



e-POSIX

**eposix short-flat
listing of classes**

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A

Short (flat) listing of Standard C classes

A.1 Short form of STDC_BASE

```
class interface STDC_BASE
feature(s) from STDC_BASE
  -- Access
  errno: STDC_ERRNO
    -- Access to the variable that contains the error that occurred.
feature(s) from STDC_BASE
  -- Status
  raise_exception_on_error: BOOLEAN
    -- Should an exception be raised when an error occurs?
    -- If not, you have to check errno for any errors.
feature(s) from STDC_BASE
  -- Change
  set_default_action_on_error
    -- Use security.error_handling.exceptions_enabled to
    -- determine if an exception should be raised when a C call
    -- returns an error.
  set_raise_exception_on_error
    -- Always raise an exception when a C call returns an error.
  set_continue_on_error
    -- Never raise an exception when a C call returns an error.
invariant
  accessing_real_singleton: security_is_real_singleton;
  valid_error_action: error_action >= 0 and error_action <= 2;
end of STDC_BASE
```

A.2 Short form of *STDC_BUFFER*

class *interface STDC_BUFFER*

creation

allocate (*a_capacity*: *INTEGER*)

- Allocate memory of *a_capacity* bytes.
- If *is_owner* then the buffer is first deallocated.

allocate_and_clear (*a_capacity*: *INTEGER*)

- Allocate memory of *a_capacity* bytes, make sure its zeroed out.
- If *is_owner* then the buffer is first deallocated.

make_from_pointer (*a_pointer*: *POINTER*; *a_capacity*: *INTEGER*; *a_become_owner*: *BOOLEAN*)

- Attach a pointer to this object. If *a_become_owner* is
- True, it will deallocate the pointer when *close* is
- called, or when this object is garbage collected.

feature(s) from *STDC_BUFFER*

-- Allocation

allocate (*a_capacity*: *INTEGER*)

- Allocate memory of *a_capacity* bytes.
- If *is_owner* then the buffer is first deallocated.

allocate_and_clear (*a_capacity*: *INTEGER*)

- Allocate memory of *a_capacity* bytes, make sure its zeroed out.
- If *is_owner* then the buffer is first deallocated.

make_from_pointer (*a_pointer*: *POINTER*; *a_capacity*: *INTEGER*; *a_become_owner*: *BOOLEAN*)

- Attach a pointer to this object. If *a_become_owner* is
- True, it will deallocate the pointer when *close* is
- called, or when this object is garbage collected.

feature(s) from *STDC_BUFFER*

-- Other allocation commands

resize (*new_capacity*: *INTEGER*)

- Resize memory to *new_capacity* bytes. Expanded memory is not
- guaranteed to be zeroed out.

feature(s) from *STDC_BUFFER*

-- Access

resource_usage_can_be_increased: *BOOLEAN*

- Can the number of allocated resources increased with *capacity*?

feature(s) from *STDC_BUFFER*

-- Copy data internally or externally

copy_from (*source*: *STDC_BUFFER*; *src_offset*, *dest_offset*, *bytes*: *INTEGER*)

- Move data from another buffer into ourselves.
- Start at offset *src_offset*, into
- offset *dest_offset*, moving *bytes* bytes
- Memory may overlap.

memory_copy (*source*: *POINTER*; *src_offset*: *INTEGER*; *dest_offset*, *bytes*: *INTEGER*)

- Copy data from *source*, offset *src_offset*, to location
- *dest_offset* in this buffer, for *bytes* bytes.
- Memory may not overlap, use *move* to copy within buffer
- or *memory_move* to copy from potentially overlapping buffer.

```

memory_move (source: POINTER; src_offset: INTEGER; dest_offset, bytes: INTEGER)
    -- Copy data from source, offset src_offset, to location
    -- dest_offset in this buffer, for bytes bytes.
    -- Memory may overlap.
move (src_offset, dest_offset: INTEGER; bytes: INTEGER)
    -- Move data around in buffer itself from offset src_offset to
    -- offset dest_offset, moving bytes bytes.
    -- Memory may overlap.
feature(s) from STDC_BUFFER
    -- Access
    handle: POINTER
        -- Alias for ptr
feature(s) from STDC_BUFFER
    -- Set/get bytes (8-bit data)
    peek_uint8 (index: INTEGER): INTEGER
        -- consider memory an array of 8 bit values.
    infix "@" (index: INTEGER): INTEGER
        -- consider memory an array of 8 bit values.
    poke_uint8 (index, value: INTEGER)
    peek_int8 (index: INTEGER): INTEGER
        -- consider memory an array of 8 bit values.
    poke_int8 (index, value: INTEGER)
feature(s) from STDC_BUFFER
    -- Set/get integers (16-bit data)
    peek_int16 (index: INTEGER): INTEGER
        -- Read signed 16 bit value at offset index in native
        -- endian format.
    peek_int16_native (index: INTEGER): INTEGER
        -- Read signed 16 bit value at offset index in native
        -- endian format.
    peek_uint16 (index: INTEGER): INTEGER
        -- Read unsigned 16 bit value at offset index in native format.
    peek_uint16_native (index: INTEGER): INTEGER
        -- Read unsigned 16 bit value at offset index in native format.
    peek_int16_big_endian (index: INTEGER): INTEGER
        -- Read 16 bit value at offset index in big endian format.
    peek_uint16_big_endian (index: INTEGER): INTEGER
        -- Read 16 bit value at offset index in big endian format.
    peek_int16_little_endian (index: INTEGER): INTEGER
        -- Read 16 bit value at offset index in little endian format.
    peek_uint16_little_endian (index: INTEGER): INTEGER
        -- Read 16 bit value at offset index in little endian format.
    poke_int16 (index: INTEGER; value: INTEGER)
        -- Write 16 bit value at offset index, in native endian format.
    poke_int16_native (index: INTEGER; value: INTEGER)
        -- Write 16 bit value at offset index, in native endian format.
    poke_int16_big_endian (index: INTEGER; value: INTEGER)

```

```

    -- Write 16 bit value at offset index, in big endian format.
    poke_int16_little_endian (index: INTEGER; value: INTEGER)
    -- Write 16 bit value at offset index, in little endian format.
feature(s) from STDC_BUFFER
    -- Set/get integers (32-bit data)
    peek_int32_native (index: INTEGER): INTEGER
    -- Read 32 bit value at offset index, assume its byte order
    -- is native, and return it.
    peek_integer (index: INTEGER): INTEGER
    -- Read 32 bit value at offset index, assume its byte order
    -- is native, and return it.
    peek_int32_big_endian (index: INTEGER): INTEGER
    -- Read 32 bit value at offset index, assume its byte order
    -- is big endian, and return it in native format.
    peek_int32_little_endian (index: INTEGER): INTEGER
    -- Read 32 bit value at offset index, assume its byte order
    -- is little endian, and return it in native format.
    peek_uint32_native (index: INTEGER): INTEGER
    -- Read 32 bit unsigned int at offset index, assume native
    -- byte order.
    peek_uint32_big_endian (index: INTEGER): INTEGER
    -- Read 32 bit unsigned int at offset index, assume its
    -- byte order is big endian, and return it in native format.
    peek_uint32_little_endian (index: INTEGER): INTEGER
    -- Read 32 bit unsigned int at offset index, assume its
    -- byte order is big endian, and return it in native format.
    poke_integer (index: INTEGER; value: INTEGER)
    -- Write 32 bit value at offset index, in native endian format.
    poke_int32_native (index: INTEGER; value: INTEGER)
    -- Write 32 bit value at offset index, in native endian format.
    poke_int32_big_endian (index: INTEGER; value: INTEGER)
    -- Write 32 bit value at offset index, in big endian format.
    poke_int32_little_endian (index: INTEGER; value: INTEGER)
    -- Write 32 bit value at offset index, in little endian format.
feature(s) from STDC_BUFFER
    -- Set/get characters
    append_to_string (dest: STRING; start_index, end_index: INTEGER)
    -- Append all characters from start_index to end_index
    -- inclusive to dest.
    peek_character (index: INTEGER): CHARACTER
    -- Return value at index as an 8-bit character.
    poke_character (index: INTEGER; value: CHARACTER)
    -- Set character at index to value.
    put_string (s: STRING; a_start_index, an_end_index: INTEGER)
    -- Put s starting at index start_index. s is written up
    -- to end_index or when there are no more characters in
    -- s.

```

```

    put_to_string (dest: STRING; pos, start_index, end_index: INTEGER)
        -- Put characters from start_index to end_index inclusive
        -- in dest starting at position pos.
        -- Useful for Gobo character buffers.
    c_substring_with_string (dest: STRING; start_index, end_index: INTEGER)
        -- As c_substring but used dest as the destination.
    c_substring (start_index, end_index: INTEGER): STRING
        -- Create a substring containing all characters from
        -- start_index up to encountering a %U or when end_index is
        -- reached, whatever happens first.
    substring (start_index, end_index: INTEGER): STRING
        -- Create a substring containing all characters
        -- from start_index to end_index inclusive.
feature(s) from STDC_BUFFER
    -- Fill
    fill_at (start_index, a_count: INTEGER; byte: INTEGER)
        -- Starting at position start_index, write byte for a_count bytes
feature(s) from STDC_BUFFER
    -- Searching
    locate_character (other: CHARACTER; start_index: INTEGER): INTEGER
        -- Return index of other in buffer, or -1.
        -- Search begins at start_index.
    locate_string (other: STRING; start_index: INTEGER): INTEGER
        -- Does buffer contain other?
        -- Returns index where other is found.
        -- Returns -1 if not found
        -- searching starts at position start_index
feature(s) from STDC_BUFFER
    -- Status
    is_valid_index (index: INTEGER): BOOLEAN
    is_valid_range (from_index, to_index: INTEGER): BOOLEAN
        -- Is from_index..to_index a valid and meaningful range?
invariant
    accessing_real_singleton: security_is_real_singleton;
    valid_error_action: error_action >= 0 and error_action <= 2;
    capacity_not_negative: capacity >= 0;
    valid_capacity: is_allocated = (capacity > 0);
    open_implies_handle_assigned: is_allocated = (ptr /= unassigned_value);
    owned_implies_open: is_owner implies is_allocated;
    owned_implies_handle_assigned: is_owner implies ptr /= unassigned_value;
end of STDC_BUFFER

```


A.3 Short form of *STDC_CONSTANTS*

```

class interface STDC_CONSTANTS
feature(s) from STDC_CONSTANTS
  -- Error codes
  edom: INTEGER
    -- Math argument out of domain of function
  erange: INTEGER
    -- Math result not representable
  emfile: INTEGER
    -- Too many open files
feature(s) from STDC_CONSTANTS
  -- Standard streams
  stream_stdin: POINTER
  stream_stdout: POINTER
  stream_stderr: POINTER
feature(s) from STDC_CONSTANTS
  -- Special characters
  const_eof: INTEGER
    -- signals EOF
feature(s) from STDC_CONSTANTS
  -- I/O buffering
  iofbf: INTEGER
    -- full buffering
  iolfb: INTEGER
    -- line buffering
  ionbf: INTEGER
    -- no buffering
feature(s) from STDC_CONSTANTS
  -- file positioning
  seek_set: INTEGER
  seek_cur: INTEGER
  seek_end: INTEGER
feature(s) from STDC_CONSTANTS
  -- Signal related constants
  sig_dfl: POINTER
  sig_err: POINTER
  sig_ign: POINTER
feature(s) from STDC_CONSTANTS
  -- Signals
  sigabrt: INTEGER
  sigfpe: INTEGER
    -- erroneous arithmetic operation, such as zero divide or an
    -- operation resulting in overflow
  sigill: INTEGER
    -- illegal instruction
  sigint: INTEGER

```

```
-- receipt of an interactive attention signal
sigsegv: INTEGER
-- invalid access to storage
sigterm: INTEGER
feature(s) from STDC_CONSTANTS
-- random numbers
rand_max: INTEGER
-- maximum value returned by the random function
feature(s) from STDC_CONSTANTS
-- category constants
lc_ctype: INTEGER
lc_numeric: INTEGER
lc_time: INTEGER
lc_collate: INTEGER
lc_monetary: INTEGER
lc_all: INTEGER
feature(s) from STDC_CONSTANTS
-- various
clocks_per_sec: INTEGER
feature(s) from STDC_CONSTANTS
-- exit codes
exit_failure: INTEGER
-- exit status when something has gone wrong
exit_success: INTEGER
-- exit status upon success
end of STDC_CONSTANTS
```

A.4 Short form of *STDC_CURRENT_PROCESS*

```

class interface STDC_CURRENT_PROCESS
feature(s) from STDC_SECURITY_ACCESSOR
  -- The singleton, available to any because its used in preconditions
  security: STDC_SECURITY
    -- Singleton entry point for security.
feature(s) from STDC_BASE
  -- Access
  errno: STDC_ERRNO
    -- Access to the variable that contains the error that occurred.
feature(s) from STDC_BASE
  -- Status
  raise_exception_on_error: BOOLEAN
    -- Should an exception be raised when an error occurs?
    -- If not, you have to check errno for any errors.
feature(s) from STDC_BASE
  -- Change
  set_default_action_on_error
    -- Use security.error_handling.exceptions_enabled to
    -- determine if an exception should be raised when a C call
    -- returns an error.
  set_raise_exception_on_error
    -- Always raise an exception when a C call returns an error.
  set_continue_on_error
    -- Never raise an exception when a C call returns an error.
feature(s) from ARGUMENTS
  command_name: STRING
feature(s) from CAPI_TIME
  -- Standard C binding
  current_time: INTEGER
    -- The current calendar time in seconds since the epoch
feature(s) from STDC_CURRENT_PROCESS
  -- Process standard input/output/error
  stdin: STDC_TEXT_FILE
  stdout: STDC_TEXT_FILE
  stderr: STDC_TEXT_FILE
feature(s) from STDC_CURRENT_PROCESS
  -- Various
  clock: INTEGER
    -- Approximation of processor time used by the program, or -1
    -- if unknown
feature(s) from STDC_CURRENT_PROCESS
  -- Random numbers
  random: INTEGER
    -- Returns a pseudo-random integer between 0 and RAND_MAX.
  set_random_seed (a_seed: INTEGER)

