command), 38–40  
  sections of, 36–37  
  structure of, 35–37  
  use in learning system  
    programming, 94  
many-to-one (M:1) threading model, 711  
maps file of /proc subdirectories, 523–524  
master boot record (MBR), 251  
MAX\_INPUT (limit constant), 839  
*max\_input.c* program, 839

McKusick, Marshall Kirk, 8, 252  
*/media* directory, 23  
memory allocation functions, 127  
memory image, 491, 501, 511–517,  
    543–545  
memory management unit of  
    processor, 501  
memory objects in POSIX shared  
    memory, 602  
memory segments in System V shared  
    memory, 602  
`memset()`, 352, 458  
`mesg` command, 273  
message queue. *See also* interprocess  
    communication  
    descriptor, 629  
Minix File System, 252  
Minix operating system, 43, 252  
`minor()`, 275  
MIN parameter of `termios`, 880–884  
*mintime\_demo.c* program, 883–884  
`mkfifo()`, 669  
`mkfifo` command, 668  
`mknod` command, 668  
`mktimes()`, 112, 118–119  
`mmap()`  
    description, 603–607  
    diagram, 604  
*/mnt* directory, 23  
`mode2str()` listing, 292–293  
`mode_t`, 158–159, 267, 605, 619,  
    630, 669  
Molay, Bruce, 94  
Morris, Robert, 29  
`mount` command, 337, 339–340  
mounting filesystems, 22–23, 337–341  
    descriptor, 262  
mount points, 337, 339–340  
`mq_attr` structure, 630  
`mq_close()`, 629, 630  
`mqd_t`, 630–633, 637–639  
`mq_getattr()`, 629  
`mq_notify()`, 629, 630, 635–636  
`mq_open()`, 629, 630–631  
*mqrcv\_demo.c* program, 632–633  
`mq_receive()`, 629, 630, 631, 636  
`mq_send()`, 629, 630, 631  
*mqsend\_demo.c* program, 633–634  
`mq_setattr()`, 629  
`mq_unlink()`, 629, 630, 631  
multiplexed I/O. *See* I/O multiplexing  
multithreaded process, 28

multithreading. *See also* threads;  
    *Pthreads API*  
correctness and performance  
    considerations, 740  
multithreaded concurrent server,  
    731–735  
multithreaded multiple producer,  
    multiple consumer  
    program, 757–762  
program design considerations  
    with, 715  
pros and cons of, 711–712  
`munmap()`, 603, 604, 606–607  
mutex. *See Pthreads API*  
`mutexattr_t` structure, 749  
mutex lock, 614  
`mvwhline()`, 910  
`mvwin()`, 908

## N

named pipe. *See FIFO*  
named semaphore. *See* interprocess  
    communication  
*namedsem\_demo.c* program, 621–622  
`NAME_MAX` macro, 316–317  
name of program, extracting, 79–81  
NAME section, man pages, 36–37  
`nanosleep()`, 441–447, 449, 455, 467  
*nanosleep\_demo1.c* program, 442–444  
*nanosleep\_demo2.c* program, 445–447  
Native POSIX Thread Library  
    (NPTL), 711  
*ncurses* library. *See* Curses library  
    and API  
network logins, 221–222  
Network Time Protocol (NTP)  
    server, 440  
newline character, 2, 458  
`newlocale()`, 144, 145–146  
`newterm()`, 901  
`newwin()` (Curses), 908  
`nftw()`, 347–354, 368  
*nftw\_demo.c* program, 353–354  
`nlink_t`, 267  
`nl_langinfo()`, 143–144  
NLSPATH environment variable, 130  
`nm` command, 55  
`nodelay()` (Curses), 905  
`noecho()` (Curses), 905, 906, 918  
*nonblock\_demo1.c* program, 793–796  
*nonblock\_demo2.c* program, 796  
nonblocking I/O, 792–796

noncanonical modes of terminal, 878–884. *See also*  
interactive programming  
cbreak mode, 879  
cooked mode, 879  
effects of MIN and TIME parameters, 880–894  
polling read in, 880  
raw mode, 879  
nonvolatile storage, 17  
normal library of Curses, 901  
NOTES section, man pages, 36  
NTFS filesystem, 261  
NTP (Network Time Protocol)  
server, 440  
NULL byte, 3  
numbered subdirectories in */proc*, 521–522  
numbers, extracting from strings, 86–89, 97–102

**O**

0\_APPEND flag, 188, 551–552, 578, 598  
0\_ASYNC flag, 798  
objdump command, 54–55  
object, locale, 144–146  
object library. *See* libraries  
object module, 50  
0\_CREAT flag, 160, 161  
octal dump, 56  
od command, 56, 193, 845  
0\_EXCL flag, 160, 161  
OFD (open file description), 155–157, 164, 168  
offsetof(), 324  
offsets in shared memory, 613  
off\_t, 189–190, 207, 209–210, 269  
one-to-one (1:1) threading model, 711  
onlcr switch in termios, 847  
online documentation, Unix, 29–34  
online materials, xxxvii  
0\_NONBLOCK flag, 792–793, 885–886  
open()  
    creation flags in, 160  
    errors, 162  
    opening FIFO with, 670  
    prototype, 159  
    status flags in, 160  
    using, 159–163, 312, 551–552  
openat(), 158–159  
openat2(), 158–159  
opendir()

diagram showing incorrect use, 342  
overview, 318  
prototype and description, 319–320  
use in recursive tree walk, 341–343

