

NAME

intro - introduction to system calls

DESCRIPTION

Section 2 of the manual describes the Linux system calls. A system call is an entry point into the Linux kernel. Usually, system calls are not invoked directly: instead, most system calls have corresponding C library wrapper functions which perform the steps required (e.g., trapping to kernel mode) in order to invoke the system call. Thus, making a system call looks the same as invoking a normal library function.

In many cases, the C library wrapper function does nothing more than:

- * copying arguments and the unique system call number to the registers where the kernel expects them;
- * trapping to kernel mode, at which point the kernel does the real work of the system call;
- * setting errno if the system call returns an error number when the kernel returns the CPU to user mode.

However, in a few cases, a wrapper function may do rather more than this, for example, performing some preprocessing of the arguments before trapping to kernel mode, or postprocessing of values returned by the system call. Where this is the case, the manual pages in Section 2 generally try to note the details of both the (usually GNU) C library API interface and the raw system call. Most commonly, the main DESCRIPTION will focus on the C library interface, and differences for the system call are covered in the NOTES section.

For a list of the Linux system calls, see `syscalls(2)`.

Manual Linux Command

SJ Ball



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Table of Contents Manual Linux Command

1. Understanding the eBook Manual Linux Command
 - The Rise of Digital Reading Manual Linux Command
 - Advantages of eBooks Over Traditional Books
2. Identifying Manual Linux Command
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Manual Linux Command
 - User-Friendly Interface
4. Exploring eBook Recommendations from Manual Linux Command
 - Personalized Recommendations
 - Manual Linux Command User Reviews and Ratings
 - Manual Linux Command and Bestseller Lists
5. Accessing Manual Linux Command Free and Paid eBooks
 - Manual Linux Command Public Domain eBooks
 - Manual Linux Command eBook Subscription Services
 - Manual Linux Command Budget-Friendly Options
6. Navigating Manual Linux Command eBook Formats

- ePub, PDF, MOBI, and More
- Manual Linux Command Compatibility with Devices
- Manual Linux Command Enhanced eBook Features
- 7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Manual Linux Command
 - Highlighting and Note-Taking Manual Linux Command
 - Interactive Elements Manual Linux Command
- 8. Staying Engaged with Manual Linux Command
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Manual Linux Command
- 9. Balancing eBooks and Physical Books Manual Linux Command
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Manual Linux Command
- 10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
- 11. Cultivating a Reading Routine Manual Linux Command
 - Setting Reading Goals Manual Linux Command
 - Carving Out Dedicated Reading Time
- 12. Sourcing Reliable Information of Manual Linux Command
 - Fact-Checking eBook Content of Manual Linux Command
 - Distinguishing Credible Sources
- 13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development
 - Exploring Educational eBooks
- 14. Embracing eBook Trends
 - Integration of Multimedia Elements
 - Interactive and Gamified eBooks

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