```

```
-- Sets a_seed as the seed for a new sequence of
-- pseudo-random integers to be returned by random. These
-- sequences are repeatable by calling set_random_seed with
-- the same seed value. If no seed value is provided, the
-- random function is automatically seeded with a value of
-- 1.
```

feature(s) from *STDC_CURRENT_PROCESS*

```
-- Global locale
```

```
locale: STRING
```

```
-- Current locale
```

```
numeric_format: STDC_LOCALE_NUMERIC
```

```
-- Various information for formatting numbers and monetary
-- quantities
```

```
set_locale (category: INTEGER; new_locale: STRING)
```

```
-- Set given locale to new_locale. new_locale is either a
-- well-known constant like "C" or "da_DK" or an opaque
-- string that was returned by another call of setlocale.
```

```
set_c_locale
```

```
-- Set locale to the Standard C locale (the default).
```

```
set_native_decimal_point
```

```
-- Set the decimal point character using the LC_NUMERIC
-- environment variable.
```

```
set_native_locale
```

```
-- Set entire locale to the natives setting which is
-- determined by environment variables like LC_NUMERIC,
-- LC_COLLATE, LC_CTYPE etc.
```

```
set_native_time
```

```
-- Set time display to the natives setting using the LC_TIME
-- environment variable.
```

invariant

```
accessing_real_singleton: security_is_real_singleton;
```

```
valid_error_action: error_action >= 0 and error_action <= 2;
```

end of *STDC_CURRENT_PROCESS*

A.5 Short form of *STDC_ENV_VAR*

```
class interface STDC_ENV_VAR
creation
    make (a_name: STRING)
feature(s) from STDC_ENV_VAR
    -- Initialization
    make (a_name: STRING)
feature(s) from STDC_ENV_VAR
    -- Access
    exist: BOOLEAN
        -- Is this environment variable defined?
    name: STRING
        -- Name of environment variable.
    value: STRING
        -- Current value of environment variable.
invariant
    accessing_real_singleton: security_is_real_singleton;
    valid_error_action: error_action >= 0 and error_action <= 2;
end of STDC_ENV_VAR
```

A.6 Short form of *STDC_FILE*

STDC_FILE is a deferred class. Use *STDC_TEXT_FILE* for accessing and creating text files, or *STDC_BINARY_FILE* for binary files.

deferred class interface *STDC_FILE*

feature(s) from *STDC_FILE*

-- Initialization

create_read_write (*path*: *STRING*)

- Open file for update (reading and writing). If the file
- already exists, it is truncated to zero length.
- So permissions seem to remain.

create_write (*path*: *STRING*)

- Create new file for writing. If the file already exists,
- it is truncated to zero length.
- So permissions seem to remain.

open (*path*, *a_mode*: *STRING*)

- Open file in given *a_mode*.

open_append (*path*: *STRING*)

- Append to existing file or create file if it does not exist.

open_read (*path*: *STRING*)

- open file for reading

open_read_write (*path*: *STRING*)

- Open file for reading and writing.

feature(s) from *STDC_FILE*

-- Work with existing streams

attach_to_stream (*a_stream*: *POINTER*; *a_mode*: *STRING*)

- Attach to *a_stream*. Does not become owner of stream so
- it will not close on *close* or when garbage collected.

feature(s) from *STDC_FILE*

-- Reopen

reopen (*a_path*, *a_mode*: *STRING*)

- Closes and then opens a stream.

feature(s) from *STDC_FILE*

-- Control over buffering

flush

- Updates this stream

setbuf (*buffer*: *POINTER*)

- Determines how the stream will be buffered
- gives you a fully buffered input and output.
- Not sure: buffer should have at least BUFSIZ bytes?
- No operation should yet been performed on this file
- *buffer* = *default_pointer*: default buffer will be allocated
- *buffer* /= *default_pointer* implies buffer size = BUFSIZ

set_buffer (*buffer*: *POINTER*)

- Determines how the stream will be buffered
- gives you a fully buffered input and output.
- Not sure: buffer should have at least BUFSIZ bytes?

```

-- No operation should yet been performed on this file
-- buffer = default_pointer: default buffer will be allocated
-- buffer /= default_pointer implies buffer size = BUFSIZ
set_full_buffering (buffer: POINTER; size: INTEGER)
-- Determines buffering for a stream.
-- If buffer is default_pointer, a buffer of size bytes
-- will be allocated by this routine.
set_line_buffering (buffer: POINTER; size: INTEGER)
-- Determines buffering for a stream.
-- If buffer is default_pointer, a buffer of size bytes
-- will be allocated by this routine.
set_no_buffering
-- Turn buffering off.
feature(s) from STDC_FILE
-- read, C like
last_byte: INTEGER
-- Last read character of get_character.
-- Can be negative, so is more a last_shortint or so!
getc
-- Reads a C unsigned char and converts it to an integer,
-- the result is left in last_byte.
-- This function probably can be used to read a single
-- byte.
get_character
-- Reads a C unsigned char and converts it to an integer,
-- the result is left in last_byte.
-- This function probably can be used to read a single
-- byte.
read (buf: POINTER; offset, bytes: INTEGER)
-- Read chunk, set last_read. offset determines how far
-- in buf you want to start writing.
feature(s) from STDC_FILE
-- Write, C like
putc (c: INTEGER)
-- Write a single character.
write (buf: POINTER; offset, bytes: INTEGER)
-- write bytes bytes from buf at offset offset
-- we do not really care if offset is positive or negative...
feature(s) from STDC_FILE
-- Access
last_boolean: BOOLEAN
-- last boolean read by read_boolean
last_double: DOUBLE
-- last double lread by read_double
last_integer: INTEGER
last_real: REAL
-- last real read by read_real

```

```

    max_line_length: INTEGER
        -- Maximum line length used in read_line
    mode: STRING
        -- Mode in which the file is opened/created.
feature(s) from STDC_FILE
    -- Input
    read_boolean
        -- Attempt to read back a boolean written by write_boolean.
    read_buffer (buf: STDC_BUFFER; offset, bytes: INTEGER)
        -- More safe version of read in case you have a
        -- STDC_BUFFER object. Read starts at offset bytes in buf.
        -- Check last_read for number of bytes actually read.
    read_double
    read_character
        -- Read a single character and set last_character.
        -- If end-of-file encountered, eof is True.
    read_integer
    read_line
        -- Read characters from input stream until a line separator
        -- or end of file is reached. Make the characters that have
        -- been read available in last_string and discard the line
        -- separator characters from the input stream.
        -- Reads a maximum of max_line_length characters per line.
        -- The line should not have a %U character in it, because
        -- that is treated as end-of-file.
    read_new_line
        -- Read a line separator from input file.
        -- Make the characters making up the recognized
        -- line separator available in last_string,
        -- or make last_string empty and leave the
        -- input file unchanged if no line separator
        -- was found.
    read_real
    read_string (nb: INTEGER)
        -- Read at most nb characters from input stream.
        -- Make the characters that have actually been read
        -- available in last_string.
        -- The input stream should not contain %U characters.
feature(s) from STDC_FILE
    -- write, Eiffel like
    put (any: ANY)
        -- Write object as string.
    put_buffer (buf: STDC_BUFFER; offset, bytes: INTEGER)
        -- more safe version of write in case you have a
        -- STDC_BUFFER object
        -- Check last_written for number of bytes actually written,
        -- if you use asynchronous writing.

```



```

write_buffer (buf: STDC_BUFFER; offset, bytes: INTEGER)
    -- more safe version of write in case you have a
    -- STDC_BUFFER object
    -- Check last_written for number of bytes actually written,
    -- if you use asynchronous writing.
put_boolean (b: BOOLEAN)
    -- Write "True" to output stream if
    -- b is true, "False" otherwise.
write_boolean (b: BOOLEAN)
put_character (c: CHARACTER)
    -- Write a single character.
write_character (c: CHARACTER)
    -- Write a single character.
put_double (d: DOUBLE)
    -- Write a double in Standard C %f format.
write_double (d: DOUBLE)
    -- Write a double in Standard C %f format.
put_integer (i: INTEGER)
    -- Write an integer in Standard C %d format.
write_integer (i: INTEGER)
    -- Write an integer in Standard C %d format.
put_real (r: REAL)
    -- Write a real in Standard C %f format.
write_real (r: REAL)
    -- Write a real in Standard C %f format.
put_string (a_string: STRING)
    -- Write a string. a_string should not
    -- contain the null character.
write_string (s: STRING)
puts (s: STRING)
feature(s) from STDC_FILE
    -- Unreading
ungetc (c: INTEGER)
    -- Pushes c back to the stream. Only one push back is guaranteed.
    -- Note that file positioning functions discard any
    -- pushed-back characters.
unread_character (an_item: CHARACTER)
    -- Put an_item back in input stream. Only one push back is
    -- guaranteed.
    -- This item will be read first by the next
    -- call to a read routine.
    -- Note that file positioning functions discard any
    -- pushed-back characters.
feature(s) from STDC_FILE
    -- File position
get_position: STDC_FILE_POSITION
    -- Get the current position. Use set_position to return to

```

```

    -- this saved position
rewind
    -- Sets the file position to the beginning of the file.
seek (offset: INTEGER)
    -- Set file position to given absolute offset.
seek_from_current (offset: INTEGER)
    -- Set file position relative to current position.
seek_from_end (offset: INTEGER)
    -- Set file position relative to end of file.
set_position (a_position: STDC_FILE_POSITION)
    -- Set the current file position.
tell: INTEGER
    -- The current position
feature(s) from STDC_FILE
    -- Other
clearerr
    -- Clears end-of-file and error indicators for a stream.
clear_error
    -- Clears end-of-file and error indicators for a stream.
feature(s) from STDC_FILE
    -- Status
eof: BOOLEAN
    -- Is eof encountered by getc or is the end-of-file indicator
    -- is set?
error: BOOLEAN
    -- Is the error indicator is set?
is_binary_mode_specification (a_mode: STRING): BOOLEAN
    -- Is the last character of a_mode equal to b?
is_text_mode_specification (a_mode: STRING): BOOLEAN
    -- Is the last character of a_mode equal to t?
is_valid_mode (a_mode: STRING): BOOLEAN
    -- Is a_mode a valid mode specification for Current?
ensure
    not_empty: Result implies a_mode /= Void and then not a_mode.is_empty
resource_usage_can_be_increased: BOOLEAN
    -- Is it allowed to open another file?
invariant
    accessing_real_singleton: security_is_real_singleton;
    valid_error_action: error_action >= 0 and error_action <= 2;
    open_in_sync: is_open_read or is_open_write implies is_open; -- The reverse is not true,
    for examples sockets can be
    -- closed for reading/writing, but still open.
    capacity_not_negative: capacity >= 0;
    valid_capacity: is_open = (capacity > 0);
    open_implies_handle_assigned: is_open = (stream /= unassigned_value);
    owned_implies_open: is_owner implies is_open;
    owned_implies_handle_assigned: is_owner implies stream /= unassigned_value;

```

```
    last_string_valid: last_string /= Void;  
    gets_buf_valid: gets_buf /= Void;  
end of deferred STDC_FILE
```

A.7 Short form of STDC_FILE_SYSTEM

```

class interface STDC_FILE_SYSTEM
feature(s) from STDC_FILE_SYSTEM
  -- Path names
  expand_path (a_path: STRING): STDC_PATH
    -- returns a new path
feature(s) from STDC_FILE_SYSTEM
  -- Rename files/directories, remove files/directories
  remove_file (a_path: STRING)
    -- Removes a file from a directory.
    -- For Standard C, its implementation defined what
    -- remove_file does if file is opened by some process
    -- (remove_file fails on Windows for example).
    -- doesnt remove a directory.
  rename_to (current_path, new_path: STRING)
    -- Rename a file or a directory.
    -- new_path should not be an existing path.
feature(s) from STDC_FILE_SYSTEM
  -- Accessibility of files
  is_modifiable (a_path: STRING): BOOLEAN
    -- Is a_path readable and writable by this program?
    -- Does this by attempting to open a_path file read/write.
  is_readable (a_path: STRING): BOOLEAN
    -- Is a_path readable by this program?
    -- Does this by attempting to open a_path file read-only.
invariant
  accessing_real_singleton: security_is_real_singleton;
  valid_error_action: error_action >= 0 and error_action <= 2;
end of STDC_FILE_SYSTEM

```

A.8 Short form of STDC_SECURITY

```
class interface STDC_SECURITY
feature(s) from STDC_SECURITY
  -- Modes
  make_allow_all
    -- Just allow everything.
  make_allow_sandbox
    -- Allow very little, use for setuid root programs.
feature(s) from STDC_SECURITY
  -- The security aspects
  cpu: STDC_SECURITY_CPU
  error_handling: STDC_SECURITY_ERROR_HANDLING
  files: STDC_SECURITY_FILES
  memory: STDC_SECURITY_MEMORY
feature(s) from STDC_SECURITY
  -- Various
  assert_once_memory_allocated
    -- Make sure that certain once functions in STDC_BASE are
    -- called. These once functions are called when an error
    -- occurs, at that time there might not be memory left to
    -- create them.
invariant
  accessing_real_singleton: security_is_real_singleton;
  valid_error_action: error_action >= 0 and error_action <= 2;
  remain_single: Current = singleton;
end of STDC_SECURITY
```