open file, sharing of  
    diagram, 546  
    overview, 546–551

open file description (OFD), 155–157, 164, 168

open file table, 156

Open Group, The, 44

openlog(), 681–682

open message queue description, 629

open source software, xxxi

operating system, xxxiv, 5–6, 8  
    diagram of layers, 6

/opt directory, 23

options, command line  
    defined, 11–12  
    extracting, 81–86

OPTIONS section, man pages, 36–37

0\_RDONLY access mode, 159

0\_RDWR access mode, 159

orphan process, 559

Ossanna, Joseph, 29

0\_TRUNC flag, 160, 161

output, overview, 2–4

output functions, *ncurses*, 907

output settings of terminal, 844

overrun count, 466

0\_WRONLY access mode, 159

**P**

pad (Curses), 897

pager, 34

paging, 501

PAM (pluggable authentication  
modules), 221

parallel reduction  
    algorithm, 767–768  
    diagram, 768

parent directory (..), 19, 22, 339

parent process, 493

parent waiting for children. *See* process

parent window in Curses, 896

parking cursor, 903

partial write, 170–171

partitioning, disk, 251–252, 254

passing data to a thread, 720–722

passwd command, 154

passwd file, 202

passwd structure, 201–202

password database  
    API functions, 202  
    *getpwuid\_demo.c* program, 203  
    overview, 202–203  
    passwd structure, 201–202  
    *showallusers.c* program, 204–205  
passwords, 13–14  
`pathconf()`, 839  
`PATH_MAX` macro, 377  
pathname, 24–25, 376–380  
pathname variable, 71, 317  
*paths.h* file, 194  
`pause()`, 451–452  
`pclose()`, 663–666  
`_PC_MAX_INPUT`, 840  
pending signal, 388  
`%c` date/time format specifier, 107,  
    113–114  
performance issues  
    analysis of, in *spl\_cpl.c*, 182–185  
    comparison of `time()` and  
        `clock_gettime()`, 111  
    design considerations, 121  
    in disk file accesses, 257–259  
    in high-level vs. low-level I/O, 150  
    and kernel buffering  
        diagram, 182  
        with reads from disk, 182  
    measuring with `time` command,  
        179–181  
    and multithreading, 712, 715, 740  
    and `nopenfd` parameter of  
        `nftw()`, 350  
    and out-of-order reads, 207  
    overhead of system calls, 181  
    in *pthread\_rwlock\_demo.c*, 779–780  
    and user space buffering, 243–244  
    using hash tables in *spl\_du.c*, 361  
        using `select()` and `poll()`, 820–822  
`perlipc` man page, 600  
permission bits, 270  
permissions, 18–19  
per-process memory data, acquiring,  
    934–935  
per-process metadata, 512  
`perror()`, 64–65  
*perror\_demo.c* program, 65  
PGID (process group ID), 494–495  
PGRP of process, 494–495  
physical address, 501  
physical block, 248  
physical screen, 898  
PID (process identifier), 26–27, 492  
`pidof` command, 526, 656  
`pidstat` command, 435  
`pid_t`, 401, 541–542, 575  
Pike, Rob, 16–17  
pinpoint access, locales, 143  
pipe  
    basic principles, 646–648  
    diagrams showing sharing after  
        `fork()`, 650  
    named. *See* FIFO  
    overview, 645–646  
    unidirectional  
        diagram, 647  
        limitations, 647  
    unnamed  
        behavior of read operations on,  
            651–652  
        behavior of write operations  
            on, 652–653  
    best practices regarding,  
        662–663  
    producer-consumer example  
        using, 653–656  
    shell pipe simulation, 656–662  
        simple program using, 648–651  
`pipe()`, 646, 648, 651  
`PIPE_BUF`, 648, 824–825  
*pipe\_demo1.c* program, 648–651  
*pipe\_demo2.c* program, 653–656, 657  
`pipes` filesystem, 651  
PIT (programmable interval timer), 439  
`pkill` command, 400  
plain files, 17  
platters, disk, 248, 249  
pluggable authentication modules  
    (PAM), 221  
pointer arithmetic, 80  
pointers, 329, 610–613  
`poll()`, 820  
polling I/O, 796  
polling read, 880, 885  
`popen()`, 663–666, 688, 689, 693–694  
*popen\_demo.c* program, 665–666  
P operation, 614  
portability, xxxiv, 67–71  
position-independent code, 950  
POSIX (Portable Operating System  
    Interface), 7, 44–45  
POSIX.1.2024 standard, 45  
POSIX asynchronous I/O (POSIX AIO)  
    AIO API, 808–809

**POSIX AIO (continued)**

- AIO functions, 809–813
- asynchronous version of *spL\_cpl.c*, 816–819
- diagram, 808
- error handling in, 811
- overview, 807–808
- performance benefits with disk files, 813–815
- read operation using
  - diagram, 810
  - steps in, 810–811
- `_POSIX_C_SOURCE` macro, 70
- `_POSIX_SOURCE` macro, 70
- posix\_timer\_demo1.c* program, 485–487
- `POS_ONLY` flag, 99
- `post()`, 615
- postorder traversal, 336
- `pread64()`, 578
- `pread()`, 578–579, 598
- preorder traversal, 350
- preprocessor search path, 197
- present working directory, 25
- primary group, 14
- printable characters, 476
- printargs1.c* program, 74
- printargs2.c* program, 74–75
- print\_args\_env.c* program, 564–565
- print\_elfphdr.c* program, 506–511
- `printenv` command, 16
- `printf()`, 2–4
  - format specifications, 4, 106–107, 113
- `printw()` (Curses), 907
- private FIFO, 669, 686–687
- privileged instruction, 15
- privileged mode, 15
- probability of race condition, 551
- process. *See also* waiting for child of a process
  - address space
    - heap, 513
    - initialized data segment, 513
    - program displaying virtual memory locations, 515–516
    - relationship to process abstraction, 492
    - stack segment, 514
    - structure of, 511–514
    - text segment, 511
    - uninitialized data segment, 513
    - and virtual memory, 501, 511–517
- changing what the process executes
  - `exec()` family of functions, 565–569
  - `execve()`, 561–565
  - overview, 560
- components of, 492–493
- converting into daemon, 684–686
- creating a new process
  - child's memory image, 543–545
  - child's process descriptor, 545
  - `fork()`, 541–543
  - fork\_demo1.c* program, 542
  - fork\_demo2.c* program, 543–544
  - fork\_demo3.c* program, 547–548
  - fork\_demo4.c* program, 548–550
  - fork\_demo5.c* program, 550
  - other functions for, 556–557
  - parts of descriptor not copied into child, 545
  - sharing of files previously opened, 546–549
- foreground and background, 497–498
- kernel's representation of, 517–521
- lifetime of, 540
- overview, 25–27
- POSIX definition, 492
- process descriptor
  - diagram, 519
  - overview, 517–518
  - parts shared by threads, 713
- process group, 493–496
- process metadata
  - representation in kernel, 517–518
  - shared/not shared by threads, 713
- process session, 496–497
- process tree, 493
- program files
  - contents of an executable file, 498–499
  - ELF, 499–506
  - overview, 498
  - program to print ELF program header table, 506–511
- simple shell demo program, 590–593
- terminating, 557–560
- and threads, 711–715
- user IDs for, 153–154
- process and job control signals, 392–393

