NAME

accept – accept a connection on a socket

SYNOPSIS

#include <sys/types.h>
#include <sys/socket.h>

int accept(int *s*, **struct sockaddr** **addr*, **int** **addrlen*);

DESCRIPTION

The argument *s* is a socket that has been created with **socket**(3N) and bound to an address with **bind**(3N), and that is listening for connections after a call to **listen**(3N). The **accept**( ) function extracts the first connection on the queue of pending connections, creates a new socket with the properties of *s*, and allocates a new file descriptor, *ns*, for the socket. If no pending connections are present on the queue and the socket is not marked as non-blocking, **accept**( ) blocks the caller until a connection is present. If the socket is marked as non-blocking and no pending connections are present on the queue, **accept**( ) returns an error as described below. The **accept**( ) function uses the **netconfig**(4) file to determine the STREAMS device file name associated with *s*. This is the device on which the connect indication will be accepted. The accepted socket, *ns*, is used to read and write data to and from the socket that connected to *ns*; it is not used to accept more connections. The original socket (*s*) remains open for accepting further connections.

The argument *addr* is a result parameter that is filled in with the address of the connecting entity as it is known to the communications layer. The exact format of the *addr* parameter is determined by the domain in which the communication occurs.

The argument *addrlen* is a value-result parameter. Initially, it contains the amount of space pointed to by *addr*; on return it contains the length in bytes of the address returned.

The **accept**( ) function is used with connection-based socket types, currently with **SOCK_STREAM**.

It is possible to **select**(3C) or **poll**(2) a socket for the purpose of an **accept**( ) by selecting or polling it for a read. However, this will only indicate when a connect indication is pending; it is still necessary to call **accept**( ).

RETURN VALUE

On success, these system calls return a nonnegative integer that is a file descriptor for the accepted socket. On error, −1 is returned, and *errno* is set appropriately.

ERRORS

accept( ) will fail if:

EBADF	The descriptor is invalid.
EINTR	The accept attempt was interrupted by the delivery of a signal.
EMFILE	The per-process descriptor table is full.
ENODEV	The protocol family and type corresponding to *s* could not be found in the **netconfig** file.
ENOMEM	There was insufficient user memory available to complete the operation.
EPROTO	A protocol error has occurred; for example, the STREAMS protocol stack has not been initialized or the connection has already been released.
EWOULDBLOCK	The socket is marked as non-blocking and no connections are present to be accepted.

SEE ALSO

poll(2), **bind**(3N), **connect**(3N), **listen**(3N), **select**(3C), **socket**(3N), **netconfig**(4), **attributes**(5), **socket**(5)

NAME

bind – bind a name to a socket

SYNOPSIS

#include <sys/types.h>
#include <sys/socket.h>

int bind(int *s*, **const struct sockaddr** **name*, **int** *namelen*);

DESCRIPTION

bind( ) assigns a name to an unnamed socket *s* . When a socket is created with **socket**(3N), it exists in a name space (address family) but has no name assigned. **bind**( ) requests that the name pointed to by *name* be assigned to the socket.

RETURN VALUE

On success, zero is returned. On error, −1 is returned, and *errno* is set appropriately.

ERRORS

The **bind**( ) call will fail if:

EACCES	The requested address is protected and the current user has inadequate permission to access it.
EADDRINUSE	The specified address is already in use.
EADDRNOTAVAIL	The specified address is not available on the local machine.
EBADF	*s* is not a valid descriptor.
EINVAL	*namelen* is not the size of a valid address for the specified address family.
EINVAL	The socket is already bound to an address.
ENOSR	There were insufficient STREAMS resources for the operation to complete.
ENOTSOCK	*s* is a descriptor for a file, not a socket.

