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	The Universal I/O Model; 4.1 Overview; 4.2 Universality of I/O; 4.3 Opening a File: open(); 4.3.1 The open flags Argument; 4.3.2 Errors from open; 4.3.3 The create System Call 4.4 Reading from a File: read 4.5 Writing to a File: write; 4.6 Closing a File: close; 4.7 Changing the File Offset: I seek; 4.8 Operations Outside the Universal I/O Model: ioctl; 4.9 Summary; 4.10 Exercises; 5: File I/O: Further Details; 5.1 Atomicity and Race Conditions; 5.2 File Control Operations: fcntl; 5.3 Open File Status Flags; 5.4 Relationship Between File Descriptors and Open Files; 5.5 Duplicating File Descriptors; 5.6 File I/O at a Specified Offset: pread and pwrite; 5.7 Scatter-Gather I/O: readv and writev; 5.8 Truncating a File: truncate and ftruncate 5.9 Nonblocking I/O5.10 I/O on Large Files; 5.11 The /dev/fd Directory; 5.12 Creating Temporary Files; 5.13 Summary; 5.14 Exercises; 6: Processes; 6.1 Processes and Programs; 6.2 Process ID and Parent Process ID; 6.3 Memory Layout of a Process; 6.4 Virtual Memory Management; 6.5 The Stack and Stack Frames; 6.6 Command- Line Arguments (argc, argv); 6.7 Environment List; 6.8 Performing a Nonlocal Goto: setjmp() and long jmp; 6.9 Summary; 6.10 Exercises; 7: Memory Allocation; 7.1 Allocating Memory on the Heap; 7.1.1 Adjusting the Program Break: brk and sbrk 7.1.2 Allocating Memory on the Heap: malloc and free
Sommario/riassunto	The Linux Programming Interface describes the Linux API (application programming interface)-the system calls, library functions, and other low-level interfaces that are used, directly or indirectly, by every program that runs on Linux. Programs that explicitly use these interfaces are commonly called system programs, and include applications such as shells, editors, windowing systems, terminal emulators, file managers, compilers, database management systems, virtual machines, network servers, and much of the other software that is employed on a daily basis on Linux systems. Extensively indexed