process descriptor, 518–521, 545, 713–714  
process-directed signal, 728  
process group, 493–496  
process group ID (PGID), 494–495  
process group leader, 494  
process identifier (PID), 26–27, 492  
processing command line  
    accessing environment, 75–78  
    arguments, 73–75  
    *get\_opt\_demo.c* program, 84–85  
    numbers from strings, 86–89  
    options, 81–86  
    *printargs1.c* program, 74  
    *printargs2.c* program, 74–75  
    *print\_args\_env.c* program, 564–565  
    program name, 79–81  
    reporting usage errors, 78–79  
processing directories. *See* directory API  
process list in Linux, 520  
process metadata, 492, 517–518  
process resource limits, 350  
process-shared attribute, 757  
process structure, 518  
process time, 108, 179–185  
process tree, 493  
*/proc* pseudofilesystem  
    *ancestors.c* program, 524–526  
    developing a simple *ps* program, 526–534  
    magic of, 522–523  
    NULL characters instead of space  
        characters in, 522  
    numbered directories, 521–522  
    overview, 492, 521  
    parsing text files in, 526–530  
    read operation in, 523  
    as snapshot of kernel data  
        structures, 523  
    *spl\_ps.c* program, 526–534  
        useful per-process files, 523–524  
    *procstat* data structure, 527, 924–925  
    */proc/tty/drivers* file, 529–530  
producer-consumer problem  
    and condition variables, 752–753  
    diagram, 576  
    multithreaded multiple producer,  
        multiple consumer  
        program, 757–762  
    *pipe\_demo2.c* program, 653–656  
process synchronization with  
    signals, 553  
program with pipes, 653–656  
*pthread\_prodcos.c* program, 757–762  
shared memory producer consumer  
    program, 623–628  
*waitpid\_demo.c* program, 575–580  
*progname\_demo.c* program, 80  
program break, 513–514  
program file  
    contents of executable files, 498–499  
ELF  
    file contents, 502–506  
    file structure, 500–502  
    overview, 499–500  
    program to print program  
        header table, 506–511  
    overview, 498  
program header, 501  
program header table, 501, 502, 506–511  
program libraries, 944  
programmable interval timer (PIT), 439  
program name, extracting, 79–81  
progress bar  
    based on alarms, 454–461  
    based on POSIX timers, 466–471  
    using normal mutex, 743–748  
*progress\_bar1.c* program, 460–461, 743  
*progress\_bar2.c* program, 470–471, 743  
Provenzano, Chris, 262  
*ps* command, 526–534  
*pselect()*, 820, 921–922  
*pthread\_attr\_init()*, 723  
*pthread\_attr\_setstacksize()*, 725–726  
*pthread\_attr\_t* structure, 717–718  
*pthread\_barrierattr\_t*, 717, 764  
*pthread\_barrier\_destroy()*, 765  
*pthread\_barrier\_t*, 764  
*pthread\_barrier\_wait()*, 765  
*pthread\_cancel()*, 716, 724–725  
*pthread\_cleanup\_push()*, 718  
*pthread\_condattr\_t*, 717, 754, 757  
*pthread\_cond\_broadcast()*, 755  
*pthread\_cond\_destroy()*, 756–757  
*pthread\_cond\_init()*, 754  
*PTHREAD\_COND\_INITIALIZER* macro, 754  
*pthread\_cond\_signal()*, 755  
*pthread\_cond\_t*, 717, 754–756, 758–789  
*pthread\_cond\_timedwait()*, 754–755, 757  
*pthread\_cond\_wait()*, 754–755, 756  
*pthread\_create()*, 716, 717–718, 720  
*pthread\_create\_demo.c* program, 719–720  
*pthread\_detach()*, 723  
*pthread\_detach\_demo.c* program, 724

**pthread\_equal()**, 721  
**pthread\_exit()**, 716, 718, 719  
**pthread\_join()**, 716, 718–719  
**pthread\_mutexattr\_t**, 717, 741, 749–750  
**PTHREAD\_MUTEX\_DEFAULT**, 749  
**pthread\_mutex\_destroy()**, 743  
**PTHREAD\_MUTEX\_ERRORCHECK**, 749  
**pthread\_mutex\_init()**, 741–742  
**pthread\_mutex\_lock()**, 742  
**PTHREAD\_MUTEX\_NORMAL**, 749  
**PTHREAD\_MUTEX\_RECURSIVE**, 749  
**pthread\_mutex\_t**, 717, 741–743, 745,  
 750, 752  
**pthread\_mutex\_trylock()**, 742–743  
**pthread\_mutex\_unlock()**, 743  
*pthread\_prod\_cons.c* program, 761–762  
**pthread\_rwlockattr\_setkind\_np()**, 780  
*pthread\_rwlock\_demo.c* program, 779–787  
**pthread\_rwlock\_rdlock()**, 777, 778  
**pthread\_rwlock\_t**, 717, 775–776, 781  
**pthread\_rwlock\_timedrdlock()**, 777  
**pthread\_rwlock\_tryrdlock()**, 777  
**pthread\_rwlock\_unlock()**, 777, 778  
**pthread\_rwlock\_wrlock()**, 778  
*Pthreads API*  
 barriers, 764–765  
 barrier synchronization, 762–764  
     example program, 765–773  
 condition variables  
     condition attributes, 757  
     declaring and initializing, 754  
     destroying, 756–757  
     multithreaded multiple  
         producer, multiple  
         consumer program,  
         757–762  
     *pthread\_prodcosns.c* program,  
         757–762  
     signaling, 755–756  
     waiting on, 754–755  
 data types, 717  
 mutexes  
     declaring and initializing,  
         741–742  
     destroying, 743  
     locking and unlocking,  
         742–743  
     other types of, 749–751  
     overview, 740–741  
     program using normal,  
         743–748  
     *recursive\_mutex\_demo.c* program,  
         750–751

*threaded\_progbar.c* program,  
 743–748  
 overview, 711, 716–717  
 read-write locks  
     example of, 779–787  
     further details about *Pthreads*,  
         778–779  
     overview, 774  
*pthread\_rwlock\_demo.c* program,  
 779–784  
 read-write lock API, 775–776  
 use and semantics of, 776–777  
 thread attributes  
     getting and setting stack size,  
         725–726  
     initializing attributes, 717, 723  
 thread management  
     canceling (terminating),  
         724–725  
     creating, 717–718  
     detaching, 722–724  
     diagram of partitioning array  
         among, 721  
     distributing an array  
         to threads, 721  
     exiting, 718  
     identifying, 722  
     joining, 718–720  
**pthread\_self()**, 716, 721  
**pthread\_setcancelstate()**, 725  
**pthread\_setcanceltype()**, 725  
**pthread\_sigmask()**, 728  
*pthread\_signal\_demo.c* program, 729–731  
**pthread\_t**, 717, 719, 721–726, 729, 733, 745  
 public FIFO, 669  
**putwin()** (Curses), 908  
**pwd** command  
     absolute pathnames, 25  
     diagram of prepending to  
         string, 377  
     and directory tree, 336, 371–373  
     overview, 371  
     strategy for implementing, 374–381  
*pwd.h*, 202

## Q

**qsort()**, 925  
**qsort\_r()**, 925–926

## R

race conditions  
     avoiding using pipes and message  
         queues, 599–601

with `dup()`, 659  
explained, 455–456, 551, 613–614  
`O_APPEND` flag, 551–552, 578  
potential in multithreading, 712  
preventing, 552, 576–578, 598  
probability of, 551–552  
program with race conditions,  
    455–456  
and semaphores, 618–619, 621–622  
shared memory, 613–614  
signals for preventing, 553–556  
`sync_io_demo.c` program, 554–555,  
    578, 598  
radix character, 72  
`raise()`, 404  
`raise_demo.c` program, 404–405  
`rand()`, 181  
raw mode of terminal, 251, 838, 879  
Raymond, Eric, 895  
`read()`  
    buffering and running time,  
        182–183  
    demo using, 173–179  
    MIN and TIME parameters, 880–884  
    and nonblocking I/O, 792–796  
    overview, 4  
    and pipes, 663  
    position of I/O operations, 188  
    reading directory contents, 312–313  
    reading from files with, 166–169  
    from terminal in noncanonical  
        mode, 880–884  
    and VFS, 262  
read and write permissions on created  
    file, 151–152  
`readdir()`, 314, 315–316, 341–345, 375  
`readelf`, 55–56, 503–506  
read end of pipe. *See* pipe  
reading  
    from device file, 177–178  
    directory contents, 312–313  
    from file, 165–169  
    from pipe  
        defining characteristics, 647  
        semantics, 651–652  
    POSIX AIO, 808, 810–811  
        universality of, 150  
`readlink()`, 284  
readlink command, 171  
read lock, 774  
read mode, 155  
read operations, behavior on pipes,  
    651–652