The following errors are specific to binding names in the UNIX domain:

EACCES	Search permission is denied for a component of the path prefix of the pathname in *name*.
EIO	An I/O error occurred while making the directory entry or allocating the inode.
EISDIR	A null pathname was specified.
ELOOP	Too many symbolic links were encountered in translating the pathname in *name*.
ENOENT	A component of the path prefix of the pathname in *name* does not exist.
ENOTDIR	A component of the path prefix of the pathname in *name* is not a directory.
EROFS	The inode would reside on a read-only file system.

SEE ALSO

unlink(2), **socket**(3N), **attributes**(5), **socket**(5)

NOTES

Binding a name in the UNIX domain creates a socket in the file system that must be deleted by the caller when it is no longer needed (using **unlink**(2)).

The rules used in name binding vary between communication domains.

NAME

chdir, fchdir – change working directory

LIBRARY

Standard C library (*libc*, *–lc*)

SYNOPSIS

#include <unistd.h>

int chdir(const char ****path*);**

DESCRIPTION

chdir() changes the current working directory of the calling process to the directory specified in *path*.

RETURN VALUE

On success, zero is returned. On error, –1 is returned, and *errno* is set to indicate the error.

ERRORS

Depending on the filesystem, other errors can be returned. The more general errors for **chdir**() are listed below:

EACCES
Search permission is denied for one of the components of *path*. (See also **path_resolution**(7).)

EFAULT
path points outside your accessible address space.

EIO An I/O error occurred.

ELOOP
Too many symbolic links were encountered in resolving *path*.

ENAMETOOLONG
path is too long.

ENOENT
The directory specified in *path* does not exist.

ENOMEM
Insufficient kernel memory was available.

ENOTDIR
A component of *path* is not a directory.

NOTES

The current working directory is the starting point for interpreting relative pathnames (those not starting with '/').

A child process created via **fork**(2) inherits its parent's current working directory. The current working directory is left unchanged by **execve**(2).

SEE ALSO

chroot(2), **getcwd**(3), **path_resolution**(7)

NAME

clearerr, feof, ferror – check and reset stream status

LIBRARY

Standard C library (*libc*, *–lc*)

SYNOPSIS

#include <stdio.h>

void clearerr(FILE ****stream*);**
int feof(FILE ****stream*);**
int ferror(FILE ****stream*);**

DESCRIPTION

The function **clearerr**() clears the end-of-file and error indicators for the stream pointed to by *stream*.

The function **feof**() tests the end-of-file indicator for the stream pointed to by *stream*, returning nonzero if it is set. The end-of-file indicator can be cleared only by the function **clearerr**().

The function **ferror**() tests the error indicator for the stream pointed to by *stream*, returning nonzero if it is set. The error indicator can be reset only by the **clearerr**() function.

For nonlocking counterparts, see **unlocked_stdio**(3).

RETURN VALUE

The **feof**() function returns nonzero if the end-of-file indicator is set for *stream*; otherwise, it returns zero.

The **ferror**() function returns nonzero if the error indicator is set for *stream*; otherwise, it returns zero.

ERRORS

These functions should not fail and do not set *errno*.

ATTRIBUTES

For an explanation of the terms used in this section, see **attributes**(7).

Interface	Attribute	Value
clearerr(), **feof**(), **ferror**()	Thread safety	MT-Safe

NOTES

POSIX.1-2008 specifies that these functions shall not change the value of *errno* if *stream* is valid.

CAVEATS

Normally, programs should read the return value of an input function, such as **fgetc**(3), before using functions of the **feof**(3) family. Only when the function returned the sentinel value **EOF** it makes sense to distinguish between the end of a file or an error with **feof**(3) or **ferror**(3).

SEE ALSO

open(2), **fdopen**(3), **fileno**(3), **stdio**(3), **unlocked_stdio**(3)

NAME

ipv6, AF_INET6 – Linux IPv6 protocol implementation

SYNOPSIS

#include <sys/socket.h>
#include <netinet/in.h>

tcp6_socket **= socket(AF_INET6, SOCK_STREAM, 0);**
raw6_socket **= socket(AF_INET6, SOCK_RAW,** *protocol***);**
udp6_socket **= socket(AF_INET6, SOCK_DGRAM,** *protocol***);**

DESCRIPTION

Linux 2.2 optionally implements the Internet Protocol, version 6. This man page contains a description of the IPv6 basic API as implemented by the Linux kernel and glibc 2.1. The interface is based on the BSD sockets interface; see **socket**(7).