A.9 Short form of STDC_SIGNAL

```

class interface STDC_SIGNAL
creation
    make (a_value: INTEGER)
feature(s) from STDC_SIGNAL
    -- creation
    make (a_value: INTEGER)
feature(s) from STDC_SIGNAL
    -- set signal properties, make effective with apply
    apply
        -- Make changes effective.
    set_default_action
        -- Install signal-specific default action.
        -- Call apply to make changes effective.
    set_ignore_action
        -- Set action to ignore signal.
        -- Call apply to make changes effective.
    set_handler (a_handler: STDC_SIGNAL_HANDLER)
        -- Install ones own signal handler.
feature(s) from STDC_SIGNAL
    -- signal functions
    raise
        -- raise the signal
feature(s) from STDC_SIGNAL
    -- signal state
    is_ignorable: BOOLEAN
        -- All signals Standard C knows about are ignorable...
    value: INTEGER
        -- the signal
invariant
    accessing_real_singleton: signal_switch_is_real_singleton;
    accessing_real_singleton: security_is_real_singleton;
    valid_error_action: error_action >= 0 and error_action <= 2;
    valid_signal_value: value >= 1;
end of STDC_SIGNAL

```

A.10 Short form of STDC_SIGNAL_HANDLER

deferred class *interface STDC_SIGNAL_HANDLER*

invariant

accessing_real_singleton: signal_switch_is_real_singleton;

end of deferred *STDC_SIGNAL_HANDLER*

A.11 Short form of STDC_SYSTEM

```
class interface STDC_SYSTEM
feature(s) from STDC_SYSTEM
    -- run-time determined queries
    is_shell_available: BOOLEAN
        -- Return True if command interpreter is available
feature(s) from STDC_SYSTEM
    -- compile time determined queries
    clocks_per_second: INTEGER
        -- number per second of the value returned by the clock function
feature(s) from STDC_SYSTEM
    -- endianness
    is_big_endian: BOOLEAN
        -- True if this is a big endian architecture
    is_little_endian: BOOLEAN
        -- True if this is a little endian architecture
invariant
    accessing_real_singleton: security_is_real_singleton;
    valid_error_action: error_action >= 0 and error_action <= 2;
end of STDC_SYSTEM
```


A.12 Short form of STDC_TIME

class *interface* STDC_TIME

creation

make_date (*a_year*, *a_month*, *a_day*: INTEGER)

-- Create a time according to this day, time 00:00:00.
-- Date is assumed to be a local date.

make_date_time (*a_year*, *a_month*, *a_day*, *an_hour*, *a_minute*, *a_second*: INTEGER)

-- Date is assumed to be a local date.
-- We assume daylight saving time setting in effect is
-- available from system.

make_from_now

-- Make *value* equal to current unix time.
-- Afterwards call *to_local* or *to_utc* to turn individual
-- fields in local time or in utc time.

make_from_unix_time (*a_value*: INTEGER)

-- *a_value* is a time_t value.
-- Afterwards call *to_local* or *to_utc* to turn individual
-- fields in local time or in utc time.

make_time (*an_hour*, *a_minute*, *a_second*: INTEGER)

-- Time is assumed to be a local time.
-- We assume daylight saving time setting in effect is
-- available from system.
-- Day will be January 1, *minimum_year*.

make_utc_date (*a_year*, *a_month*, *a_day*: INTEGER)

-- Create a time according to this day, time 00:00:00.
-- Date is assumed to be in UTC.

make_utc_date_time (*a_year*, *a_month*, *a_day*, *an_hour*, *a_minute*, *a_second*: INTEGER)

-- Date is assumed to be in UTC.
-- Conversion to the unix time is done without taking into
-- account leap seconds, as according to the specification.

make_utc_time (*an_hour*, *a_minute*, *a_second*: INTEGER)

-- Time is assumed to be UTC time at January 1, *minimum_year*.
-- We assume daylight saving time setting in effect is
-- available from system.

feature(s) from STDC_TIME

-- Initialization

make_date (*a_year*, *a_month*, *a_day*: INTEGER)

-- Create a time according to this day, time 00:00:00.
-- Date is assumed to be a local date.

make_date_time (*a_year*, *a_month*, *a_day*, *an_hour*, *a_minute*, *a_second*: INTEGER)

-- Date is assumed to be a local date.
-- We assume daylight saving time setting in effect is
-- available from system.

make_date_time_without_dst (*a_year*, *a_month*, *a_day*, *an_hour*, *a_minute*, *a_second*: INTEGER)

-- Date is assumed to be a date/time without daylight saving
-- taken into account, such as a UTC based date/time.

```

make_from_now
    -- Make value equal to current unix time.
    -- Afterwards call to_local or to_utc to turn individual
    -- fields in local time or in utc time.
make_from_unix_time (a_value: INTEGER)
    -- a_value is a time_t value.
    -- Afterwards call to_local or to_utc to turn individual
    -- fields in local time or in utc time.
make_utc_date (a_year, a_month, a_day: INTEGER)
    -- Create a time according to this day, time 00:00:00.
    -- Date is assumed to be in UTC.
make_utc_date_time (a_year, a_month, a_day, an_hour, a_minute, a_second: INTEGER)
    -- Date is assumed to be in UTC.
    -- Conversion to the unix time is done without taking into
    -- account leap seconds, as according to the specification.
make_utc_time (an_hour, a_minute, a_second: INTEGER)
    -- Time is assumed to be UTC time at January 1, minimum_year.
    -- We assume daylight saving time setting in effect is
    -- available from system.
feature(s) from STDC_TIME
    -- Make individual time fields valid
is_local_time: BOOLEAN
    -- Is time in local time?
is_utc_time: BOOLEAN
    -- Is the time zone UTC?
is_time_zone_known: BOOLEAN
    -- After a make routine, call either to_local or to_utc.
to_local
    -- Switch time fields to local time based on time in value.
to_utc
    -- Switch time fields to utc time based on time in value.
feature(s) from STDC_TIME
    -- Basic operations
infix "+" (other: like Current): like Current
    -- Sum with other
feature(s) from STDC_TIME
    -- Manually set individual time fields
set_date (a_year, a_month, a_day: INTEGER)
    -- Set date part, time remains unchanged, unless daylight
    -- savings has to be taken into account.
set_date_time (a_year, a_month, a_day, an_hour, a_minute, a_second: INTEGER)
    -- Set individual time fields. Set value based on given
    -- fields, assuming that it is a local time.
    -- We assume daylight saving time setting in effect (or not)
    -- has been set.
set_dst_to_current
    -- Let system figure out if daylight saving time is in effect.

```

```

set_dst_to_none
    -- Daylight saving time is not in effect.
set_dst_in_effect
    -- Daylight saving time is in effect.
set_time (an_hour, a_minute, a_second: INTEGER)
    -- Set time part, date remains unchanged unless daylight
    -- savings has to be taken into account.
to_dos_seconds
    -- Make sure the seconds are divisible by two, a value DOS
    -- and clones like Windows NT like.
feature(s) from STDC_TIME
    -- Individual time fields, need call to to_local or to_utc
year: INTEGER
month: INTEGER
day: INTEGER
    -- Day of the month.
weekday: INTEGER
    -- Days since Sunday.
day_of_year: INTEGER
    -- Days since January 1st
hour: INTEGER
minute: INTEGER
second: INTEGER
is_daylight_savings_in_effect: BOOLEAN
    -- Does the broken down time take into account daylight savings?
is_daylight_savings_unknown: BOOLEAN
    -- Do we not know if the broken time includes daylight saving?
feature(s) from STDC_TIME
    -- Time as string
short_weekday_name: STRING
    -- Abbreviated weekday name
weekday_name: STRING
    -- Full weekday name
short_month_name: STRING
    -- Abbreviated month name
month_name: STRING
    -- Full month name
format (format_str: STRING): STRING
    -- Formatted date/time according to format_str. See
    -- man strftime for details.
default_format: STRING
    -- Time as string of the form "Mon Apr 17 21:49:20 2000"
local_date_string: STRING
    -- Date part in format local to current country.
local_time_string: STRING
    -- Time part in format local to current country.
rfc_date_string: STRING

```

```

-- RFC 1123 (same as RFC 822) style date;
-- i.e. Tue, 15 Nov 1994 08:12:31 GMT
feature(s) from STDC_TIME
-- Date calculations
is_equal (other: like Current): BOOLEAN
-- Is other attached to an object considered equal to
-- current object ?
infix "-" (other: like Current): like Current
-- Creates a new time which is the difference between
-- Current and Other
infix "<" (other: like Current): BOOLEAN
-- Is current object less than other?
feature(s) from STDC_TIME
-- Status
is_two_digit_year (a_year: INTEGER): BOOLEAN
-- Is a_year a two digit year that can be handled by
-- four_digit_year.
is_valid_date (a_year, a_month, a_day: INTEGER): BOOLEAN
-- Do a_year, a_month and a_day form a date recognized
-- by this class?
-- Because this class represents unix dates, only dates
-- between 1970-Jan-01 UTC and 2038-Jan-19 UTC are valid.
is_valid_date_and_time (a_year, a_month, a_day, an_hour, a_minute, a_second: INTEGER):
BOOLEAN
-- Do a_year, a_month and a_day form a date that can be
-- represented by this class?
-- Because this class represents unix dates, only dates
-- between 1970-Jan-01 00:00 UTC and 2038-Jan-19 03:14:08 UTC
-- are valid.
is_valid_day (a_year, a_month, a_day: INTEGER): BOOLEAN
-- Is a_day a valid day given year and month.
is_valid_time (an_hour, a_minute, a_second: INTEGER): BOOLEAN
-- Do an_hour, a_minute and a_second form a valid 24
-- hour clock time?
feature(s) from STDC_TIME
-- Access
current_year: INTEGER
-- Current year.
four_digit_year (a_year: INTEGER): INTEGER
-- Return a four digit year given a possibly two digit year.
hash_code: INTEGER
-- The hash-code value of Current.
minimum_year: INTEGER
-- The minimum year for the current platform.
-- For POSIX is 1970, for Windows is 1980.
maximum_year: INTEGER
-- The maximum Epoch year.

```

```
value: INTEGER
    -- Time in seconds since January 1, 1970.
invariant
    accessing_real_singleton: security_is_real_singleton;
    valid_error_action: error_action >= 0 and error_action <= 2;
    tm_not_void: tm /= Void;
    tm_has_proper_capacity: tm.capacity >= posix_tm_size;
    value_not_negative: value >= 0;
    my_time_zone_valid: my_time_zone = 0 or else my_time_zone = utc_time_zone or else my_time_zone
= local_time_zone;
end of STDC_TIME
```

In this chapter:

B. Short form of ABSTRACT_CURRENT_PROCESS
B. Short form of ABSTRACT_EXEC_PROCESS
B. Short form of ABSTRACT_FILE_DESCRIPTOR
B. Short form of ABSTRACT_FILE_SYSTEM
B. Short form of ABSTRACT_HOST
B. Short form of ABSTRACT_IP4_ADDRESS
B. Short form of ABSTRACT_IP6_ADDRESS
B. Short form of ABSTRACT_PIPE
B. Short form of ABSTRACT_SERVICE
B. Short form of ABSTRACT_STATUS
B. Short form of ABSTRACT_TCP_CLIENT_SOCKET
B. Short form of ABSTRACT_TCP_SERVER_SOCKET

B *Short listing of abstract classes*

An abstract class is somewhat above the Standard C classes, and between the features you get when you use a POSIX or Windows class. It is mainly aimed at users who want to write software usable on Unix and Windows, and who do not want to use a POSIX emulator.

You never use an abstract class directly, always use the corresponding effective EPX_XXXX, for which there is a variant in the `src/posix` or `src/windows` directory.