read-write lock  
    diagram, 777  
    example of, 779–787  
    overview, 774  
    in *Pthreads*, 778–779  
    read-write lock API, 775–776  
    *rwlock\_demo.c* program, 779–787  
    use and semantics of, 776–777

read/write mode, 155

real name of shared library, 949

real time  
    as calendar time, 108  
    in output of `time` command,  
        179–181  
    and `SIGALRM`, 392

real-time clock (RTC), 439

real-time library, 462

real-time signals, 802

real user ID, 153–154, 161–162

reaping status of terminated child, 570,  
    582–590

record lock, 552

recursive mutex, 749–750

*recursive\_mutex\_demo.c* program, 750–751

recursive tree walk, 341–347

`refresh()` (Curses), 899, 903, 913

refreshing screen, 475–478

registering a signal handler.  
    *See* signal handler

register method for passing parameters, 59

regular file, 17

relative pathname, 25

relative sleep, 447, 448

relocatable code, 950

relocatable file, 499

relocation tables in ELF file, 498

repeat interval of a timer, 462

reporting usage errors, 78–79

request code in `ioctl()`, 871–872

research systems, Bell Labs, 41

resource monitor  
    developing, 472–484  
    program logic, 473–478  
    refreshing screen for, 475–478  
    running, 483–484  
    setting up file list for, 474–475  
    signal handler logic for, 479  
    updating file sizes for, 478–479  
    *watchfiles.c* program, 479–480

resources, system, 5

restarting system call after signal  
    interruption, 399, 411,  
        418, 426

return statement, 557  
RETURN VALUE section, man pages, 36  
`rewaddir()`, 324–325  
Ritchie, Dennis, 2, 7, 16–18, 29, 41,  
    45, 150  
root directory (/), 22  
rotational delay, 249–250  
round-trip compatibility, 956  
RTC (real-time clock), 439  
runlevel, 214  
runtime  
    defined, 52  
    increasable limit, 71  
    invariant limit, 71  
    runtime binding, 262  
    timing programs, 179–185  
*rwlockdemo.log* file, 787

**S**

`sa_flags` field of `sigaction` structure, 417,  
    418, 419, 424–431  
`sa_mask` field of `sigaction` structure, 418  
`SA_NOCLDWAIT` flag, 584–585  
`SA_NODEFER` flag, 418, 424–425  
`SA_RESETHAND` flag, 418, 424–425  
`SA_RESTART` flag, 418, 424–425  
`sa_restorer` field of `sigaction`  
    structure, 418  
`sa_sigaction` field of `sigaction`  
    structure, 417  
`SA_SIGINFO` flag, 418, 419  
saved set-user-ID, 153, 154  
save-text-image bit, 273–274  
*/sbin* directory, 23  
`sbrk()`, 514  
scan codes, keyboard, 385  
`scandir()`  
    description and use of, 329–335  
    recursive tree walk using, 345–347  
    use in *spl\_top.c*, 935  
*scandir\_manpage\_example.c* program,  
    331–332  
`scanf()`, 3–5, 31, 89, 150, 525–527,  
    633–634, 906  
`scanfw()` (Curses), 906  
screen, 2  
screen (Curses), 896  
SCREEN (Curses), 896  
screen cell, 803  
SCREEN data type (Curses), 896  
screen management  
    in *spl\_top.c* program, 919–924  
    in *sprite.c* program, 889

screen refreshing in Curses, 899  
screen updating in Curses, 898–899  
script in Unicode, 956  
scrolling, disabling in Curses, 921  
`scrolllok()` (Curses), 921  
search path, preprocessor, 197  
secondary storage, 17  
section header table in ELF, 501, 502  
section in ELF, 501, 506  
sector, 248  
SEE ALSO section, man pages, 36  
`seekdir()`, 325–328  
seeking, 188–190, 249  
seek time, 249–250  
segmentation  
    ELF files, 501, 506, 512  
    of process, 511–512, 513–514  
`select()`, 820–821. *See also I/O*  
    multiplexing  
*select\_demo.c* program, 824–830  
`select` law, 823–824  
SELinux, 57  
semaphore, 614–616. *See also interprocess*  
    communication  
`sem_close()`, 620  
`sem_destroy()`, 617  
`sem_getvalue()`, 617  
`sem_init()`, 617  
`sem_open()`, 619–620  
`sem_post()`, 617, 623–624  
`sem_t`, 617–619, 621, 623–624  
`sem_unlink()`, 620  
`sem_wait()`, 617, 623–624  
sending signals, 400–405  
`seqcount_t`, 790  
server. *See client-server applications*  
session, 496–497  
session ID (SID), 496–497  
session leader, 496, 684  
setgid bit, 272–273  
`setitimer()`, 462  
`setlocale()`, 131, 138–139, 205  
`setpgid()`, 495–496  
`setpwent()`, 204  
`setsid()`, 496  
setuid bit, 154–155  
setuid program, 154  
shareable file, 23–24  
shared library. *See libraries*  
shared memory. *See interprocess*  
    communication  
shared object file (.so file), 52  
shared object file ELF format, 500

shared resources of threads, 712–715  
sharing of open files, 546–551  
shell  
  **bash**, 13, 33–34  
  creating named pipes in, 667–669  
  diagram, 658  
  help feature, 33–34  
  overview, 12–13  
  pipe simulation, 656–662  
  shell builtins, 13  
  *spl\_sh.c* program, 590–593  
*shellpipe\_demo.c* program, 661–662  
shell script, 13  
*shm\_consumer.c* program, 625–627  
*shm\_creator\_demo1.c* program, 608, 609  
*shm\_creator\_demo2.c* program, 611–612  
*shm\_demo1.h* header file, 607  
*shm\_open()*, 603, 605–606  
*shm\_producer.c* program, 627–629  
*shm\_unlink()*, 603, 604  
*shm\_user\_demo1.c* program, 608–609  
*shm\_user\_demo2.c* program, 612–613  
short description in man page, 39  
short options of a command, 11  
*showallusers.c* program, 204–205  
*showbreak.c* program, 514  
SHUTDOWN\_TIME value, 232  
sibling of a process, 493  
SID (session ID), 496–497  
SIGABRT signal, 390, 391  
*sigact\_demo1.c* program, 420–422  
*sigact\_demo2.c* program, 422–423  
*sigact\_demo3.c* program, 428–431  
*sigaction()*  
  effect of **sa\_flags** on signal handler  
    execution, 424–431  
  effect of **SA\_SIGINFO** flag on form of  
    handler, 419–424  
  overview, 416–417  
    role of *sigaction* structure in, 417  
*sigaction* structure, 417–419, 584–585  
SIGALRM signal, 390, 392, 451–452, 744  
*sig\_atomic\_t*, 412–413, 431–432  
SIGBUS signal, 390, 391  
SIGCHLD signal  
  and asynchronous waiting, 582–590  
  overview, 390, 393  
  SIGCHLD reaping signal handler,  
    585–590  
  *sighandler\_wait\_demo.c* program,  
    585–590  
SIGCONT signal, 390, 393  
SIGEMT signal, 391  
sigevent structure, 463, 467, 635  
SIGFPE signal, 390, 391  
sighandler\_t, 395, 397  
SIGHUP signal, 390, 392, 497–498, 684  
SIGILL signal, 390, 391  
siginfo\_t structure, 415, 417–422,  
  424, 463, 484–485, 582,  
  585–586, 635, 637  
SIGINT signal  
  and background process, 497  
  blocking, 409–414  
  default actions, 390  
  and kill command, 401–403  
  overview, 384, 392  
  programs that catch, 396–397,  
    398–399  
  signal delivery example, 385–386  
  *signal\_demo1.c* program, 396–397  
  *sysv\_signal\_demo.c* program, 398–399  
*sigio\_counter.c* program, 800–801  
*sigio\_demo.c* program, 802–807  
SIGIO signal, 390, 392, 799, 801  
SIGKILL signal, 390, 392, 406  
signal  
  asynchronous, 384  
  basic handling of, 393–399  
  blocking  
    overview, 405–407  
    signal sets, 407–408  
    *sigprocmask()*, 408–416  
  and *clock\_nanosleep()* function,  
    448–449  
  concepts, 387–389  
  condition variables, 755–756  
  delivery of, 384  
  design of signal handlers, 431–432  
  disposition of, 389  
  example of signal delivery, 385–386  
  handler. *See* signal handler  
  *kill()*, 401–402  
  *kill* command, 400  
  *kill\_demo.c* program 402  
  lifetime of, 387–389  
  pending, 388  
  process synchronization with,  
    553–556  
  from program errors, 391  
  real-time signals and timers, 484–487  
  registering handlers, 394  
  role of, 384–387  
  sending, 400–405  
  *sigact\_demo1.c* program, 420–422  
  *sigact\_demo2.c* program, 422–423