The IPv6 API aims to be mostly compatible with the **ip**(7) v4 API. Only differences are described in this man page.

To bind an **AF_INET6** socket to any process the local address should be copied from the *in6addr_any* variable which has *in6_addr* type. In static initializations **IN6ADDR_ANY_INIT** may also be used, which expands to a constant expression. Both of them are in network order.

IPv4 connections can be handled with the v6 API by using the v4-mapped-on-v6 address type; thus a program only needs only to support this API type to support both protocols. This is handled transparently by the address handling functions in libc.

IPv4 and IPv6 share the local port space. When you get an IPv4 connection or packet to a IPv6 socket its source address will be mapped to v6 and it will be mapped to v6.

Address Format

```
struct sockaddr_in6 {
    uint16_t      sin6_family;   /* AF_INET6 */
    uint16_t      sin6_port;     /* port number */
    uint32_t      sin6_flowinfo; /* IPv6 flow information */
    struct in6_addr sin6_addr;   /* IPv6 address */
    uint32_t      sin6_scope_id; /* Scope ID (new in 2.4) */
};

struct in6_addr {
    unsigned char   s6_addr[16]; /* IPv6 address */
};
```

sin6_family is always set to **AF_INET6**; *sin6_port* is the protocol port (see *sin_port* in **ip**(7)); *sin6_flowinfo* is the IPv6 flow identifier; *sin6_addr* is the 128-bit IPv6 address. *sin6_scope_id* is an ID of depending of on the scope of the address. It is new in Linux 2.4. Linux only supports it for link scope addresses, in that case *sin6_scope_id* contains the interface index (see **netdevice**(7))

RETURN VALUES

−1 is returned if an error occurs. Otherwise the return value is a descriptor referencing the socket.

NOTES

The *sockaddr_in6* structure is bigger than the generic *sockaddr*. Programs that assume that all address types can be stored safely in a *struct sockaddr* need to be changed to use *struct sockaddr_storage* for that instead.

SEE ALSO

cmsg(3), **ip**(7)

NAME

listen – listen for connections on a socket

SYNOPSIS

#include <sys/socket.h>

int listen(int *sockfd***, int** *backlog***);**

DESCRIPTION

listen() marks the socket referred to by *sockfd* as a passive socket, that is, as a socket that will be used to accept incoming connection requests using **accept**(2).

The *sockfd* argument is a file descriptor that refers to a socket of type **SOCK_STREAM** or **SOCK_SEQPACKET**.

The *backlog* argument defines the maximum length to which the queue of pending connections for *sockfd* may grow. If a connection request arrives when the queue is full, the client may receive an error with an indication of **ECONNREFUSED** or, if the underlying protocol supports retransmission, the request may be ignored so that a later reattempt at connection succeeds.

RETURN VALUE

On success, zero is returned. On error, −1 is returned, and *errno* is set to indicate the error.

ERRORS

EADDRINUSE
Another socket is already listening on the same port.

EADDRINUSE
(Internet domain sockets) The socket referred to by *sockfd* had not previously been bound to an address and, upon attempting to bind it to an ephemeral port, it was determined that all port numbers in the ephemeral port range are currently in use. See the discussion of */proc/sys/net/ipv4/ip_local_port_range* in **ip**(7).

EBADF
The argument *sockfd* is not a valid file descriptor.

ENOTSOCK
The file descriptor *sockfd* does not refer to a socket.

EOPNOTSUPP
The socket is not of a type that supports the **listen**() operation.

NOTES

To accept connections, the following steps are performed:

(1) A socket is created with **socket**(2).

(2) The socket is bound to a local address using **bind**(2), so that other sockets may be **connect**(2)ed to it.

