

ASSEMBLY - FILE MANAGEMENT

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The system considers any input or output data as stream of bytes. There are three standard file streams –

- Standard input *stdin*,
- Standard output *stdout*, and
- Standard error *stderr*.

File Descriptor

A **file descriptor** is a 16-bit integer assigned to a file as a file id. When a new file is created or an existing file is opened, the file descriptor is used for accessing the file.

File descriptor of the standard file streams - **stdin**, **stdout** and **stderr** are 0, 1 and 2, respectively.

File Pointer

A **file pointer** specifies the location for a subsequent read/write operation in the file in terms of bytes. Each file is considered as a sequence of bytes. Each open file is associated with a file pointer that specifies an offset in bytes, relative to the beginning of the file. When a file is opened, the file pointer is set to zero.

File Handling System Calls

The following table briefly describes the system calls related to file handling –

%eax	Name	%ebx	%ecx	%edx
2	sys_fork	struct pt_regs	-	-
3	sys_read	unsigned int	char *	size_t
4	sys_write	unsigned int	const char *	size_t
5	sys_open	const char *	int	int
6	sys_close	unsigned int	-	-
8	sys_creat	const char *	int	-
19	sys_lseek	unsigned int	off_t	unsigned int

The steps required for using the system calls are same, as we discussed earlier –

- Put the system call number in the EAX register.
- Store the arguments to the system call in the registers EBX, ECX, etc.
- Call the relevant interrupt 80h.
- The result is usually returned in the EAX register.

Creating and Opening a File

For creating and opening a file, perform the following tasks –

- Put the system call `sys_creat` number 8, in the EAX register.
- Put the filename in the EBX register.

- Put the file permissions in the ECX register.

The system call returns the file descriptor of the created file in the EAX register, in case of error, the error code is in the EAX register.

Opening an Existing File

For opening an existing file, perform the following tasks –

- Put the system call `sys_open` number 5, in the EAX register.
- Put the filename in the EBX register.
- Put the file access mode in the ECX register.
- Put the file permissions in the EDX register.

The system call returns the file descriptor of the created file in the EAX register, in case of error, the error code is in the EAX register.

Among the file access modes, most commonly used are: read-only 0, write-only 1, and read-write 2.

Reading from a File

For reading from a file, perform the following tasks –

- Put the system call `sys_read` number 3, in the EAX register.
- Put the file descriptor in the EBX register.
- Put the pointer to the input buffer in the ECX register.
- Put the buffer size, i.e., the number of bytes to read, in the EDX register.

The system call returns the number of bytes read in the EAX register, in case of error, the error code is in the EAX register.

Writing to a File

For writing to a file, perform the following tasks –

- Put the system call `sys_write` number 4, in the EAX register.
- Put the file descriptor in the EBX register.
- Put the pointer to the output buffer in the ECX register.
- Put the buffer size, i.e., the number of bytes to write, in the EDX register.

The system call returns the actual number of bytes written in the EAX register, in case of error, the error code is in the EAX register.

Closing a File

For closing a file, perform the following tasks –

- Put the system call `sys_close` number 6, in the EAX register.
- Put the file descriptor in the EBX register.

The system call returns, in case of error, the error code in the EAX register.

Updating a File

For updating a file, perform the following tasks –

- Put the system call `sys_lseek` number 19, in the EAX register.
- Put the file descriptor in the EBX register.

- Put the offset value in the ECX register.
- Put the reference position for the offset in the EDX register.

The reference position could be:

- Beginning of file - value 0
- Current position - value 1
- End of file - value 2

The system call returns, in case of error, the error code in the EAX register.

Example

The following program creates and opens a file named *myfile.txt*, and writes a text 'Welcome to Tutorials Point' in this file. Next, the program reads from the file and stores the data into a buffer named *info*. Lastly, it displays the text as stored in *info*.

```
section .text
    global _start          ;must be declared for using gcc

_start:                    ;tell linker entry point
    ;create the file
    mov  eax, 8
    mov  ebx, file_name
    mov  ecx, 0777         ;read, write and execute by all
    int  0x80              ;call kernel

    mov  [fd_out], eax

    ; write into the file
    mov  edx, len           ;number of bytes
    mov  ecx, msg           ;message to write
    mov  ebx, [fd_out]      ;file descriptor
    mov  eax, 4             ;system call number (sys_write)
    int  0x80              ;call kernel

    ; close the file
    mov  eax, 6
    mov  ebx, [fd_out]

    ; write the message indicating end of file write
    mov  eax, 4
    mov  ebx, 1
    mov  ecx, msg_done
    mov  edx, len_done
    int  0x80

    ;open the file for reading
    mov  eax, 5
    mov  ebx, file_name
    mov  ecx, 0             ;for read only access
    mov  edx, 0777         ;read, write and execute by all
    int  0x80

    mov  [fd_in], eax

    ;read from file
    mov  eax, 3
    mov  ebx, [fd_in]
    mov  ecx, info
    mov  edx, 26
    int  0x80

    ; close the file
    mov  eax, 6
    mov  ebx, [fd_in]
```

```

; print the info
mov eax, 4
mov ebx, 1
mov ecx, info
mov edx, 26
int 0x80

mov eax, 1          ;system call number (sys_exit)
int 0x80           ;call kernel

section .data
file_name db 'myfile.txt'
msg db 'Welcome to Tutorials Point'
len equ $-msg

msg_done db 'Written to file', 0xa
len_done equ $-msg_done

section .bss
fd_out resb 1
fd_in resb 1
info resb 26

```

When the above code is compiled and executed, it produces the following result –

```

Written to file
Welcome to Tutorials Point
Loading [MathJax]/jax/output/HTML-CSS/jax.js

```