signal (*continued*)  
    *sigact\_demo3.c* program, 428–431  
    *sigaction()*, 416–417  
    *signal()*, 395–399  
    *signal\_demo1.c* program, 396–397  
    *signal\_demo2.c* program, 399  
    *signal\_demo3.c* program, 402–403  
    signal types, 389–393  
    sources of, 386–387  
    synchronous, 384  
    synchronously waiting using  
        *sigwait()*, 415, 733  
    table of types, 390  
    and threads, 727–731  
    use with message queues, 635–636

*signal()*, 395–399  
    signal definitions, 393  
    *signal\_demo1.c* program, 396–397  
    *signal\_demo2.c* program, 399  
    *signal\_demo3.c* program, 402–403  
    signal-driven I/O. *See also* alternative methods of I/O  
    signal handler. *See also* *sigaction()*  
        async-signal-safety, 397  
        basic signal handling, 393–399  
        diagram, 394  
        guidance on designing, 431–432  
        installing (registering), 388, 394  
        overview, 388–389  
        program for displaying hardware-generated signal, 422–423  
        program for displaying source of signal, 420–421  
        reentrant, 419, 432, 593  
        *sa\_flags*, effect on execution, 424–431  
        *signal()*, 395–396  
        signal information passed to, 419–424  
    *signal.h* header file, 393  
    signal mask, 406, 728–731  
    signal sets, 407–408  
    signal types, 385, 389–393  
    signed integer, 167  
    *sigpending()*, 728  
    SIGPIPE signal, 390, 662, 674  
    SIGPOLL signal, 390  
    *sigprocmask()*, 407, 408–416, 456, 744  
    *sigprocmask\_demo1.c* program, 409–411  
    *sigprocmask\_demo2.c* program, 411–412  
    *sigprocmask\_demo3.c* program, 413–415  
    SIGPROF signal, 390  
    SIGPWR signal, 390, 393  
    SIGQUIT signal, 390, 392, 396–397, 398–399

SIGRTMAX macro, 484–485  
SIGRTMIN macro, 484–485  
SIGSEGV signal, 390, 391  
sigset\_t, 407–411, 413–415, 417, 456  
SIGSTOP signal, 390, 393, 405, 406  
sigsuspend(), 414–415  
SIGSYS signal, 390, 391  
SIGTERM signal, 390, 392, 400, 401–402  
SIGTRAP signal, 390, 391  
SIGTSTP signal, 390, 393, 405  
SIGTTIN signal, 390, 497  
SIGTTOU signal, 390, 497  
SIGURG signal, 390, 392  
SIGUSR1 signal, 390, 393, 464, 467, 484, 553–556  
SIGUSR2 signal, 390, 393, 484, 553–556  
SIGVTALRM signal, 390, 392  
sigwait(), 415, 733  
sigwaitinfo(), 415  
SIGWINCH signal, 390, 393, 891, 913  
SIGXCPU signal, 390  
SIGXFSZ signal, 390  
simple commands, 11, 72  
single-indirect block, 256  
Single UNIX Specification, 44–45, 461  
sizeof(), 199  
size\_t, 63, 167, 199, 269  
sleep(), 399, 440  
sleep functions  
    high-resolution  
        *clock\_nanosleep()*, 447–450  
        *clock\_nanosleep\_demo.c* program, 449–450  
        *nanosleep()*, 441–447  
        *nanosleep\_demo1.c* program, 442–443  
        *nanosleep\_demo2.c* program, 445–446  
        overview, 440–441  
    return value of *clock\_nanosleep()* vs. *nanosleep()*, 449  
    sleep(), 399, 440  
    timer drift with, 445–450  
    and timers, 437–438  
    using absolute time with, 447–450  
    usleep(), 409–411  
sleeping locks, 779  
snake terminal-based game, 884  
sockets, 18  
soft link, 24. *See also* link  
soft resources, 5  
software clock, 440  
software libraries, 944

