

write() system call

write() - used to write data to a file or other object identified by a file descriptor.

SYNOPSIS

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

size_t write(int fildes, const void *buf,
             size_t nbyte);
```

PARAMETER

fildes is the file descriptor,

buf is the base address of the area of memory that data is copied from,

nbyte is the amount of data to copy.

RETURN VALUE

The return value is the actual amount of data written, if this differs from *nbyte* then something has gone wrong.

read() system call

read() - read data from a file or other object identified by a file descriptor.

SYNOPSIS

```
#include <sys/types.h>
size_t read(int fildes, void *buf,
            size_t nbyte);
```

ARGUMENT

fildes is the descriptor,

buf is the base address of the memory area into which the data is read,

nbyte is the maximum amount of data to read.

RETURN VALUE

The actual amount of data read from the file. The pointer is incremented by the amount of data read.