B.1 Short form of ABSTRACT_CURRENT_PROCESS

```
deferred class interface ABSTRACT_CURRENT_PROCESS
feature(s) from ARGUMENTS
    command_name: STRING
feature(s) from CAPI_TIME
    -- Standard C binding
    current_time: INTEGER
    -- The current calendar time in seconds since the epoch
feature(s) from STDC_SECURITY_ACCESSOR
    -- The singleton, available to any because its used in preconditions
    security: STDC_SECURITY
    -- Singleton entry point for security.
feature(s) from STDC_BASE
    -- Access
    errno: STDC_ERRNO
    -- Access to the variable that contains the error that occurred.
feature(s) from STDC_BASE
    -- Status
    raise_exception_on_error: BOOLEAN
    -- Should an exception be raised when an error occurs?
    -- If not, you have to check errno for any errors.
feature(s) from STDC_BASE
    -- Change
```

```

set_default_action_on_error
-- Use security.error_handling.exceptions_enabled to
-- determine if an exception should be raised when a C call
-- returns an error.
set_raise_exception_on_error
-- Always raise an exception when a C call returns an error.
set_continue_on_error
-- Never raise an exception when a C call returns an error.
feature(s) from STDC_CURRENT_PROCESS
-- Process standard input/output/error
stdin: STDC_TEXT_FILE
stdout: STDC_TEXT_FILE
stderr: STDC_TEXT_FILE
feature(s) from STDC_CURRENT_PROCESS
-- Various
clock: INTEGER
-- Approximation of processor time used by the program, or -1
-- if unknown
feature(s) from STDC_CURRENT_PROCESS
-- Random numbers
random: INTEGER
-- Returns a pseudo-random integer between 0 and RAND_MAX.
set_random_seed (a_seed: INTEGER)
-- Sets a_seed as the seed for a new sequence of
-- pseudo-random integers to be returned by random. These
-- sequences are repeatable by calling set_random_seed with
-- the same seed value. If no seed value is provided, the
-- random function is automatically seeded with a value of
-- 1.
feature(s) from STDC_CURRENT_PROCESS
-- Global locale
locale: STRING
-- Current locale
numeric_format: STDC_LOCALE_NUMERIC
-- Various information for formatting numbers and monetary
-- quantities
set_locale (category: INTEGER; new_locale: STRING)
-- Set given locale to new_locale. new_locale is either a
-- well-known constant like "C" or "da_DK" or an opaque
-- string that was returned by another call of setlocale.
set_c_locale
-- Set locale to the Standard C locale (the default).
set_native_decimal_point
-- Set the decimal point character using the LC_NUMERIC
-- environment variable.
set_native_locale
-- Set entire locale to the natives setting which is

```

```

-- determend by environment variables like LC_NUMERIC,
-- LC_COLLATE, LC_CTYPE etc.
set_native_time
-- Set time display to the natives setting using the LC_TIME
-- environment variable.
feature(s) from ABSTRACT_PROCESS
-- Process properties
pid: INTEGER
-- Process identifier, unique for this process
is_pid_valid: BOOLEAN
-- Is pid valid?
feature(s) from ABSTRACT_PROCESS
-- Signal this process
terminate
-- Attempt to gracefully terminate this process.
require
    valid_pid: is_pid_valid
feature(s) from ABSTRACT_CURRENT_PROCESS
-- Access
effective_user_name: STRING
-- Name of the user currently associated with the current
-- thread
ensure
    name_not_void: Result /= Void
full_command_name: STRING
-- command_name with fully qualified path;
-- An empty string is returned in case command_name is
-- empty. As any program can setup the arguments passed to
-- another program, an empty command_name is a possibility.
feature(s) from ABSTRACT_CURRENT_PROCESS
-- Every process also has standard file descriptors which might not be compatible with
stdin/stdout/stderr (Windows)
fd_stdin: ABSTRACT_FILE_DESCRIPTOR
ensure
    fd_stdin_not_void: Result /= Void;
    not_owner: not Result.is_owner
fd_stdout: ABSTRACT_FILE_DESCRIPTOR
ensure
    fd_stdout_not_void: Result /= Void;
    not_owner: not Result.is_owner
fd_stderr: ABSTRACT_FILE_DESCRIPTOR
ensure
    fd_stderr_not_void: Result /= Void;
    not_owner: not Result.is_owner
feature(s) from ABSTRACT_CURRENT_PROCESS
-- Sleeping
millisleep (a_milliseconds: INTEGER)

```



```
-- Sleep for a_milliseconds milliseconds. Due to timer
-- resolution issues, the minimum resolution might be in the
-- order of 10ms or higher.
require
    milliseconds_not_negative: a_milliseconds >= 0
sleep (seconds: INTEGER)
    -- Delays process execution up to seconds. Can return early
    -- if interrupted. Check unslect_seconds
unslept_seconds: INTEGER
    -- The number of seconds still to sleep, before being
    -- interrupted; it is set by sleep. If it is zero, no
    -- interrupt occurred and process slept for the allotted
    -- time.
invariant
    accessing_real_singleton: security_is_real_singleton;
    valid_error_action: error_action >= 0 and error_action <= 2;
end of deferred ABSTRACT_CURRENT_PROCESS
```

B.2 Short form of *ABSTRACT_EXEC_PROCESS*

```

deferred class interface ABSTRACT_EXEC_PROCESS
feature(s) from ABSTRACT_EXEC_PROCESS
  -- (re)set arguments
  has_void_argument (a_arguments: ARRAY[STRING]): BOOLEAN
    -- Is one of the items in a_arguments Void?
  set_arguments (a_arguments: ARRAY[STRING])
feature(s) from ABSTRACT_EXEC_PROCESS
  -- i/o capturing
  capture_input: BOOLEAN
    -- is input captured on execute?
  capture_output: BOOLEAN
    -- is output captured on execute?
  capture_error: BOOLEAN
    -- is error captured on execute?
  set_capture_input (on: BOOLEAN)
  set_capture_output (on: BOOLEAN)
  set_capture_error (on: BOOLEAN)
  fd_stdin: ABSTRACT_FILE_DESCRIPTOR
    -- Input read by process
  fd_stdout: ABSTRACT_FILE_DESCRIPTOR
    -- Output emitted by process
  fd_stderr: ABSTRACT_FILE_DESCRIPTOR
    -- Error output from process
feature(s) from ABSTRACT_EXEC_PROCESS
  -- Execute
  execute
    -- Executes program_name. After execution, at some point in
    -- time, you have to wait or wait_for for this process to
    -- terminate.
  require
    not_already_started: is_terminated
feature(s) from ABSTRACT_EXEC_PROCESS
  -- Actions that parent may execute
  wait_for (suspend: BOOLEAN)
    -- Wait for this process to terminate. If suspend then we
    -- wait until the information about this process is available,
    -- else we return immediately.
    -- If suspend is False, check the running property to see
    -- if this child is really terminated.
  require
    pid_refers_to_child: is_pid_valid;
    not_terminated: not is_terminated
  ensure
    stdin_closed: is_terminated implies fd_stdin = Void or else not fd_stdin.is_open;
    stdout_closed: is_terminated implies fd_stdout = Void or else not fd_stdout.is_open;

```

```

    stderr_closed: is_terminated implies fd_stderr = Void or else not fd_stderr.is_open;
    terminated: suspend implies is_terminated;
    pid_invalid: is_terminated implies not is_pid_valid
feature(s) from ABSTRACT_EXEC_PROCESS
  -- Access
  program_name: STDC_PATH
  -- Program to execute
  arguments: ARRAY[STRING]
  -- Arguments to pass to program_name
invariant
  accessing_real_singleton: security_is_real_singleton;
  valid_error_action: error_action >= 0 and error_action <= 2;
  pid_known_is_not_terminated: is_pid_valid = not is_terminated;
  program_name_not_empty: program_name /= Void and then not program_name.is_empty;
  arguments_not_void: arguments /= Void;
  all_arguments_not_void: not has_void_argument(arguments);
  descriptors_are_owners: (fd_stdin /= Void and then fd_stdin.is_open implies fd_stdin.is_owner)
and then (fd_stdout /= Void and then fd_stdout.is_open implies fd_stdout.is_owner) and then
(fd_stderr /= Void and then fd_stderr.is_open implies fd_stderr.is_owner);
end of deferred ABSTRACT_EXEC_PROCESS

```

B.3 Short form of ABSTRACT_FILE_DESCRIPTOR

```

deferred class interface ABSTRACT_FILE_DESCRIPTOR
feature(s) from MEMORY
    dispose
        -- Close handle if owner.
feature(s) from KI_INPUT_STREAM
    -- Input
    non_blocking_read_character
        -- Read the next item in input stream.
        -- Make the result available in last_item.
    non_blocking_read_to_buffer (a_buffer: KI_BUFFER[CHARACTER]; pos, nb: INTEGER):
    INTEGER
        -- Fill a_buffer, starting at position pos, with
        -- at most nb items read from input stream.
        -- Return the number of items actually read.
feature(s) from KI_INPUT_STREAM
    -- Status report
    is_closable_for_reading: BOOLEAN
        -- Can current input stream be closed?
    is_open_read: BOOLEAN
        -- Can items be read from input stream?
    is_rewindable: BOOLEAN
        -- Can current input stream be rewound to return input from
        -- the beginning of the stream?
    eof: BOOLEAN
        -- Has end-of-file been reached?
    valid_unread_character (a_character: CHARACTER): BOOLEAN
        -- Can a_character be put back in input stream?
feature(s) from KI_INPUT_STREAM
    -- Access
    path: STDC_PATH
        -- Scratch path
    last_character: CHARACTER
        -- Last character read by read_character and a few other
        -- routines
feature(s) from KI_INPUT_STREAM
    -- Basic operations
    close_for_reading
        -- Try to close input stream if it is closable. Set
        -- is_open_read to false if operation was successful.
    rewind
        -- Move input position to the beginning of stream.
feature(s) from KL_IMPORTED_ANY_ROUTINES
    -- Access
    any_: KL_ANY_ROUTINES
        -- Routines that ought to be in class ANY

```

```

feature(s) from KI_CHARACTER_INPUT_STREAM
-- Input
non_blocking_read_string (nb: INTEGER)
-- Read at most nb characters from input stream.
-- Make the characters that have actually been read
-- available in last_string.
non_blocking_read_to_string (a_string: STRING; pos, nb: INTEGER): INTEGER
-- Fill a_string, starting at position pos, with
-- at most nb characters read from input stream.
-- Return the number of characters actually read.
feature(s) from KI_CHARACTER_INPUT_STREAM
-- Access
last_string: STRING
-- Last string read;
-- (Note: this query always return the same object.
-- Therefore a clone should be used if the result
-- is to be kept beyond the next call to this feature.
-- However last_string is not shared between file objects.)
feature(s) from EPX_CHARACTER_INPUT_STREAM
-- Access
is_streaming: BOOLEAN
-- Is data coming from a network stream?
feature(s) from EPX_CHARACTER_INPUT_STREAM
-- Input
last_read: INTEGER
-- Last bytes read by read_buffer;
-- Can be less than requested for non-blocking input.
-- Check last_blocked in that case.
read_buffer (buf: STDC_BUFFER; offset, nbytes: INTEGER)
-- Read data into buf at offset for nbytes bytes.
-- Number of bytes actually read are available in last_read.
-- This is a more safe version of read in case you have a
-- STDC_BUFFER object.
feature(s) from KI_TEXT_INPUT_STREAM
-- Input
read_line
-- Read characters from input stream until a line separator
-- or end of file is reached. Make the characters that have
-- been read available in last_string and discard the line
-- separator characters from the input stream.
-- Zero characters will be read when non-blocking i/o
-- is enabled, and read_line would block at the first character.
-- If a character has been read, read_line will block until
-- a %N has been read or end_of_input occurs.
read_new_line
-- Read a line separator from input file.
-- Make the characters making up the recognized

```

```

-- line separator available in last_string,
-- or make last_string empty and leave the
-- input file unchanged if no line separator
-- was found.
feature(s) from KI_TEXT_INPUT_STREAM
-- Access
eol: STRING
-- Line separator;
-- EPX classes do not distinguish between a %R%N or just %N
-- end-of-line. The platform may though.
feature(s) from STDC_SECURITY_ACCESSOR
-- The singleton, available to any because its used in preconditions
security: STDC_SECURITY
-- Singleton entry point for security.
feature(s) from STDC_BASE
-- Access
errno: STDC_ERRNO
-- Access to the variable that contains the error that occurred.
feature(s) from STDC_BASE
-- Status
raise_exception_on_error: BOOLEAN
-- Should an exception be raised when an error occurs?
-- If not, you have to check errno for any errors.
feature(s) from STDC_BASE
-- Change
set_default_action_on_error
-- Use security.error_handling.exceptions_enabled to
-- determine if an exception should be raised when a C call
-- returns an error.
set_raise_exception_on_error
-- Always raise an exception when a C call returns an error.
set_continue_on_error
-- Never raise an exception when a C call returns an error.
feature(s) from KI_OUTPUT_STREAM
-- Output
put_character (c: CHARACTER)
-- Write a character.
append (an_input_stream: KI_INPUT_STREAM[CHARACTER])
-- Read items of an_input_stream until the end
-- of input is reached, and write these items to
-- current output stream.
-- append is safe for non-blocking descriptors.
feature(s) from KI_OUTPUT_STREAM
-- Status report
is_open_write: BOOLEAN
-- Can items be written to output stream?
is_closable_for_writing: BOOLEAN

```

```

-- Can current output stream be closed?
feature(s) from KI_OUTPUT_STREAM
-- Basic operations
close_for_writing
-- Try to close output stream if it is closable. Set
-- is_open_write to false if operation was successful.
feature(s) from KI_CHARACTER_OUTPUT_STREAM
-- Output
put_string (a_string: STRING)
-- Write a_string to output stream.
-- a_string may not contain the %U character.
put_substring (a_string: STRING; s, e: INTEGER)
-- Write substring of a_string between indexes
-- s and e to output stream.
put_integer (i: INTEGER)
-- Write decimal representation
-- of i to output stream.
-- Regexp: 0|(-?[1-9][0-9]*)
put_boolean (b: BOOLEAN)
-- Write "True" to output stream if
-- b is true, "False" otherwise.
feature(s) from KI_CHARACTER_OUTPUT_STREAM
-- Basic operations
flush
-- Flush buffered data to disk.
feature(s) from EPX_CHARACTER_OUTPUT_STREAM
-- Output
last_written: INTEGER
-- How many bytes were written by the last call to a routine;
-- Can be less than requested for non-blocking output.
-- Check last_blocked in that case.
put_buffer (buf: STDC_BUFFER; offset, nbytes: INTEGER)
-- More safe version of write in case you have a
-- STDC_BUFFER object.
write_buffer (buf: STDC_BUFFER; offset, nbytes: INTEGER)
-- More safe version of write in case you have a
-- STDC_BUFFER object.
feature(s) from KI_TEXT_OUTPUT_STREAM
-- Output
put_line (a_string: STRING)
-- Write a_string to output stream
-- followed by a line separator.
put_new_line
-- Write a line separator to output stream.
feature(s) from EPX_CHARACTER_IO_STREAM
-- Basic operations
close