(3) A willingness to accept incoming connections and a queue limit for incoming connections are specified with **listen**().

(4) Connections are accepted with **accept**(2).

If the *backlog* argument is greater than the value in */proc/sys/net/core/somaxconn*, then it is silently capped to that value.

EXAMPLES

See **bind**(2).

SEE ALSO

accept(2), **bind**(2), **connect**(2), **socket**(2), **socket**(7)

NAME

opendir – open a directory / readdir – read a directory

SYNOPSIS

```
#include <sys/types.h>

#include <dirent.h>

DIR *opendir(const char *name);

struct dirent *readdir(DIR *dir);
```

DESCRIPTION opendir

The **opendir()** function opens a directory stream corresponding to the directory *name*, and returns a pointer to the directory stream. The stream is positioned at the first entry in the directory.

RETURN VALUE

The **opendir()** function returns a pointer to the directory stream or NULL if an error occurred.

DESCRIPTION readdir

The **readdir()** function returns a pointer to a dirent structure representing the next directory entry in the directory stream pointed to by *dir*. It returns NULL on reaching the end-of-file or if an error occurred. It is safe to use **readdir()** inside threads if the pointers passed as *dir* are created by distinct calls to **opendir()**.

The data returned by **readdir()** is overwritten by subsequent calls to **readdir()** for the **same** directory stream.

The *dirent* structure is defined as follows:

```
struct dirent {
    long            d_ino;      /* inode number */
    off_t           d_off;      /* offset to the next dirent */
    unsigned short  d_reclen;   /* length of this record */
    unsigned char   d_type;     /* type of file; not supported by all filesystem types */
    char            d_name[256]; /* filename */
};
```

RETURN VALUE

The **readdir()** function returns a pointer to a dirent structure, or NULL if an error occurs or end-of-file is reached.

ERRORS

EACCES
Permission denied.

ENOENT
Directory does not exist, or *name* is an empty string.

ENOTDIR
name is not a directory.

NAME

printf, fprintf, sprintf, snprintf, vprintf, vfprintf, vsprintf, vsnprintf – formatted output conversion

SYNOPSIS

```
#include <stdio.h>

int printf(const char *format, ...);
int fprintf(FILE *stream, const char *format, ...);
int sprintf(char *str, const char *format, ...);
int snprintf(char *str, size_t size, const char *format, ...);
 ...
```

DESCRIPTION

The functions in the **printf**() family produce output according to a *format* as described below. The function **printf**() writes output to *stdout*, the standard output stream; **fprintf**() writes output to the given output *stream*; **sprintf**() and **snprintf**(), write to the character string *str*.

The function **snprintf**() writes at most *size* bytes (including the trailing null byte ('\0')) to *str*.

These functions write the output under the control of a *format* string that specifies how subsequent arguments (or arguments accessed via the variable-length argument facilities of **stdarg**(3)) are converted for output.

Return value

Upon successful return, these functions return the number of characters printed (not including the trailing '\0' used to end output to strings).

The functions **snprintf**() and **vsnprintf**() do not write more than *size* bytes (including the trailing '\0'). If the output was truncated due to this limit then the return value is the number of characters (not including the trailing '\0') which would have been written to the final string if enough space had been available. Thus, a return value of *size* or more means that the output was truncated.

If an output error is encountered, a negative value is returned.

Format of the format string

The format string is a character string, beginning and ending in its initial shift state, if any. The format string is composed of zero or more directives: ordinary characters (not **%**), which are copied unchanged to the output stream; and conversion specifications, each of which results in fetching zero or more subsequent arguments. Each conversion specification is introduced by the character **%**, and ends with a *conversion specifier*. In between there may be (in this order) zero or more *flags*, an optional minimum *field width*, an optional *precision* and an optional *length modifier*.