software timer. *See* timers  
Solaris UFS, 252  
soname, 949  
source code, xxxvii, 25  
sources of signals, 386–387  
sparse files, 193  
Spec 1170 Initiative, 44  
special bits, 270  
special characters in terminal, 386, 844, 851–852  
special file, 18  
special settings in terminal, 844  
`speed_t`, 849, 859, 865, 869  
spinning lock, 779  
*spl\_calc\_client.c* program, 690–692  
*spl\_calc.h* header file, 689–690  
*spl\_calc\_server.c* program, 692–695  
*spl\_cp1.c* program, 173–179.  
    *See also* copying files  
*spl\_date1.c* program, 114  
*spl\_date2.c* program, 114–116  
*spl\_date3.c* program, 116–128  
*spl\_du1.c* program, 358–359  
*spl\_du2.c* program, 364–365  
*spl\_last.c* program, 230–242  
*spl\_lastlog.c* program, 209–213  
*spl\_ls1.c* program, 321–323  
*spl\_ls2.c* program, 328  
*spl\_ls3.c* program, 333–334  
*spl\_ls\_rec1.c* program, 343–345  
*spl\_ls\_rec2.c* program, 346  
*spl\_pwd.c* program, 379–380  
*spl\_sh.c* program, 590–593  
*spl\_stat.c* program, 285–297.  
    *See also* filesystem  
*spl\_statfs.c* program, 299–308.  
    *See also* filesystem  
*spl\_stty.c* program  
    functions that display attributes, 861–866  
    functions that set attributes, 866–870  
    *main()* listing, 860–861  
    overview, 856–857  
    program data structures, 857–859  
*spl\_top.c* program  
    acquiring per-process data, 934–938  
    acquiring summary data, 930–934  
    data structures, 924–928  
    design considerations, 917–918  
    input mode and cursor, 918–919  
    *main()* listing, 938–940  
    overview, 915–916  
    per-process data, 934–938  
requirements of, 916–917  
screen management, 919–924  
sorting functions, 928–929  
*spl\_utmpdump.c* program, 225–226  
*sprintf()*, 100  
sprite, 803  
*sprite.c* program  
    Curses version of, 911–915  
    global constants, types, and variables, 888–889  
    *main()* listing, 893–894  
    overview, 884  
    program features and issues, 885–887  
    *sprite\_state[]* array, 889, 890  
    support functions, 889–892  
    terminal control functions, 887  
spurious wake-up, 755–756  
*/srv* directory, 23  
*sscanf()*, 89, 524, 531, 906  
*ssize\_t*, 68, 167–168  
stack segment, 514  
Stallman, Richard, 7, 31, 42  
standard error, 157  
standard file descriptors, 157  
standard input, 157  
standard output, 157  
standards, Unix, 7, 43–45  
standard screen, 900  
standout mode, 920, 921  
start character in terminal, 845  
*stat()*, 256  
*stat* command, 264–266  
*stat* file of */proc* subdirectories, 524  
*statfs()*, 299  
static files, 24  
static library. *See* libraries  
static linking, 944–945  
*statm* file of */proc* subdirectories, 524  
*stat* structure, 267–269  
status-checking macros, 573–574  
*status* file of */proc* subdirectories, 522, 524  
*statvfs()*  
    comparison with *statfs()*, 300–301  
    prototype, 300  
    use in *spl\_statf.c*, 301–307  
*statx()*  
    calling, 281–284  
    prototype, 278  
    use in *spl\_stat.c*, 301–307  
*statx* structure, 278–281  
*st\_dev* field of *stat* structure, 268  
*stdio.h* header file, 67–68

`stdscr` (Curses), 900  
sticky bit, 273–274  
`st_mode` field of `stat` structure, 268, 270–271  
`str2int.c` listing, 89  
`strcmp()`, 141, 142  
`strcoll()`, 141–142, 368  
`strcoll_demo.c` program, 141–142  
stream buffering, 549–550  
`strerror()`, 64, 65–66, 102  
`strerror_demo.c` program, 66  
`strftime()`, 112–113  
`string()` man page, 121–122  
strings, environment, 15–16  
strings, extracting numbers from, 86–89  
string tables in ELF file, 499  
`strncpy()`, 76  
`strrchr()`, 79–80  
`strstr()`, 124  
`strtok()`, 122–123  
`strtol()`, 86, 87–89, 97, 100  
`strtol_demo.c` program, 87–88  
`struct _dirstream`, 319  
`struct lastlog`, 196–199  
`struct mq_attr`, 630  
`struct passwd`, 201  
`struct tm`, 109  
`struct tty_struct`, 838  
`stty` command, 841–843, 856  
subwindows in Curses, 896  
suffix of a filename, 22  
`sum_reduce()` listing, 771–772  
superblock, 255  
superuser, 15  
supervisor mode, 15  
surfaces, disk, 248  
susp character in terminal, 845  
SuSV4 (Single UNIX Specification Version 4), 44  
SVID (System V Interface Definition), 397–399  
`_SVID_SOURCE` macro, 70  
swap area, 251  
swap partition, 251  
switches, terminal, 842, 845–847, 849–851, 866–868  
switch statement, integer type of expression, 124  
symbolic constants for file mode, 162  
symbolic link, 24, 275–276, 335.  
*See also* link  
symbol tables in ELF file, 498  
synchronization mechanism.  
*See also* Pthreads API  
mutex lock, 614  
overview, 601, 614  
synchronous I/O, 797  
synchronous signal, 384  
`sync_io_demo.c` program, 554–555, 578, 598  
SYNOPSIS section, man pages, 36–37  
`syscall()`, 60–61  
`sysconf()`, 686  
`sys_hdrs.h` file in repository, 95  
`syslog()`, 681–682  
`syslog_demo.c` program, 682–683  
`system()`, 593, 663  
system buffering, 182–185, 797  
system call  
    diagram, 60  
    errors, handling, 62–66  
    execution of, 59–61  
    overhead of, 181  
    overview, 6, 58–59  
    passing parameters to, 58–59  
    as path to kernel services, 61  
    return values, 62  
    `syscall()`, 60  
    system calls without wrappers, 60  
    trap and sysenter machine instructions, 58  
    wrapper functions, 59  
system clock, 440  
system data types, 268, 269  
`system_demo.c` program, 593  
system libraries, 51–52  
system limits  
    `getconf` command  
    `limits.h`, 71  
    overview, 71  
    `pathconf()`, 71, 317  
    pathname variable, 71  
    runtime increasable, 71  
    runtime invariant, 71  
    `sysconf()`, 71  
system logging facilities, 681–683  
system programs, 6–7, 121  
system requirements, xxxiii  
system resources, 5–6  
system space, 9  
system time, 179–181  
System V. *See also* interprocess communication  
    IPC facilities, 601–602  
semaphore API, 616

System V Interface Definition (SVID),  
397–399  
system-wide headers, 95  
`sysv_signal()`, 398  
`sysv_signal_demo.c` program, 398

**T**

`TABSIZE` (Curses), 900  
Tanenbaum, Andrew, 43, 252  
target of link, 24  
task, 28  
`task_struct` structure, 518–519, 713–714  
`tcflag_t`, 848–849, 866  
`tcflush()`, 427  
`tcgetattr()`, 852, 854, 856  
`TCIFLUSH`, 427–429, 482, 855  
`tcsetattr()`, 852, 853, 855, 856, 887  
teletype, 221  
`telldir()`, 325–328  
terminal. *See also* noncanonical modes of terminal  
API functions  
    `cgetattr()`, 864–865  
    `cgetospeed()`, 864–865  
    `cfsetispeed()`, 865  
    `cfsetospeed()`, 865  
    `ioctl()`, 870–875  
    `tcflush()`, 427  
    `tcgetattr()`, 852–854, 856  
    `tcsetattr()`, 852–853,  
        855–856, 887  
API overview, 847–849  
API structures  
    special characters, 851–852  
    special settings, 844  
    switches (flags), 849–851  
    `TCSADRAIN`, 852  
    `TCSAFLUSH`, 852, 856  
    `TCSANOW`, 852, 854, 856  
    `termios.h` header file, 848  
    `termios` structure, 848, 852–853,  
        880–884  
    `MIN` and `TIME` parameters, effect  
        on reads, 880–884  
    variables not in `termios`,  
        842–843  
attribute categories, 844–845  
and background processes, 497  
canonical mode, 841, 846–847,  
    850–851, 877–879  
canonical processing, 841  
controlling, 496–497, 529, 558, 684

