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NAME

    stat − get file status

SYNOPSIS

    (stat = 18.)
    sys stat; name; buf

    stat(name, buf)
    char *name;
    struct inode *buf;

DESCRIPTION

    Name points to a null-terminated string naming a file; *buf* is the address of a 36(10) byte buffer
    into which information is placed concerning the file. It is unnecessary to have any permissions
    at all with respect to the file, but all directories leading to the file must be readable. After *stat,*
    buf has the following structure (starting offset given in bytes):

    struct {
            char   minor;   /* +0: minor device of i-node */
            char   major;   /* +1: major device */
            int   inumber   /* +2 */
            int   flags;   /* +4: see below */
            char   nlinks;   /* +6: number of links to file */
            char   uid;   /* +7: user ID of owner */
            char   gid;   /* +8: group ID of owner */
            char   size0;   /* +9: high byte of 24-bit size */
            int   size1;   /* +10: low word of 24-bit size */
            int   addr[8];   /* +12: block numbers or device number */
            int   actime[2];   /* +28: time of last access */
            int   modtime[2];   /* +32: time of last modification */
    };

    The flags are as follows:

      100000   i-node is allocated
      060000   2-bit file type:
            000000   plain file
            040000   directory
            020000   character-type special file
            060000   block-type special file.
      010000   large file
      004000   set user-ID on execution
      002000   set group-ID on execution
      000400   read (owner)
      000200   write (owner)
      000100   execute (owner)
      000070   read, write, execute (group)
      000007   read, write, execute (others)

SEE ALSO

    ls (I), fstat (II), fs (V)

DIAGNOSTICS

    Error bit (c-bit) is set if the file cannot be found. From C, a −1 return indicates an error.