The conversion specifier

A character that specifies the type of conversion to be applied. An example for a conversion specifier is:

o, **u**, **x**, **X**
: The *unsigned int* argument is converted to unsigned octal (**o**), unsigned decimal (**u**), or unsigned hexadecimal (**x** and **X**) notation.

s
: The *const char* * argument is expected to be a pointer to an array of character type (pointer to a string). Characters from the array are written up to (but not including) a terminating null byte ('\0'); if a precision is specified, no more than the number specified are written. If a precision is given, no null byte need be present; if the precision is not specified, or is greater than the size of the array, the array must contain a terminating null byte.

SEE ALSO

printf(1), **asprintf**(3), **dprintf**(3), **scanf**(3), **setlocale**(3), **wcrtomb**(3), **wprintf**(3), **locale**(5)

NAME

pthread_create – create a new thread / pthread_exit – terminate the calling thread

SYNOPSIS

#include <pthread.h>

int pthread_create(pthread_t * *thread***, pthread_attr_t *** *attr***, void * (***start_routine***)(void *), void *** *arg***);**

void pthread_exit(void * *retval***);**

DESCRIPTION

pthread_create creates a new thread of control that executes concurrently with the calling thread. The new thread applies the function *start_routine* passing it *arg* as first argument. The new thread terminates either explicitly, by calling **pthread_exit**(3), or implicitly, by returning from the *start_routine* function. The latter case is equivalent to calling **pthread_exit**(3) with the result returned by *start_routine* as exit code.

The *attr* argument specifies thread attributes to be applied to the new thread. See **pthread_attr_init**(3) for a complete list of thread attributes. The *attr* argument can also be **NULL**, in which case default attributes are used: the created thread is joinable (not detached) and has default (non real-time) scheduling policy.

pthread_exit terminates the execution of the calling thread. All cleanup handlers that have been set for the calling thread with **pthread_cleanup_push**(3) are executed in reverse order (the most recently pushed handler is executed first). Finalization functions for thread-specific data are then called for all keys that have non- **NULL** values associated with them in the calling thread (see **pthread_key_create**(3)). Finally, execution of the calling thread is stopped.

The *retval* argument is the return value of the thread. It can be consulted from another thread using **pthread_join**(3).

RETURN VALUE

On success, the identifier of the newly created thread is stored in the location pointed by the *thread* argument, and a 0 is returned. On error, a non-zero error code is returned.

The **pthread_exit** function never returns.

ERRORS

EAGAIN
not enough system resources to create a process for the new thread.

EAGAIN
more than **PTHREAD_THREADS_MAX** threads are already active.

AUTHOR

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SEE ALSO

pthread_join(3), **pthread_detach**(3), **pthread_attr_init**(3).

NAME

pthread_detach – detach a thread

LIBRARY

POSIX threads library (*libpthread*, *−lpthread*)

SYNOPSIS

#include <pthread.h>

int pthread_detach(pthread_t *thread***);**

DESCRIPTION

The **pthread_detach**() function marks the thread identified by *thread* as detached. When a detached thread terminates, its resources are automatically released back to the system without the need for another thread to join with the terminated thread.

Attempting to detach an already detached thread results in unspecified behavior.

RETURN VALUE

On success, **pthread_detach**() returns 0; on error, it returns an error number.

ERRORS

EINVAL
thread is not a joinable thread.

ESRCH
No thread with the ID *thread* could be found.

ATTRIBUTES

For an explanation of the terms used in this section, see **attributes**(7).

Interface	Attribute	Value
pthread_detach()	Thread safety	MT-Safe

NOTES

Once a thread has been detached, it can't be joined with **pthread_join**(3) or be made joinable again.

A new thread can be created in a detached state using **pthread_attr_setdetachstate**(3) to set the detached attribute of the *attr* argument of **pthread_create**(3).

The detached attribute merely determines the behavior of the system when the thread terminates; it does not prevent the thread from being terminated if the process terminates using **exit**(3) (or equivalently, if the main thread returns).

Either **pthread_join**(3) or **pthread_detach**() should be called for each thread that an application creates, so that system resources for the thread can be released. (But note that the resources of any threads for which one of these actions has not been done will be freed when the process terminates.)