control settings of, 844  
`CTRL-C` in, 385–386  
in Curses, 896  
developing the `spl_stty.c` program.  
    *See* `spl_stty.c` program  
driver  
    diagram, 839  
    input queue, 839–840  
    line discipline in, 838  
    operations, 838–841  
    output queue, 839–840  
    structure of, 839  
enabling and disabling echoing  
    using `stty`, 842–843  
escape sequence (ANSI), 476–477,  
    796, 806, 882, 888–890  
example programs  
    `fakeinput_demo.c` program,  
        872–873  
    `fillqueue.c` program, 874–875  
    `max_input.c` program, 839–840  
    `spl_stty.c` program, 856–870  
    `toggle_echo.c` program, 853–854  
    `upcopychars.c` program, 835–836  
    `watchtty.c` program, 873–874  
filling the input queue with `ioctl()`,  
    874–875  
flushing queues  
    in Curses, 905  
    with `ioctl()`, 872  
    with `tcflush()`, 848, 855–856  
and foreground processes, 497  
getting and changing attributes  
    in a program, 852–856  
    in the shell, 841–844  
getting device name for  
    in a program, 839, 876  
    in the shell, 178  
getting size of input queue, 839–840  
handling excess input in, 855  
input settings of, 844  
and interactive programs, 834  
`isatty()`, 550  
local settings of, 844  
output settings of, 844  
overview, 476, 834–838  
related signals, 390  
`reset` command, 482  
resetting, 842  
as source of signals, 386, 391–392  
special characters of, 844, 851–852  
special settings of, 844

terminal (*continued*)  
  **stty** command, 841–846  
  switches (flags), 849–851  
  **termios** data structure, 848, 852–853,  
    880–884  
  **tty** command, 178  
  **ttynname()**, 839, 876  
  viewing and changing settings in  
    shell, 841–844  
terminal device driver, 838  
terminal emulator, 476  
terminal I/O, 834–835  
terminal start character, 841  
terminal stop character, 841  
terminal stop signal, 393  
terminal window, 2, 475  
terminating processes, 540, 557–560  
termination signals, 391–392  
*terminfo* library, 895  
**termios** data structure, 848, 852–853,  
  880–884  
*termios.h* header file, 848  
TES (Thread Execution Scheduling),  
  776–777  
*testdircalls.c* program, 312–313  
Texinfo documentation system, 31  
text file, 17  
text segment, 498, 501–505, 511–513  
Thompson, Ken, 7, 13, 16–17, 29, 41, 42,  
  150, 646, 958  
**thread\_attr\_setdetachstate()**, 723  
thread-directed signals, 727  
*threaded\_progbar.c* program  
  design, 743–748  
  diagram of logic, 744  
*threaded\_upcased.c* program, 733–734  
Thread Execution Scheduling (TES),  
  776–777  
thread identifier (TID), 28–29  
threads. *See also Pthreads API*  
  background, 710–711  
  diagram showing use of **task\_struct**  
    for threads, 714  
  history, 710  
  multithreaded concurrent server,  
    use in, 731–735  
  overview, 27–29, 710–711  
  per-thread resources and attributes,  
    712–715  
  and processes, 711–715  
  program design considerations  
    with, 715  
pros and cons of multithreading,  
  711–712  
runtime stack, 714–715  
shared resources and attributes,  
  712–715  
and signals, 727–731  
standardization, 710  
support in kernel, 711  
threading models, 711  
thread synchronization. *See Pthreads API*  
throw-away code, 87  
tick, clock  
  definition, 439–440  
  use in *stat* file in */proc* subdirectories,  
    527–530  
TID (thread identifier), 28–29  
tiled windows (in Curses)  
  *spl\_top.c* program, 919–921  
  *tiled\_windows.c* program, 909–911  
**time()**, 110–111, 113, 179–180, 438  
*Time and the Art of Living* (Grudin), 108  
time conversion functions, 112–114  
timed read, 881  
time formats. *See date/time formats and*  
  representations  
time format specifiers, 961–963  
timeout (timer), 436  
timeout parameter, 822  
**TIME** parameter of terminal, 880–884  
**TIMER\_ABSTIME** flag, 448, 468  
**timer\_create()**, 462–463  
**timer\_delete()**, 464  
timer drift, 445, 447  
timer expiration signal, 392  
**timer\_getoverrun()**, 466  
**timer\_gettime()**, 462  
timer interrupt, 439  
timer overruns, 465–466  
timers. *See also interval timer*  
  **alarm()** one-shot timer. *See alarm()*  
  comparison with alarm clocks, 436  
  comparison with sleep functions,  
    436–437  
  deprecated functions, 462  
  hardware clocks and hardware  
    timers, 439  
  High Precision Event Timer  
    (HPET), 439  
jiffy, 439  
keeping track of time with, 436–438  
overruns  
  counting, 466

- definition, 466  
*posix\_timer\_manpage*  
*\_example.c*, 466  
*timer\_getoverrun()* for  
 counting, 466  
 programmable interval timer  
 (PIT), 439  
 software timer vs. hardware timer, 437  
 system clock, 440  
 using absolute time in, 465  
*timer\_settime()*, 462, 464–467, 471,  
 482, 486  
*timer\_t*, 464, 466  
*timespec*, 441–442  
 Time Stamp Counter, 439  
 timestamp format, 288  
*time\_t*, 110, 112–113, 119, 198, 207–208,  
 224, 230, 269  
*\_time\_t*, 198–199  
*time\_utils.h* header file, 441–442  
*time\_utils.h* listing, 442–443  
 time zone, 112, 131, 139  
 timing programs, 179–185  
 TIOCINQ request code of *ioctl()*, 873  
 TIOCSTI request code of *ioctl()*, 872, 874  
*tm\_isdst* field of *tm* structure, 109  
*/tmp* directory, 23  
*tm\_sec* field of *tm* structure, 109  
*toggle\_echo.c* program, 853–854  
 top command, 435  
 top-level directories  
     diagram, 23  
     list of common ones, 23  
 Torvalds, Linus, 43, 253, 254, 262  
 tracks of disk, 248  
 trap instruction, 58  
 tree, directory  
     constructing from inode numbers  
         and links, 371–373  
     overview, 335–337  
 tree command, 336  
 tree walks. *See* directory hierarchy  
 triple-indirect block, 257  
*truncate()*, 59  
*truncate64()*, 59  
 Ts'o, Theodore, 253  
 Tweedie, Stephen, 253  
 typeflag argument, 348–349  
 TZ environment variable, 130, 131
- U**  
*\_u16*, 280–281  
*\_u32*, 280–281  
*\_u64*, 280–281  
 UCB (University of California at  
 Berkeley), 42  
*ucontext\_t*, 418–419  
 UCS (Universal Character Set), 956  
 UFS (Unix File System), 252  
 uid. *See* user ID  
*uid2name()* listing, 293  
*uid\_t*, 203, 268, 280  
*uintmax\_t*, 275–276, 355  
*ulogger\_client.c* program, 637–639  
*ulogger.c* program, 641–642  
*umask()*, 153  
*umask* command, 152  
*umasks*, 150–153  
*umount* command, 337  
*uname()*, 181  
 unbuffered streams, 549  
 Unicode, 133, 955–960  
 unidirectional pipe, 646–647, 650  
 uninitialized data segment, 513  
 union (C language), 417  
*unistd.h*, 54, 64, 83  
 unit separator character in terminal, 843  
 Universal Character Set (UCS), 956  
 universal I/O, 150  
 University of California at Berkeley  
 (UCB), 42
- Unix  
     core concepts  
         command, 11–12  
         device-independent I/O,  
             diagram of, 7  
         directory, 19–21  
         directory hierarchy, 22–25  
         environment, 15–16  
         file, 17  
         file attributes and permissions,  
             18–19  
         filename (link), 20  
         filesystem, 17  
         file types, 18  
         group (of users), 14  
         kernel, 7–10  
         man pages, 29–30  
         mounting, 22  
         pathname, 24–25  
         privileged instruction, 15  
         privileged mode, 15