```

```

-- Close the resource.
feature(s) from EPX_CHARACTER_IO_STREAM
-- Status report
is_closable: BOOLEAN
-- Can current stream be closed for reading and writing?
is_open: BOOLEAN
-- Does handle contain an open handle?
is_owner: BOOLEAN
-- Does this object close the stream on close or dispose?
-- Only for resources that are owned, are resource limits checked.
feature(s) from STDC_HANDLE
-- Access
resource_usage_can_be_increased: BOOLEAN
-- Is it allowed to open another file?
feature(s) from STDC_HANDLE
-- Influence ownership of the handle. Can help to influence subtle garbage collector problems
become_owner
-- This class will own its handle. This is the only function
-- that actually increases the resource count.
unown
-- Resource will not be closed on dispose. Calling close will
-- be forbidden. This routine may not call any other object,
-- else it cannot be called from within dispose.
feature(s) from STDC_HANDLE
-- Close
detach
-- Forget the resource. Resource is not closed.
-- You cannot read and write anymore.
feature(s) from STDC_HANDLE
-- Resource
capacity: INTEGER
-- Number of resources that are in use by handle. For a
-- file this is 1, for a memory handle, this is the number of
-- bytes.
fd: H
-- Identifier of resource tracked by this class.
feature(s) from PORTABLE_PATH
-- Change
set_portable_path (a_path: STRING)
-- Set portable_path to a_path.
feature(s) from HASHABLE
hash_code: INTEGER
-- Hash code value
feature(s) from STDC_HANDLE_BASED_IO_STREAM
-- Stream or disk file
set_streaming (enable: BOOLEAN)
-- Influence behaviour of certain functions if they should be

```



```
-- optimized for data coming from disk or data coming from
-- the network. In particular is_streaming implies that a
-- client application is prepared to handle reads that
-- return less than the requested number of bytes, but dont
-- assume that means end-of-file.
```

feature(s) from ABSTRACT_FILE_DESCRIPTOR

```
-- Initialization
make
open (a_path: STRING; a_flags: INTEGER)
    -- Open given file with access given by flags.
open_read (a_path: STRING)
    -- Open given file with access given by flags.
open_write (a_path: STRING)
open_read_write (a_path: STRING)
open_truncate (a_path: STRING)
    -- Open file, if it exists, truncate it first.
create_read_write (a_path: STRING)
    -- Always create a file, existing or not.
    -- Give read/write permissions to user only.
create_write (a_path: STRING)
    -- Always create a file, existing or not.
    -- Give read/write permissions to user only.
create_with_mode (a_path: STRING; flags, mode: INTEGER)
    -- Create a file according to flags and with mode access
    -- permissions. Make sure you have th O_CREAT flag in flags
    -- if you really want to create something!
```

feature(s) from ABSTRACT_FILE_DESCRIPTOR

```
-- Special creation
attach_to_fd (a_fd: INTEGER; a_become_owner: BOOLEAN)
    -- Create file descriptor with value a_fd. File descriptor
    -- will close it when a_become_owner.
make_as_duplicate (another: ABSTRACT_FILE_DESCRIPTOR)
    -- On creation, create a duplicate from another file descriptor
    -- As normal call, closes its own descriptor first (if open) and
    -- duplicates next.
```

feature(s) from ABSTRACT_FILE_DESCRIPTOR

```
-- Read and write to memory block
last_blocked: BOOLEAN
    -- Would last call to read or write block?
read (buf: POINTER; offset, nbytes: INTEGER)
    -- Read data into buf at offset for nbytes bytes.
    -- The number of bytes actually read, is available in last_read.
write (buf: POINTER; offset, nbytes: INTEGER)
    -- Write given data from buf at offset, for nbytes
    -- bytes. Number of actually written bytes are in
    -- last_written. last_written can be unequal to nbytes
    -- if i/o is non-blocking or some error has occurred.
```

```

feature(s) from ABSTRACT_FILE_DESCRIPTOR
  -- Eiffel like output
  put (a: ANY)
    -- Write any Eiffel object as string using its out value.
  write_character (c: CHARACTER)
    -- Write a character.
  write_string (a_string: STRING)
    -- Write a_string to output stream.
    -- a_string may not contain the %U character.
  puts (a_string: STRING)
    -- Write a_string to output stream.
    -- a_string may not contain the %U character.
feature(s) from ABSTRACT_FILE_DESCRIPTOR
  -- Buffered input
  read_character
    -- Sets last_character.
    -- If this routine blocks, last_character has the value
    -- %U. Therefore, if non-blocking is enabled, always check
    -- last_blocked to see if the value make sense.
  read_string (nb: INTEGER)
    -- Read at most nb characters from input stream.
    -- Make the characters that have actually been read
    -- available in last_string.
    -- Zero characters will be read when non-blocking i/o
    -- is enabled, and read would block.
feature(s) from ABSTRACT_FILE_DESCRIPTOR
  -- File position
  seek (offset: INTEGER)
    -- Set file position to given absolute offset.
  seek_from_current (offset: INTEGER)
    -- Set file position relative to current position.
  seek_from_end (offset: INTEGER)
    -- Set file position relative to end of file.
feature(s) from ABSTRACT_FILE_DESCRIPTOR
  -- Status report
  is_attached_to_terminal: BOOLEAN
    -- Is the handle associated with character device?
feature(s) from ABSTRACT_FILE_DESCRIPTOR
  -- Access
  status: EPX_STATUS
    -- The status for this file descriptor;
    -- Value is cached, recreated only when file reopened.
    -- Call status.refresh to get updated values.
  value: INTEGER
    -- The actual file descriptor value
feature(s) from ABSTRACT_FILE_DESCRIPTOR
  -- non-blocking i/o

```

```

is_blocking_io: BOOLEAN
  -- Is blocking i/o enabled?
  -- Blocking i/o is the default.
  -- If false, calls like read and write will never wait
  -- for input, if there is no input.
set_blocking_io (enable: BOOLEAN)
  -- Set is_blocking_io.
supports_nonblocking_io: BOOLEAN
  -- Does this descriptor support non-blocking input/output?
  -- On POSIX systems, any descriptor does.
  -- On Windows sockets and pipes do.
invariant
  accessing_real_singleton: security_is_real_singleton;
  valid_error_action: error_action >= 0 and error_action <= 2;
  open_in_sync: is_open_read or is_open_write implies is_open; -- The reverse is not true,
  for examples sockets can be
  -- closed for reading/writing, but still open.
  capacity_not_negative: capacity >= 0;
  valid_capacity: is_open = (capacity > 0);
  open_implies_handle_assigned: is_open = (fd /= unassigned_value);
  owned_implies_open: is_owner implies is_open;
  owned_implies_handle_assigned: is_owner implies fd /= unassigned_value;
  valid_status: not is_open implies my_status = Void;
  path_not_void: path /= Void;
  line_buffer_index_offset_ok: line_buffer /= Void implies line_buffer_index <= line_buffer.count;
end of deferred ABSTRACT_FILE_DESCRIPTOR

```

B.4 Short form of *ABSTRACT_FILE_SYSTEM*

```

deferred class interface ABSTRACT_FILE_SYSTEM
feature(s) from STDC_SECURITY_ACCESSOR
  -- The singleton, available to any because its used in preconditions
  security: STDC_SECURITY
    -- Singleton entry point for security.
feature(s) from STDC_BASE
  -- Access
  errno: STDC_ERRNO
    -- Access to the variable that contains the error that occurred.
feature(s) from STDC_BASE
  -- Status
  raise_exception_on_error: BOOLEAN
    -- Should an exception be raised when an error occurs?
    -- If not, you have to check errno for any errors.
feature(s) from STDC_BASE
  -- Change
  set_default_action_on_error
    -- Use security.error_handling.exceptions_enabled to
    -- determine if an exception should be raised when a C call
    -- returns an error.
  set_raise_exception_on_error
    -- Always raise an exception when a C call returns an error.
  set_continue_on_error
    -- Never raise an exception when a C call returns an error.
feature(s) from STDC_FILE_SYSTEM
  -- Path names
  expand_path (a_path: STRING): STDC_PATH
    -- returns a new path
feature(s) from STDC_FILE_SYSTEM
  -- Rename files/directories, remove files/directories
  remove_file (a_path: STRING)
    -- Removes a file from a directory.
    -- For Standard C, its implementation defined what
    -- remove_file does if file is opened by some process
    -- (remove_file fails on Windows for example).
    -- doesnt remove a directory.
  rename_to (current_path, new_path: STRING)
    -- Rename a file or a directory.
    -- new_path should not be an existing path.
feature(s) from STDC_FILE_SYSTEM
  -- Accessibility of files
  is_modifiable (a_path: STRING): BOOLEAN
    -- tests if file is readable and writable by this program
    -- uses real user ID and real group ID instead of effective ones
  is_readable (a_path: STRING): BOOLEAN

```

```

-- Tests if a_path is readable by this program. a_path
-- can be a file or a directory.
-- Uses real user ID and real group ID instead of effective
-- ones.
feature(s) from ABSTRACT_FILE_SYSTEM
-- Directory access
change_directory (a_directory: STRING)
-- Changes the current working directory.
current_directory: STRING
-- The current directory
make_directory (a_directory: STRING)
-- Makes a directory, only accessible by owner.
mkdir (a_directory: STRING)
-- Makes a directory, only accessible by owner.
remove_directory (a_directory: STRING)
-- Removes an empty directory. See also force_remove_directory.
rmdir (a_directory: STRING)
-- Removes an empty directory. See also force_remove_directory.
force_remove_directory (a_directory: STRING)
-- Removes a directory, even when not empty.
-- I suggest you do not have hard or symbolic links in a_directory...
feature(s) from ABSTRACT_FILE_SYSTEM
-- File statistics
status (a_path: STRING): ABSTRACT_STATUS_PATH
-- Get information about a file.
require
  valid_path: a_path /= Void and then not a_path.is_empty;
  existing_file: is_existing(a_path)
ensure
  status_returned: Result /= Void
status_may_fail (a_path: STRING): ABSTRACT_STATUS_PATH
-- Retrieve status information for a_path. a_path may or
-- may not exist. Check Result.found to see if statistics
-- were retrieved.
require
  valid_path: a_path /= Void and then not a_path.is_empty
ensure
  status_returned: Result /= Void
feature(s) from ABSTRACT_FILE_SYSTEM
-- Directory browsing
browse_directory (a_path: STRING): EPX_DIRECTORY
-- Get information about a directory.
require
  valid_path: a_path /= Void and then not a_path.is_empty;
  path_is_directory: status_may_fail(a_path).found and then status_may_fail(a_path).is_directory
ensure
  directory_returned: Result /= Void

```

```

find_program_in_path (a_filename: STRING; a_paths: ARRAY[STRING]): STRING
    -- Look for a_filename in a_paths, check if it is a
    -- binary and return the full path to a_filename when
    -- found. Return Void if not found.
feature(s) from ABSTRACT_FILE_SYSTEM
    -- Accessibility of files
    last_access_result: INTEGER
        -- value of last access test
    is_accessible (a_path: STRING; a_mode: INTEGER): BOOLEAN
        -- Is a_path accessibility using a_mode?
    access (a_path: STRING; a_mode: INTEGER): BOOLEAN
        -- Is a_path accessibility using a_mode?
    is_directory (a_path: STRING): BOOLEAN
        -- Does a_path exists and is it a directory?
    is_existing (a_path: STRING): BOOLEAN
        -- Is a_path an existing file, directory, whatever?
        -- Tests if file does exist, not if it is readable or writable by
        -- this program!
        -- Uses real user ID and real group ID instead of effective ones.
    is_empty (a_path: STRING): BOOLEAN
        -- True if file exists and has a size equal to zero.
    is_executable (a_path: STRING): BOOLEAN
        -- tests if file is executable by this program
    is_regular_file (a_path: STRING): BOOLEAN
        -- Does a_path exists and is it a regular file?
    is_writable (a_path: STRING): BOOLEAN
        -- tests if file is writable by this program
        -- uses real user ID and real group ID instead of effective ones
feature(s) from ABSTRACT_FILE_SYSTEM
    -- File system properties
    is_case_sensitive: BOOLEAN
        -- is file system case sensitive or not?
        -- This query is dedicated to jwz
    path_separator: CHARACTER
        -- What is the path separator?
feature(s) from ABSTRACT_FILE_SYSTEM
    -- Path names
    resolved_path_name (a_path: STRING): STRING
        -- Absolute pathname derived from a_path that names the
        -- same file, whose resolution does not involve ".", "..", or
        -- symbolic links
    temporary_directory: STRING
        -- The name of the temporary directory;
        -- Name does not end with the directory separator.
ensure
    directory_returned: Result /= Void;
    directory_exists: is_directory(Result);

```

```
        directory_is_writable: is_modifiable(Result);
        last_char_not_separator: Result.item(Result.count) /= path_separator
feature(s) from ABSTRACT_FILE_SYSTEM
    -- File contents
    file_content_as_string (a_file_name: STRING): STRING
        -- Contents of a_file_name as a STRING
invariant
    accessing_real_singleton: security_is_real_singleton;
    valid_error_action: error_action >= 0 and error_action <= 2;
end of deferred ABSTRACT_FILE_SYSTEM
```

B.5 Short form of ABSTRACT_HOST

[file abstract_host.tex does not exist]

B.6 Short form of ABSTRACT_IP4_ADDRESS

[file abstract_ip4_address.tex does not exist]

B.7 Short form of ABSTRACT_IP6_ADDRESS

[file abstract_ip6_address.tex does not exist]

B.8 Short form of ABSTRACT_PIPE

```
class interface ABSTRACT_PIPE
feature(s) from ABSTRACT_PIPE
  -- Pipe operations
  close
feature(s) from ABSTRACT_PIPE
  -- Access
  fdout: ABSTRACT_FILE_DESCRIPTOR
    -- Outgoing end of pipe
  fdin: ABSTRACT_FILE_DESCRIPTOR
    -- Incoming end of pipe
invariant
  accessing_real_singleton: security_is_real_singleton;
  valid_error_action: error_action >= 0 and error_action <= 2;
  valid_pipe: fdin /= Void and fdout /= Void;
end of ABSTRACT_PIPE
```