EXAMPLES

The following statement detaches the calling thread:

```
pthread_detach(pthread_self());
```

SEE ALSO

pthread_attr_setdetachstate(3), **pthread_cancel**(3), **pthread_create**(3), **pthread_exit**(3), **pthread_join**(3), **pthreads**(7)

NAME

rename − change the name or location of a file

LIBRARY

Standard C library (*libc*, *−lc*)

SYNOPSIS

#include <stdio.h>

int rename(const char ****oldpath*, const char *****newpath***);**

DESCRIPTION

rename() renames a file, moving it between directories if required. Any other hard links to the file (as created using **link**(2)) are unaffected. Open file descriptors for *oldpath* are also unaffected.

Various restrictions determine whether or not the rename operation succeeds: see ERRORS below.

If *newpath* already exists, it will be atomically replaced, so that there is no point at which another process attempting to access *newpath* will find it missing. However, there will probably be a window in which both *oldpath* and *newpath* refer to the file being renamed.

If *oldpath* and *newpath* are existing hard links referring to the same file, then **rename**() does nothing, and returns a success status.

If *newpath* exists but the operation fails for some reason, **rename**() guarantees to leave an instance of *newpath* in place.

oldpath can specify a directory. In this case, *newpath* must either not exist, or it must specify an empty directory.

If *oldpath* refers to a symbolic link, the link is renamed; if *newpath* refers to a symbolic link, the link will be overwritten.

RETURN VALUE

On success, zero is returned. On error, −1 is returned, and *errno* is set to indicate the error.

ERRORS

EACCES
: Write permission is denied for the directory containing *oldpath* or *newpath*, or, search permission is denied for one of the directories in the path prefix of *oldpath* or *newpath*, or *oldpath* is a directory and does not allow write permission (needed to update the .. entry). (See also **path_resolution**(7).)

EBUSY
: The rename fails because *oldpath* or *newpath* is a directory that is in use by some process (perhaps as current working directory, or as root directory, or because it was open for reading) or is in use by the system (for example as a mount point), while the system considers this an error. (Note that there is no requirement to return **EBUSY** in such cases—there is nothing wrong with doing the rename anyway—but it is allowed to return **EBUSY** if the system cannot otherwise handle such situations.)

EDQUOT
: The user's quota of disk blocks on the filesystem has been exhausted.

EFAULT
: *oldpath* or *newpath* points outside your accessible address space.

EINVAL
: The new pathname contained a path prefix of the old, or, more generally, an attempt was made to make a directory a subdirectory of itself.

EISDIR
: *newpath* is an existing directory, but *oldpath* is not a directory.

ELOOP
: Too many symbolic links were encountered in resolving *oldpath* or *newpath*.

EMLINK
: *oldpath* already has the maximum number of links to it, or it was a directory and the directory containing *newpath* has the maximum number of links.

ENAMETOOLONG
: *oldpath* or *newpath* was too long.

ENOENT
: The link named by *oldpath* does not exist; or, a directory component in *newpath* does not exist; or, *oldpath* or *newpath* is an empty string.

ENOMEM
: Insufficient kernel memory was available.

ENOSPC
: The device containing the file has no room for the new directory entry.

ENOTDIR
: A component used as a directory in *oldpath* or *newpath* is not, in fact, a directory. Or, *oldpath* is a directory, and *newpath* exists but is not a directory.

ENOTEMPTY or **EEXIST**
: *newpath* is a nonempty directory, that is, contains entries other than "." and "..".

EPERM or **EACCES**
: The directory containing *oldpath* has the sticky bit (**S_ISVTX**) set and the process's effective user ID is neither the user ID of the file to be deleted nor that of the directory containing it, and the process is not privileged (Linux: does not have the **CAP_FOWNER** capability); or *newpath* is an existing file and the directory containing it has the sticky bit set and the process's effective user ID is neither the user ID of the file to be replaced nor that of the directory containing it, and the process is not privileged (Linux: does not have the **CAP_FOWNER** capability); or the filesystem containing *oldpath* does not support renaming of the type requested.