Unix (*continued*)

- core concepts (*continued*)
  - process, 25–27
  - root, 15
  - shell, 12–13
  - superuser, 15
  - symbolic link, 24
  - thread, 27–29
  - top-level directories, diagram
    - of, 23
  - user, 13–14
- history, xxxiv, 41–43
- standards, 43–45
- Unix File System (UFS), 252
- UNIX Programmer’s Manual, 29, 41
- unmounted filesystems, 337
- unnamed pipe. *See pipe*
- unnamed semaphore, 616–619
- unnamedsem\_demo.c* program, 618–619
- unprivileged mode, 15
- unresolved symbol, 4
- unsetenv()* (Curses), 897
- unshareable file, 23–24
- upcase.c* program, 698–700
- upcase.h* header file, 696
- upcopychars2* program, 840, 845–846, 878–879
- upcopychars.c* program, 835–837
- updating file sizes, 478–479
- usagecheck\_demo.c* program, 78–79
- usage\_error()* listing, 103
- usage errors, reporting, 78–79
- USAGE section, man pages, 36
- uselocale()*, 144–145
- user entries in *passwd* file, printing all, 203–205
- user ID
  - general discussion, 199–205
  - obtaining username from, 293
  - for processes, 153–154
  - setgid bit, 272
  - use in *lastlog.c* program, 206–207
- user mode, 15
- usernames, 199–205
- USER\_PROCESS value, 231
- users, Unix, 13–15
- user space, 9
  - buffering of input, 242–245
- user structure, 518
- user time reported by *time* command, 179–181
- usleep()*, 409–410

*/usr* directory, 23

*/usr/share/zoneinfo* directory, 131

UTF-8 codeset

- encoding of Unicode
  - algorithm for, 957–959
  - examples, 959–960
- summary, 133

utility programs, xxxiii

*utmp* file

- historical background, 217
- and logins/logouts, 220–222
- program for displaying, 222–227

*utmp.h* file, 197–198

*utmp* structure, 216, 217–219

*utmpx* API, 217, 220, 225

*ut\_type* member of *utmpx* struct, 223

## V

- V (semaphore post) operation, 614
- valgrind* utility, xxxiii
- /var* directory, 23
- variable files, 24
- variables, environment, 15–16
- variables in Curses, 900
- variadic function, 871
- VERSIONS section, man pages, 36
- vfork()*, 556–557
- virtual addresses, 501
- virtual address space, 511, 512
- virtual console, 475–476
- virtual dispatch table, 262
- virtual filesystem (VFS), 261–263
- virtual memory
  - calculating total used by processes, 768–771
- diagram of process layout, 512
- diagram showing thread stacks in, 715
- displaying a process’s own locations, 515–517
- displayvm.c* program, 515–517
- kernel responsibility, 10
- layout of process, 511–517
- management, 501
- vmem\_usage.c* program, 765–773
- virtual screen, 898–899
- virtual time, 392
- visible canvas, 898
- vmem\_usage.c* program, 765–773
- vmstat* command, 436
- vnode*, 263
- vnumber*, 263

**void\*** parameter of thread function, 720–721  
**volatile** storage, 17

## W

- wait()**, 569–570
- wait\_demo1.c* program, 571–572
- wait\_demo2.c* program, 573–574
- waitid()**, 582
- waiting for child of a process
  - API functions
    - wait()**, 570–574
    - waitid()**, 582
    - waitpid()**, 570, 574–581
  - asynchronous waiting
    - effect of **SA\_NOCLDWAIT** flag on **SIGCHLD** handler, 585
    - overview, 582–583
    - problems with reaping inside **SIGCHLD** handler, 583
    - reaping **SIGCHLD** handler, 585–587
    - role of **SIGCHLD** signal in, 584
  - diagram, 572
  - overview, 569–570
  - reaping child’s status, 570, 582–583
  - synchronous waiting
    - disadvantages of, 582
    - polling wait in producer-consumer program, 580–581
    - polling wait with **WNOHANG** flag, 575
    - with **wait()**, 570–574
  - waitable child, 571
  - waiting for all children, 571–572
  - waiting for a specific child, 574–575
  - waiting on condition variables, 754–755
  - waitpid()**, 570, 574–581
  - waitpid\_demo.c* program, 574–581, 598
  - wants\_...\_field** variable, 283
  - watchfiles.c* program
    - overview, 471–474
    - refreshing screen, 475–478
    - setting up file list, 474–475
    - updating file sizes, 478–479
  - watchtty.c* program, 873–875
  - WCONTINUED** flag, 574
  - WCOREDUMP()** macro, 573
  - well-known FIFOs, 669
  - werase** character, 845
  - WEXITSTATUS()** macro, 573
  - whence parameter of **lseek()**, 189
  - white-space characters on command line, 72
  - who** command, 215
  - wide library functions, 901
  - WIFEXITED()** macro, 573
  - WIFSIGNALED()** macro, 573
  - wildcards in **apropos** command, 39
  - window, *ncurses*, 896
  - window configuration, **top** program, 921
  - WINDOW** data structure, 896
  - WINDOW** data type, 896
  - window functions, *ncurses*, 908
  - winsize.c* program, 864
  - WNOHANG** flag, 574
  - WNOWAIT** flag, 582
  - words, on command line, 72
  - \_WORDSIZE\_TIME64\_COMPAT32** macro, 198–199
  - wrapper functions, 59, 61
  - wrefresh()** (*Curses*), 899
  - write()**, 4, 170–171, 182–183, 260, 652–653, 662–663
  - write** command, 272–273
  - write end of pipe**, 646–647
  - writefds** parameter of **select()**, 821
  - write lock**, 774
  - write mode**, 155
  - writing**
    - behavior on pipes, 652–653
    - to files, 169–171
    - locking for, 775
    - opening FIFOs, 670–671
    - POSIX AIO, 808, 812
  - wstandout()** (*Curses*), 921
  - WTERMSIG()**, 573
  - wtmp** file
    - analysis of, 227–230
    - historical background, 217
    - and logins/logout, 220–222
    - program for showing, 222–227
  - WUNTRACED** flag, 574

## X

- \_XOPEN\_SOURCE** macro, 70
- XSI Curses. *See* Curses library and API
- xterm emulator, 834

## Z

- zombie processes, 570