B.9 Short form of ABSTRACT_SERVICE

[file abstract_service.tex does not exist]

B.10 Short form of *ABSTRACT_STATUS*

```

deferred class interface ABSTRACT_STATUS
feature(s) from ABSTRACT_STATUS
  -- Status
  is_open: BOOLEAN
  -- Can status be refreshed?
feature(s) from ABSTRACT_STATUS
  -- Change
  refresh
  -- refresh the cached information
  require
    open: is_open
feature(s) from ABSTRACT_STATUS
  -- stat members
  atime: INTEGER
  -- Unix time of last access.
  access_time: INTEGER
  -- Unix time of last access.
  device_number: INTEGER
  -- ID of device containing the file.
  -- Windows: Drive number of the disk containing the file.
  is_character_special: BOOLEAN
  -- Is this file a character-special file?
  is_directory: BOOLEAN
  is_fifo: BOOLEAN
  is_regular_file: BOOLEAN
  mtime: INTEGER
  -- Unix time of last data modification.
  modification_time: INTEGER
  -- Unix time of last data modification.
  nlink: INTEGER
  number_of_hard_links: INTEGER
  size: INTEGER
  -- Size of file in bytes.
  status_change_time: INTEGER
  -- Unix time of last status change.
  -- For example changing the permission bits will set this time.
feature(s) from ABSTRACT_STATUS
  -- Direct access to the individual stat fields, not recommended
  unix_mode: INTEGER
invariant
  accessing_real_singleton: security_is_real_singleton;
  valid_error_action: error_action >= 0 and error_action <= 2;
  stat_not_void: stat /= Void and then stat.capacity >= abstract_stat_size;
end of deferred ABSTRACT_STATUS

```

B.11 Short form of ABSTRACT_TCP_CLIENT_SOCKET

[file abstract_tcp_client_socket.tex does not exist]

B.12 Short form of ABSTRACT_TCP_SERVER_SOCKET

[file abstract_tcp_server_socket.tex does not exist]

In this chapter:

C. Short form of POSIX_ASYNC_IO_REQUEST
C. Short form of POSIX_BASE
C. Short form of POSIX_CHILD_PROCESS
C. Short form of POSIX_CONSTANTS
C. Short form of POSIX_CURRENT_PROCESS
C. Short form of POSIX_DAEMON
C. Short form of POSIX_DIRECTORY
C. Short form of POSIX_EXEC_PROCESS
C. Short form of POSIX_FILE
C. Short form of POSIX_FILE_DESCRIPTOR
C. Short form of POSIX_FILE_SYSTEM
C. Short form of POSIX_FORK_ROOT
C. Short form of POSIX_GROUP
C. Short form of POSIX_LOCK
C. Short form of POSIX_MEMORY_MAP
C. Short form of POSIX_PERMISSIONS
C. Short form of POSIX_PIPE
C. Short form of POSIX_SEMAPHORE
C. Short form of POSIX_SIGNAL
C. Short form of POSIX_SIGNAL_SET
C. Short form of POSIX_STATUS
C. Short form of POSIX_SYSTEM
C. Short form of POSIX_TERMIOS
C. Short form of POSIX_TIMED_COMMAND
C. Short form of POSIX_USER
C. Short form of POSIX_USER_DATABASE

C Short (flat) listing of POSIX classes

C.1 Short form of POSIX_ASYNC_IO_REQUEST

class *interface* `POSIX_ASYNC_IO_REQUEST`

creation

make (*a_fd*: `POSIX_FILE_DESCRIPTOR`)

feature(s) from `POSIX_ASYNC_IO_REQUEST`

-- creation

make (*a_fd*: `POSIX_FILE_DESCRIPTOR`)

feature(s) from `POSIX_ASYNC_IO_REQUEST`

-- request properties

raw_pointer: `POINTER`

-- Location for read or written data, usually *buffer* is a

-- better idea.

count: `INTEGER`

-- number of bytes to read/write

offset: `INTEGER`


```

-- file offset
feature(s) from POSIX_ASYNC_IO_REQUEST
-- set request properties
set_buffer (a_buffer: STDC_BUFFER)
-- set memory location to read/write from.
set_count (a_count: INTEGER)
-- set number of bytes to read/write
set_offset (a_offset: INTEGER)
set_raw_pointer (a_pointer: POINTER)
-- set memory location to read/write from. Make sure you have
-- called set_count first!
feature(s) from POSIX_ASYNC_IO_REQUEST
-- basic read/write requests
read
-- execute async read request
write
-- execute async write request
feature(s) from POSIX_ASYNC_IO_REQUEST
-- Eiffel friendly reads and writes
last_string: STRING
-- attempt to return buffer as an Eiffel string
-- buffer should have a terminating byte!
read_string
put_string (text: STRING)
write_string (text: STRING)
feature(s) from POSIX_ASYNC_IO_REQUEST
-- other operations
cancel_failed: BOOLEAN
-- set by cancel, True if cancel request failed, probably
-- because operation was already performed
cancel
-- cancel request
synchronize
-- force all i/o operations queued for the file descriptor
-- associated with this request to the synchronous state.
-- Function returns when the request has been initiated or
-- queued to the file or device (even when the data cannot be
-- synchronized immediately)
synchronize_data
-- force all i/o operations queued for the file descriptor
-- associated with this request to the synchronous state.
-- Function returns when the request has been initiated or
-- queued to the file or device (even when the data cannot be
-- synchronized immediately)
wait_for
-- suspend process, until request completed
feature(s) from POSIX_ASYNC_IO_REQUEST

```

```
-- Access
buffer: STDC_BUFFER
    -- Buffer where data that is being read/write comes from,
    -- unless set_pointer has been called
fd: POSIX_FILE_DESCRIPTOR
is_pending: BOOLEAN
    -- Is io request still pending?
return_status: INTEGER
    -- Return status of asynchronous i/o operation, equal to what
    -- the synchronous read, write of fsync would have returned
invariant
    accessing_real_singleton: security_is_real_singleton;
    valid_error_action: error_action >= 0 and error_action <= 2;
    valid_aiocb: aiocb /= Void;
    synced_buffer_and_raw_pointer: buffer /= Void implies buffer.ptr = raw_pointer;
end of POSIX_ASYNC_IO_REQUEST
```

C.2 Short form of POSIX_BASE

class *interface* *POSIX_BASE*

invariant

accessing_real_singleton: security_is_real_singleton;

valid_error_action: error_action >= 0 and error_action <= 2;

end *of* *POSIX_BASE*

C.3 Short form of *POSIX_CHILD_PROCESS*

```

deferred class interface POSIX_CHILD_PROCESS
feature(s) from POSIX_CHILD_PROCESS
  -- Childs pid
  pid: INTEGER
    -- The process identifier.
  is_pid_valid: BOOLEAN
    -- return True if this object refers to a child process, so
    -- it has an id
feature(s) from POSIX_CHILD_PROCESS
  -- Actions that parent may execute
  wait_for (suspend: BOOLEAN)
    -- Wait for this process to terminate. If suspend then we
    -- wait until the information about this process is available,
    -- else we return immediately.
    -- If suspend is False, check the running property to see
    -- if this child is really terminated.
invariant
  accessing_real_singleton: security_is_real_singleton;
  valid_error_action: error_action >= 0 and error_action <= 2;
  pid_known_is_not_terminated: is_pid_valid = not is_terminated;
end of deferred POSIX_CHILD_PROCESS

```

C.4 Short form of *POSIX_CONSTANTS*

```

class interface POSIX_CONSTANTS
feature(s) from STDC_CONSTANTS
    -- Error codes
    edom: INTEGER
        -- Math argument out of domain of function
    erange: INTEGER
        -- Math result not representable
    emfile: INTEGER
        -- Too many open files
feature(s) from STDC_CONSTANTS
    -- Standard streams
    stream_stdin: POINTER
    stream_stdout: POINTER
    stream_stderr: POINTER
feature(s) from STDC_CONSTANTS
    -- Special characters
    const_eof: INTEGER
        -- signals EOF
feature(s) from STDC_CONSTANTS
    -- I/O buffering
    iofbf: INTEGER
        -- full buffering
    iolfb: INTEGER
        -- line buffering
    ionbf: INTEGER
        -- no buffering
feature(s) from STDC_CONSTANTS
    -- file positioning
    seek_set: INTEGER
    seek_cur: INTEGER
    seek_end: INTEGER
feature(s) from STDC_CONSTANTS
    -- Signal related constants
    sig_dfl: POINTER
    sig_err: POINTER
    sig_ign: POINTER
feature(s) from STDC_CONSTANTS
    -- Signals
    sigabrt: INTEGER
    sigfpe: INTEGER
        -- erroneous arithmetic operation, such as zero divide or an
        -- operation resulting in overflow
    sigill: INTEGER
        -- illegal instruction
    sigint: INTEGER

```

```

    -- receipt of an interactive attention signal
    sigsegy: INTEGER
    -- invalid access to storage
    sigterm: INTEGER
feature(s) from STDC_CONSTANTS
    -- random numbers
    rand_max: INTEGER
    -- maximum value returned by the random function
feature(s) from STDC_CONSTANTS
    -- category constants
    lc_ctype: INTEGER
    lc_numeric: INTEGER
    lc_time: INTEGER
    lc_collate: INTEGER
    lc_monetary: INTEGER
    lc_all: INTEGER
feature(s) from STDC_CONSTANTS
    -- various
    clocks_per_sec: INTEGER
feature(s) from STDC_CONSTANTS
    -- exit codes
    exit_failure: INTEGER
    -- exit status when something has gone wrong
    exit_success: INTEGER
    -- exit status upon success
feature(s) from POSIX_CONSTANTS
    -- Error codes
    eagain: INTEGER
    ewouldblock: INTEGER
    ebadf: INTEGER
    eexist: INTEGER
    einprogress: INTEGER
    eintr: INTEGER
    enoent: INTEGER
    -- A file or directory does not exist
    enospc: INTEGER
    -- There is no free space remaining on the device
    enosys: INTEGER
feature(s) from POSIX_CONSTANTS
    -- standard file numbers
    stderr_fileno: INTEGER
    stdin_fileno: INTEGER
    stdout_fileno: INTEGER
feature(s) from POSIX_CONSTANTS
    -- posix open symbolic constants
    o_append: INTEGER
    -- Set the file offset to the end-of-file prior to each write

```

```

o_creat: INTEGER
    -- If the file does not exist, allow it to be created. This
    -- flag indicates that the mode argument is present in the
    -- call to open.
o_dsync: INTEGER
    -- Write according to synchronized i/o data integrity completion
o_excl: INTEGER
    -- Open fails if the file already exists
o_exclusive: INTEGER
    -- Open fails if the file already exists
o_noctty: INTEGER
    -- prevents terminal from becoming the controlling terminal
    -- for this process
o_nonblock: INTEGER
    -- Do not wait for device or file to be ready or available
o_ronly: INTEGER
    -- Open for reading only
o_rdwr: INTEGER
    -- Open for reading and writing
o_rsync: INTEGER
    -- Synchronized read i/o operations
o_sync: INTEGER
    -- Write according to synchronized i/o file integrity completion
o_trunc: INTEGER
    -- Use only on ordinary files opened for writing. It causes
    -- the file to be truncated to zero length.
o_wronly: INTEGER
    -- Open for writing only
feature(s) from POSIX_CONSTANTS
    -- posix permission symbolic constants
s_irusr: INTEGER
s_iread: INTEGER
s_iwusr: INTEGER
s_iwrite: INTEGER
s_ixusr: INTEGER
s_iexec: INTEGER
s_irgrp: INTEGER
s_iwgrp: INTEGER
s_ixgrp: INTEGER
s_iroth: INTEGER
s_iwoth: INTEGER
s_ixoth: INTEGER
s_isuid: INTEGER
s_isgid: INTEGER
feature(s) from POSIX_CONSTANTS
    -- Posix accessibility constants
f_ok: INTEGER