EROFS
: The file is on a read-only filesystem.

EXDEV
: *oldpath* and *newpath* are not on the same mounted filesystem. (Linux permits a filesystem to be mounted at multiple points, but **rename**() does not work across different mount points, even if the same filesystem is mounted on both.)

SEE ALSO

mv(1), **rename**(1), **chmod**(2), **link**(2), **symlink**(2), **unlink**(2), **path_resolution**(7), **symlink**(7)

NAME

stat, fstat, lstat – get file status

SYNOPSIS

```
#include <sys/types.h>
#include <sys/stat.h>
#include <unistd.h>

int stat(const char *path, struct stat *buf);
int fstat(int fd, struct stat *buf);
int lstat(const char *path, struct stat *buf);
```

DESCRIPTION

These functions return information about a file. No permissions are required on the file itself, but — in the case of **stat**() and **lstat**() — execute (search) permission is required on all of the directories in *path* that lead to the file.

stat() stats the file pointed to by *path* and fills in *buf*.

lstat() is identical to **stat**(), except that if *path* is a symbolic link, then the link itself is stat-ed, not the file that it refers to.

fstat() is identical to **stat**(), except that the file to be stat-ed is specified by the file descriptor *fd*.

All of these system calls return a *stat* structure, which contains the following fields:

```
struct stat {
    dev_t     st_dev;     /* ID of device containing file */
    ino_t     st_ino;     /* inode number */
    mode_t    st_mode;    /* protection */
    nlink_t   st_nlink;   /* number of hard links */
    uid_t     st_uid;     /* user ID of owner */
    gid_t     st_gid;     /* group ID of owner */
    dev_t     st_rdev;    /* device ID (if special file) */
    off_t     st_size;    /* total size, in bytes */
    blksize_t st_blksize; /* blocksize for file system I/O */
    blkcnt_t  st_blocks;  /* number of blocks allocated */
    time_t    st_atime;   /* time of last access */
    time_t    st_mtime;   /* time of last modification */
    time_t    st_ctime;   /* time of last status change */
};
```

The *st_dev* field describes the device on which this file resides.

The *st_rdev* field describes the device that this file (inode) represents.

The *st_size* field gives the size of the file (if it is a regular file or a symbolic link) in bytes. The size of a symlink is the length of the pathname it contains, without a trailing null byte.

The *st_blocks* field indicates the number of blocks allocated to the file, 512-byte units. (This may be smaller than *st_size*/512 when the file has holes.)

The *st_blksize* field gives the "preferred" blocksize for efficient file system I/O. (Writing to a file in smaller chunks may cause an inefficient read-modify-rewrite.)

Not all of the Linux file systems implement all of the time fields. Some file system types allow mounting in such a way that file accesses do not cause an update of the *st_atime* field. (See "noatime" in **mount**(8).)

The field *st_atime* is changed by file accesses, for example, by **execve**(2), **mknod**(2), **pipe**(2), **utime**(2) and **read**(2) (of more than zero bytes). Other routines, like **mmap**(2), may or may not update *st_atime*.

The field *st_mtime* is changed by file modifications, for example, by **mknod**(2), **truncate**(2), **utime**(2) and **write**(2) (of more than zero bytes). Moreover, *st_mtime* of a directory is changed by the creation or deletion of files in that directory. The *st_mtime* field is *not* changed for changes in owner, group, hard link count, or mode.

The field *st_ctime* is changed by writing or by setting inode information (i.e., owner, group, link count, mode, etc.).

The following POSIX macros are defined to check the file type using the *st_mode* field:

S_ISREG(m)	is it a regular file?
S_ISDIR(m)	directory?
S_ISCHR(m)	character device?
S_ISBLK(m)	block device?
S_ISFIFO(m)	FIFO (named pipe)?
S_ISLNK(m)	symbolic link? (Not in POSIX.1-1996.)
S_ISSOCK(m)	socket? (Not in POSIX.1-1996.)