```

r_ok: INTEGER

w_ok: INTEGER

x_ok: INTEGER

feature(s) from *POSIX_CONSTANTS*

-- Posix signal constants

sa_nocldstop: INTEGER

siglup: INTEGER

-- hangup detected on controlling terminal or death of

-- controlling process

signal_hangup: INTEGER

-- hangup detected on controlling terminal or death of

-- controlling process

sigalrm: INTEGER

-- Timeout signal, such as initiated by the alarm() function

-- or see *POSIX_TIMED_COMMAND*

signal_alarm: INTEGER

-- Timeout signal, such as initiated by the alarm() function

-- or see *POSIX_TIMED_COMMAND*

sigchld: INTEGER

-- Child process terminated or stopped

signal_child: INTEGER

-- Child process terminated or stopped

sigkill: INTEGER

-- Termination signal (cannot be caught or ignored)

signal_kill: INTEGER

-- Termination signal (cannot be caught or ignored)

sigpipe: INTEGER

-- Write on a pipe with no readers

signal_pipe: INTEGER

-- Write on a pipe with no readers

sigquit: INTEGER

-- Interactive termination signal

signal_quit: INTEGER

-- Interactive termination signal

sigcont: INTEGER

-- Continue if stopped

signal_continue: INTEGER

-- Continue if stopped

sigstop: INTEGER

-- Stop signal, cannot be caught or ignored

signal_stop: INTEGER

-- Stop signal, cannot be caught or ignored

sigtstp: INTEGER

-- Interactive stop signal

signal_interactive_stop: INTEGER

-- Interactive stop signal

sigttin: INTEGER


```
-- Read from control terminal attempted by a member of a
-- background process group
signal_terminal_in: INTEGER
-- Read from control terminal attempted by a member of a
-- background process group
sigttou: INTEGER
-- Write to control terminal attempted by a member of a
-- background process group
signal_terminal_out: INTEGER
-- Write to control terminal attempted by a member of a
-- background process group
feature(s) from POSIX_CONSTANTS
-- sigprocmask how values
sig_block: INTEGER
sig_unblock: INTEGER
sig_setmask: INTEGER
feature(s) from POSIX_CONSTANTS
-- Posix pathconf constants
pc_name_max: INTEGER
-- The maximum length of a filename for this directory
feature(s) from POSIX_CONSTANTS
-- terminal i/o local mode flags
isig: INTEGER
icanon: INTEGER
echo: INTEGER
-- If set, input characters are echoed back to the terminal
echoe: INTEGER
echok: INTEGER
echonl: INTEGER
noflsh: INTEGER
tostop: INTEGER
iexten: INTEGER
feature(s) from POSIX_CONSTANTS
-- set terminal settings options
tcsanow: INTEGER
tcsadrain: INTEGER
tcsaflush: INTEGER
feature(s) from POSIX_CONSTANTS
-- Semaphore constants
sem_value_max: INTEGER
-- Valid maximum initial value for a semaphore.
feature(s) from POSIX_CONSTANTS
-- terminal baud rates
b0: INTEGER
b50: INTEGER
b75: INTEGER
b110: INTEGER
```

```
b134: INTEGER
b150: INTEGER
b200: INTEGER
b300: INTEGER
b600: INTEGER
b1200: INTEGER
b1800: INTEGER
b2400: INTEGER
b4800: INTEGER
b9600: INTEGER
b19200: INTEGER
b38400: INTEGER
b57600: INTEGER
b115200: INTEGER
b230400: INTEGER
feature(s) from POSIX_CONSTANTS
-- terminal i/o control mode constants
csize: INTEGER
cs5: INTEGER
cs6: INTEGER
cs7: INTEGER
cs8: INTEGER
cstopb: INTEGER
cread: INTEGER
parenb: INTEGER
parodd: INTEGER
hupcl: INTEGER
clocal: INTEGER
feature(s) from POSIX_CONSTANTS
-- terminal i/o input control flags
ignbrk: INTEGER
brkint: INTEGER
ignpar: INTEGER
parmrk: INTEGER
inpck: INTEGER
istrip: INTEGER
inlcr: INTEGER
igncr: INTEGER
icrnl: INTEGER
ixon: INTEGER
ixoff: INTEGER
feature(s) from POSIX_CONSTANTS
-- category constants
lc_messages: INTEGER
feature(s) from POSIX_CONSTANTS
-- pathname variable values
max_input: INTEGER
```

```
-- Minimum number of bytes for which space will be available
-- in a terminal input queue; therefore, the maximum number
-- of bytes a portable application may required to be typed
-- as input before eading them
name_max: INTEGER
-- Maximum number of bytes in a file name
path_max: INTEGER
-- Maximum number of bytes in a pathname
pipe_buf: INTEGER
-- Maximum number of bytes that can be written atomically
-- when writing to a pipe.
feature(s) from POSIX_CONSTANTS
-- invariant values
ssize_max: INTEGER
-- The maximum value that can be stored in an object of type ssize_t
feature(s) from POSIX_CONSTANTS
-- Other limits
stream_max: INTEGER
-- The number of streams that one process can have open at
-- one time. If defined, it has the same value as {FOPEN_MAX}.
end of POSIX_CONSTANTS
```

C.5 Short form of *POSIX_CURRENT_PROCESS*

```

class interface POSIX_CURRENT_PROCESS
feature(s) from ARGUMENTS
    command_name: STRING
feature(s) from CAPI_TIME
    -- Standard C binding
    current_time: INTEGER
    -- The current calendar time in seconds since the epoch
feature(s) from STDC_CURRENT_PROCESS
    -- Process standard input/output/error
    stdin: POSIX_TEXT_FILE
    stdout: POSIX_TEXT_FILE
    stderr: POSIX_TEXT_FILE
feature(s) from STDC_CURRENT_PROCESS
    -- Various
    clock: INTEGER
    -- Approximation of processor time used by the program, or -1
    -- if unknown
feature(s) from STDC_CURRENT_PROCESS
    -- Random numbers
    random: INTEGER
    -- Returns a pseudo-random integer between 0 and RAND_MAX.
    set_random_seed (a_seed: INTEGER)
    -- Sets a_seed as the seed for a new sequence of
    -- pseudo-random integers to be returned by random. These
    -- sequences are repeatable by calling set_random_seed with
    -- the same seed value. If no seed value is provided, the
    -- random function is automatically seeded with a value of
    -- 1.
feature(s) from STDC_CURRENT_PROCESS
    -- Global locale
    locale: STRING
    -- Current locale
    numeric_format: STDC_LOCALE_NUMERIC
    -- Various information for formatting numbers and monetary
    -- quantities
    set_locale (category: INTEGER; new_locale: STRING)
    -- Set given locale to new_locale. new_locale is either a
    -- well-known constant like "C" or "da_DK" or an opaque
    -- string that was returned by another call of setlocale.
    set_c_locale
    -- Set locale to the Standard C locale (the default).
    set_native_decimal_point
    -- Set the decimal point character using the LC_NUMERIC
    -- environment variable.
    set_native_locale

```

```

-- Set entire locale to the natives setting which is
-- determined by environment variables like LC_NUMERIC,
-- LC_COLLATE, LC_CTYPE etc.
set_native_time
-- Set time display to the natives setting using the LC_TIME
-- environment variable.
feature(s) from ABSTRACT_CURRENT_PROCESS
-- Access
effective_user_name: STRING
-- Name of the user currently associated with the current
-- thread;
-- Name will not be Void, but can be empty if no name found
-- (you can screw up your /etc/passwd on Unix...)
full_command_name: STRING
-- command_name with fully qualified path;
-- An empty string is returned in case command_name is
-- empty. As any program can setup the arguments passed to
-- another program, an empty command_name is a possibility.
pid: INTEGER
-- Process identifier, unique for this process
feature(s) from ABSTRACT_CURRENT_PROCESS
-- Status
is_pid_valid: BOOLEAN
-- Is pid valid?
feature(s) from ABSTRACT_CURRENT_PROCESS
-- Every process also has standard file descriptors which might not be compatible with
stdin/stdout/stderr (Windows)
fd_stdin: POSIX_FILE_DESCRIPTOR
fd_stdout: POSIX_FILE_DESCRIPTOR
fd_stderr: POSIX_FILE_DESCRIPTOR
feature(s) from ABSTRACT_CURRENT_PROCESS
-- Sleeping
millisleep (a_milliseconds: INTEGER)
-- Sleep for a_milliseconds milliseconds. Due to timer
-- resolution issues, the minimum resolution might be in the
-- order of 10ms or higher.
sleep (seconds: INTEGER)
-- Delays process execution up to seconds. Can return early
-- if interrupted. Check unslept_seconds
unslept_seconds: INTEGER
-- The number of seconds still to sleep, before being
-- interrupted; it is set by sleep. If it is zero, no
-- interrupt occurred and process slept for the allotted
-- time.
feature(s) from STDC_SECURITY_ACCESSOR
-- The singleton, available to any because its used in preconditions
security: STDC_SECURITY

```

```

-- Singleton entry point for security.
feature(s) from STDC_BASE
-- Access
errno: STDC_ERRNO
-- Access to the variable that contains the error that occurred.
feature(s) from STDC_BASE
-- Status
raise_exception_on_error: BOOLEAN
-- Should an exception be raised when an error occurs?
-- If not, you have to check errno for any errors.
feature(s) from STDC_BASE
-- Change
set_default_action_on_error
-- Use security.error_handling.exceptions_enabled to
-- determine if an exception should be raised when a C call
-- returns an error.
set_raise_exception_on_error
-- Always raise an exception when a C call returns an error.
set_continue_on_error
-- Never raise an exception when a C call returns an error.
feature(s) from ABSTRACT_PROCESS
-- Signal this process
terminate
-- attempt to gracefully terminate this process
feature(s) from EPX_CURRENT_PROCESS
-- Access (doesn't make a lot of sense if you're not inheriting)
raw_environment_variables: ARRAY[STRING]
-- The raw list of name=value pairs of environment
-- variables passed to this process;
-- A new list is created every time this feature is accessed.
feature(s) from POSIX_PROCESS
-- signal this process
kill (a_signal_code: INTEGER)
-- Send signal signal_code to the process
feature(s) from POSIX_CURRENT_PROCESS
-- POSIX locale specifics
set_native_messages
-- Select native language as the language in which messages
-- are displayed.
invariant
accessing_real_singleton: security_is_real_singleton;
valid_error_action: error_action >= 0 and error_action <= 2;
end of POSIX_CURRENT_PROCESS

```

C.6 Short form of *POSIX_DAEMON*

deferred class *interface* *POSIX_DAEMON*

feature(s) from *POSIX_DAEMON*

-- Daemon specific actions

detach

-- detach from command-line, not very useful if you want to
-- spawn multiple daemons, but you can always pass daemons to
-- the fork routine yourself.

after_fork

-- Code thanks to W. Richard Stevens.
-- If you are started from inetd, youre in big trouble
-- already and sinking deeper in the mud. For inetd there will
-- be another method to call, perhaps *init_inetd* or so.

invariant

accessing_real_singleton: *security_is_real_singleton*;

valid_error_action: *error_action* >= 0 **and** *error_action* <= 2;

pid_known_is_not_terminated: *is_child_pid_valid* = **not** *is_terminated*;

end of deferred *POSIX_DAEMON*

C.7 Short form of POSIX_DIRECTORY

class *interface* *POSIX_DIRECTORY*

creation

make (*a_directory_name*: *STRING*)

-- Initialize for browsing *a_directory_name*.

invariant

accessing_real_singleton: *security_is_real_singleton*;

valid_error_action: *error_action* >= 0 **and** *error_action* <= 2;

directory_name_not_empty: *directory_name* /= Void **and then not** *directory_name.is_empty*;

my_status_tracks_item: *my_status* /= Void **implies** *my_status.path.is_equal*(*full_name*);

end *of* *POSIX_DIRECTORY*

C.8 Short form of `POSIX_EXEC_PROCESS`

class *interface* `POSIX_EXEC_PROCESS`

creation

```

make (a_program: STRING; a_arguments: ARRAY[STRING])
make_capture_input (a_program: STRING; a_arguments: ARRAY[STRING])
make_capture_output (a_program: STRING; a_arguments: ARRAY[STRING])
make_capture_io (a_program: STRING; a_arguments: ARRAY[STRING])
    -- Why not use three directional i/o, because youre getting
    -- yourself in great, great trouble anyway.
    -- A bit of advice: call stdin.close before starting to call
    -- stdout.read_string. But: your pipe might not have a large
    -- enough buffer, so you write to the process stdin and get
    -- blocked, because the process must empty its stdin
    -- first. The process will do that, but next write to
    -- stdout. If the stdout buffer is full, the process will
    -- block. Now we have a nice dead-lock. Happy coding.
make_capture_all (a_program: STRING; a_arguments: ARRAY[STRING])
    -- Three directional i/o is a great way to get yourself in trouble.

```

feature(s) from `STDC_CHILD_PROCESS`

```

-- Termination info
has_exit_code: BOOLEAN
    -- Does exit_code return a valid value?
is_terminated: BOOLEAN
    -- Is child not running any more?
exit_code: INTEGER
    -- Low-order 8 bits of call to _exit or exit for this process.

```

feature(s) from `ABSTRACT_CHILD_PROCESS`

```

-- Actions that parent may execute
wait_for (suspend: BOOLEAN)
    -- Wait for this process to terminate. If suspend then we
    -- wait until the information about this process is available,
    -- else we return immediately.
    -- If suspend is False, check the running property to see
    -- if this child is really terminated.