The following mask values are defined for the file mode component of the *st_mode* field:

S_IRWXU	00700	owner has read, write, and execute permission
S_IRUSR	00400	owner has read permission
S_IWUSR	00200	owner has write permission
S_IXUSR	00100	owner has execute permission

RETURN VALUE

On success, zero is returned. On error, −1 is returned, and *errno* is set appropriately.

ERRORS

EACCES
Search permission is denied for one of the directories in the path prefix of *path*. (See also **path_resolution**(7).)

EBADF
fd is bad.

EFAULT
Bad address.

ELOOP
Too many symbolic links encountered while traversing the path.

ENAMETOOLONG
File name too long.

ENOENT
A component of the path *path* does not exist, or the path is an empty string.

ENOMEM
Out of memory (i.e., kernel memory).

ENOTDIR
A component of the path is not a directory.

SEE ALSO

access(2), **chmod**(2), **chown**(2), **fstatat**(2), **readlink**(2), **utime**(2), **capabilities**(7), **symlink**(7)

NAME

strtok, strtok_r – extract tokens from strings

SYNOPSIS

#include <string.h>

char *strtok(char *_str_, const char *_delim_);

char *strtok_r(char *_str_, const char *_delim_, char **_saveptr_);

DESCRIPTION

The **strtok**() function breaks a string into a sequence of zero or more nonempty tokens. On the first call to **strtok**() the string to be parsed should be specified in *str*. In each subsequent call that should parse the same string, *str* must be NULL.

The *delim* argument specifies a set of bytes that delimit the tokens in the parsed string. The caller may specify different strings in *delim* in successive calls that parse the same string.

Each call to **strtok**() returns a pointer to a null-terminated string containing the next token. This string does not include the delimiting byte. If no more tokens are found, **strtok**() returns NULL.

A sequence of calls to **strtok**() that operate on the same string maintains a pointer that determines the point from which to start searching for the next token. The first call to **strtok**() sets this pointer to point to the first byte of the string. The start of the next token is determined by scanning forward for the next nondelimiter byte in *str*. If such a byte is found, it is taken as the start of the next token. If no such byte is found, then there are no more tokens, and **strtok**() returns NULL. (A string that is empty or that contains only delimiters will thus cause **strtok**() to return NULL on the first call.)

The end of each token is found by scanning forward until either the next delimiter byte is found or until the terminating null byte ('\0') is encountered. If a delimiter byte is found, it is overwritten with a null byte to terminate the current token, and **strtok**() saves a pointer to the following byte; that pointer will be used as the starting point when searching for the next token. In this case, **strtok**() returns a pointer to the start of the found token.

From the above description, it follows that a sequence of two or more contiguous delimiter bytes in the parsed string is considered to be a single delimiter, and that delimiter bytes at the start or end of the string are ignored. Put another way: the tokens returned by **strtok**() are always nonempty strings. Thus, for example, given the string "*aaa;;bbb,*", successive calls to **strtok**() that specify the delimiter string ";," would return the strings "*aaa*" and "*bbb*", and then a null pointer.

The **strtok_r**() function is a reentrant version **strtok**(). The *saveptr* argument is a pointer to a *char* * variable that is used internally by **strtok_r**() in order to maintain context between successive calls that parse the same string. On the first call to **strtok_r**(), *str* should point to the string to be parsed, and the value of *saveptr* is ignored. In subsequent calls, *str* should be NULL, and *saveptr* should be unchanged since the previous call.

Different strings may be parsed concurrently using sequences of calls to **strtok_r**() that specify different *saveptr* arguments.

RETURN VALUE

strtok() and **strtok_r**() return a pointer to the next token, or NULL if there are no more tokens.

ATTRIBUTES

Multithreading (see pthreads(7))

The **strtok**() function is not thread-safe, the **strtok_r**() function is thread-safe.