```

feature(s) from `ARGUMENTS`

```

command_name: STRING

```

feature(s) from `CAPI_TIME`

```

-- Standard C binding
current_time: INTEGER
    -- The current calendar time in seconds since the epoch

```

feature(s) from `STDC_CURRENT_PROCESS`

```

-- Process standard input/output/error
child_stdin: POSIX_TEXT_FILE
child_stdout: POSIX_TEXT_FILE
child_stderr: POSIX_TEXT_FILE

```

feature(s) from `STDC_CURRENT_PROCESS`

```

-- Various
clock: INTEGER
    -- Approximation of processor time used by the program, or -1
    -- if unknown
feature(s) from STDC_CURRENT_PROCESS
-- Random numbers
random: INTEGER
    -- Returns a pseudo-random integer between 0 and RAND_MAX.
set_random_seed (a_seed: INTEGER)
    -- Sets a_seed as the seed for a new sequence of
    -- pseudo-random integers to be returned by random. These
    -- sequences are repeatable by calling set_random_seed with
    -- the same seed value. If no seed value is provided, the
    -- random function is automatically seeded with a value of
    -- 1.
feature(s) from STDC_CURRENT_PROCESS
-- Global locale
locale: STRING
    -- Current locale
numeric_format: STDC_LOCALE_NUMERIC
    -- Various information for formatting numbers and monetary
    -- quantities
set_locale (category: INTEGER; new_locale: STRING)
    -- Set given locale to new_locale. new_locale is either a
    -- well-known constant like "C" or "da_DK" or an opaque
    -- string that was returned by another call of setlocale.
set_c_locale
    -- Set locale to the Standard C locale (the default).
set_native_decimal_point
    -- Set the decimal point character using the LC_NUMERIC
    -- environment variable.
set_native_locale
    -- Set entire locale to the natives setting which is
    -- determend by environment variables like LC_NUMERIC,
    -- LC_COLLATE, LC_CTYPE etc.
set_native_time
    -- Set time display to the natives setting using the LC_TIME
    -- environment variable.
feature(s) from ABSTRACT_CURRENT_PROCESS
-- Access
effective_user_name: STRING
    -- Name of the user currently associated with the current
    -- thread;
    -- Name will not be Void, but can be empty if no name found
    -- (you can screw up your /etc/passwd on Unix...)
full_command_name: STRING
    -- command_name with fully qualified path;

```

```

-- An empty string is returned in case command_name is
-- empty. As any program can setup the arguments passed to
-- another program, an empty command_name is a possibility.
child_pid: INTEGER
-- The process identifier.
feature(s) from ABSTRACT_CURRENT_PROCESS
-- Status
is_child_pid_valid: BOOLEAN
-- return True if this object refers to a child process, so
-- it has an id
feature(s) from ABSTRACT_CURRENT_PROCESS
-- Every process also has standard file descriptors which might not be compatible with
stdin/stdout/stderr (Windows)
child_fd_stin: POSIX_FILE_DESCRIPTOR
child_fd_stdout: POSIX_FILE_DESCRIPTOR
child_fd_stderr: POSIX_FILE_DESCRIPTOR
feature(s) from ABSTRACT_CURRENT_PROCESS
-- Sleeping
millisleep (a_milliseconds: INTEGER)
-- Sleep for a_milliseconds milliseconds. Due to timer
-- resolution issues, the minimum resolution might be in the
-- order of 10ms or higher.
sleep (seconds: INTEGER)
-- Delays process execution up to seconds. Can return early
-- if interrupted. Check unslept_seconds
unslept_seconds: INTEGER
-- The number of seconds still to sleep, before being
-- interrupted; it is set by sleep. If it is zero, no
-- interrupt occurred and process slept for the allotted
-- time.
feature(s) from STDC_SECURITY_ACCESSOR
-- The singleton, available to any because its used in preconditions
security: STDC_SECURITY
-- Singleton entry point for security.
feature(s) from STDC_BASE
-- Access
errno: STDC_ERRNO
-- Access to the variable that contains the error that occurred.
feature(s) from STDC_BASE
-- Status
raise_exception_on_error: BOOLEAN
-- Should an exception be raised when an error occurs?
-- If not, you have to check errno for any errors.
feature(s) from STDC_BASE
-- Change
set_default_action_on_error
-- Use security.error_handling.exceptions_enabled to

```

```

-- determine if an exception should be raised when a C call
-- returns an error.
set_raise_exception_on_error
-- Always raise an exception when a C call returns an error.
set_continue_on_error
-- Never raise an exception when a C call returns an error.
feature(s) from ABSTRACT_PROCESS
-- Signal this process
terminate
-- attempt to gracefully terminate this process
feature(s) from EPX_CURRENT_PROCESS
-- Access (doesn't make a lot of sense if you're not inheriting)
raw_environment_variables: ARRAY[STRING]
-- The raw list of name=value pairs of environment
-- variables passed to this process;
-- A new list is created every time this feature is accessed.
feature(s) from POSIX_PROCESS
-- signal this process
kill (a_signal_code: INTEGER)
-- Send signal signal_code to the process
feature(s) from POSIX_CURRENT_PROCESS
-- POSIX locale specifics
set_native_messages
-- Select native language as the language in which messages
-- are displayed.
feature(s) from ABSTRACT_EXEC_PROCESS
-- (re)set arguments
has_void_argument (a_arguments: ARRAY[STRING]): BOOLEAN
-- Is one of the items in a_arguments Void?
set_arguments (a_arguments: ARRAY[STRING])
feature(s) from ABSTRACT_EXEC_PROCESS
-- i/o capturing
capture_input: BOOLEAN
-- is input captured on execute?
capture_output: BOOLEAN
-- is output captured on execute?
capture_error: BOOLEAN
-- is error captured on execute?
set_capture_input (on: BOOLEAN)
set_capture_output (on: BOOLEAN)
set_capture_error (on: BOOLEAN)
fd_stdin: POSIX_FILE_DESCRIPTOR
-- Input read by process
fd_stdout: POSIX_FILE_DESCRIPTOR
-- Output emitted by process
fd_stderr: POSIX_FILE_DESCRIPTOR
-- Error output from process

```

```

feature(s) from ABSTRACT_EXEC_PROCESS
  -- Execute
  execute
    -- Executes program_name
    -- dont forget to wait for this process to terminate
feature(s) from ABSTRACT_EXEC_PROCESS
  -- Access
  program_name: STDC_PATH
    -- Program to execute
  arguments: ARRAY[STRING]
    -- Arguments to pass to program_name
feature(s) from POSIX_FORK_ROOT
  -- termination info
  is_terminated_normally: BOOLEAN
    -- Has this process been terminated normally?
  is_exited: BOOLEAN
    -- Has this process been terminated normally?
  is_signalled: BOOLEAN
    -- Child process was terminated due to receipt of a signal
    -- that was not caught.
  signal_code: INTEGER
    -- Signal of process terminated abnormally or was stopped.
invariant
  accessing_real_singleton: security_is_real_singleton;
  valid_error_action: error_action >= 0 and error_action <= 2;
  pid_known_is_not_terminated: is_child_pid_valid = not is_terminated;
  program_name_not_empty: program_name /= Void and then not program_name.is_empty;
  arguments_not_void: arguments /= Void;
  all_arguments_not_void: not has_void_argument(arguments);
  descriptors_are_owners: (fd_stdin /= Void and then fd_stdin.is_open implies fd_stdin.is_owner)
and then (fd_stdout /= Void and then fd_stdout.is_open implies fd_stdout.is_owner) and then
(fd_stderr /= Void and then fd_stderr.is_open implies fd_stderr.is_owner);
  streams_are_not_owner: (stdin /= Void implies not stdin.is_owner) and then (stdout /=
Void implies not stdout.is_owner) and then (stderr /= Void implies not stderr.is_owner);
end of POSIX_EXEC_PROCESS

```

C.9 Short form of POSIX_FILE

deferred class *interface* **POSIX_FILE**

feature(s) from **POSIX_FILE**

-- special makes

make_from_file_descriptor (*a_file_descriptor*: **ABSTRACT_FILE_DESCRIPTOR**; *a_mode*: **STRING**)

- Open a stream from a given file descriptor.
- The stream will become leading so when the file
- descriptor is closed, it will not close, you have to close
- the stream to close the file descriptor.

invariant

accessing_real_singleton: *security_is_real_singleton*;

valid_error_action: *error_action* >= 0 **and** *error_action* <= 2;

open_in_sync: *is_open_read* **or** *is_open_write* **implies** *is_open*; -- The reverse is not true, for examples sockets can be

-- closed for reading/writing, but still open.

capacity_not_negative: *capacity* >= 0;

valid_capacity: *is_open* = (*capacity* > 0);

open_implies_handle_assigned: *is_open* = (*stream* /= *unassigned_value*);

owned_implies_open: *is_owner* **implies** *is_open*;

owned_implies_handle_assigned: *is_owner* **implies** *stream* /= *unassigned_value*;

last_string_valid: *last_string* /= *Void*;

gets_buf_valid: *gets_buf* /= *Void*;

end of deferred **POSIX_FILE**

C.10 Short form of *POSIX_FILE_DESCRIPTOR*

class *interface* *POSIX_FILE_DESCRIPTOR*

creation

```

open (a_path: STRING; a_flags: INTEGER)
    -- Open given file with access given by flags.
open_read (a_path: STRING)
    -- Open given file with access given by flags.
open_write (a_path: STRING)
open_read_write (a_path: STRING)
open_truncate (a_path: STRING)
    -- Open file, if it exists, truncate it first.
create_read_write (a_path: STRING)
    -- Always create a file, existing or not.
    -- Give read/write permissions to user only.
create_write (a_path: STRING)
    -- Always create a file, existing or not.
    -- Give read/write permissions to user only.
create_with_mode (a_path: STRING; flags, mode: INTEGER)
    -- Create a file according to flags and with mode access
    -- permissions. Make sure you have the O_CREAT flag in flags
    -- if you really want to create something!
make_as_duplicate (another: ABSTRACT_FILE_DESCRIPTOR)
    -- On creation, create a duplicate from another file descriptor
    -- As normal call, closes its own descriptor first (if open) and
    -- duplicates next.
make_from_file (file: STDC_FILE)
    -- Create file descriptor from given stream
    -- The stream is leading, so this file descriptor will
    -- never close itself, unless it is made an owner.
attach_to_fd (a_fd: INTEGER; a_become_owner: BOOLEAN)
    -- Create file descriptor with value a_fd. File descriptor
    -- will close it when a_become_owner.
```

feature(s) from *MEMORY*

```

dispose
    -- Close handle if owner.
```

feature(s) from *KI_INPUT_STREAM*

```

-- Input
non_blocking_read_character
    -- Read the next item in input stream.
    -- Make the result available in last_item.
non_blocking_read_to_buffer (a_buffer: KI_BUFFER[CHARACTER]; pos, nb: INTEGER):
INTEGER
    -- Fill a_buffer, starting at position pos, with
    -- at most nb items read from input stream.
    -- Return the number of items actually read.
```

feature(s) from *KI_INPUT_STREAM*

```

-- Status report
is_closable_for_reading: BOOLEAN
    -- Can current input stream be closed?
is_open_read: BOOLEAN
    -- Can items be read from input stream?
is_rewindable: BOOLEAN
    -- Can current input stream be rewound to return input from
    -- the beginning of the stream?
eof: BOOLEAN
    -- Has end-of-file been reached?
valid_unread_character (a_character: CHARACTER): BOOLEAN
    -- Can a_character be put back in input stream?
feature(s) from KI_INPUT_STREAM
    -- Access
    path: STDC_PATH
        -- Scratch path
    last_character: CHARACTER
        -- Last character read by read_character and a few other
        -- routines
feature(s) from KI_INPUT_STREAM
    -- Basic operations
    close_for_reading
        -- Try to close input stream if it is closable. Set
        -- is_open_read to false if operation was successful.
    rewind
        -- Move input position to the beginning of stream.
feature(s) from KL_IMPORTED_ANY_ROUTINES
    -- Access
    any_: KL_ANY_ROUTINES
        -- Routines that ought to be in class ANY
feature(s) from KI_CHARACTER_INPUT_STREAM
    -- Input
    non_blocking_read_string (nb: INTEGER)
        -- Read at most nb characters from input stream.
        -- Make the characters that have actually been read
        -- available in last_string.
    non_blocking_read_to_string (a_string: STRING; pos, nb: INTEGER): INTEGER
        -- Fill a_string, starting at position pos, with
        -- at most nb characters read from input stream.
        -- Return the number of characters actually read.
feature(s) from KI_CHARACTER_INPUT_STREAM
    -- Access
    last_string: STRING
        -- Last string read;
        -- (Note: this query always return the same object.
        -- Therefore a clone should be used if the result
        -- is to be kept beyond the next call to this feature.

```



```

-- However last_string is not shared between file objects.)
feature(s) from EPX_CHARACTER_INPUT_STREAM
-- Access
is_streaming: BOOLEAN
-- Is data coming from a network stream?
feature(s) from EPX_CHARACTER_INPUT_STREAM
-- Input
last_read: INTEGER
-- Last bytes read by read_buffer;
-- Can be less than requested for non-blocking input.
-- Check last_blocked in that case.
read_buffer (buf: STDC_BUFFER; offset, nbytes: INTEGER)
-- Read data into buf at offset for nbytes bytes.
-- Number of bytes actually read are available in last_read.
-- This is a more safe version of read in case you have a
-- STDC_BUFFER object.
feature(s) from KI_TEXT_INPUT_STREAM
-- Input
read_line
-- Read characters from input stream until a line separator
-- or end of file is reached. Make the characters that have
-- been read available in last_string and discard the line
-- separator characters from the input stream.
-- Zero characters will be read when non-blocking i/o
-- is enabled, and read_line would block at the first character.
-- If a character has been read, read_line will block until
-- a %N has been read or end_of_input occurs.
read_new_line
-- Read a line separator from input file.
-- Make the characters making up the recognized
-- line separator available in last_string,
-- or make last_string empty and leave the
-- input file unchanged if no line separator
-- was found.
feature(s) from KI_TEXT_INPUT_STREAM
-- Access
eol: STRING
-- Line separator;
-- EPX classes do not distinguish between a %R%N or just %N
-- end-of-line. The platform may though.
feature(s) from KI_OUTPUT_STREAM
-- Output
put_character (c: CHARACTER)
-- Write a character.
append (an_input_stream: KI_INPUT_STREAM[CHARACTER])
-- Read items of an_input_stream until the end
-- of input is reached, and write these items to

```

```

-- current output stream.
-- append is safe for non-blocking descriptors.
feature(s) from KI_OUTPUT_STREAM
-- Status report
is_open_write: BOOLEAN
-- Can items be written to output stream?
is_closable_for_writing: BOOLEAN
-- Can current output stream be closed?
feature(s) from KI_OUTPUT_STREAM
-- Basic operations
close_for_writing
-- Try to close output stream if it is closable. Set
-- is_open_write to false if operation was successful.
feature(s) from KI_CHARACTER_OUTPUT_STREAM
-- Output
put_string (a_string: STRING)
-- Write a_string to output stream.
-- a_string may not contain the %U character.
put_substring (a_string: STRING; s, e: INTEGER)
-- Write substring of a_string between indexes
-- s and e to output stream.
put_integer (i: INTEGER)
-- Write decimal representation
-- of i to output stream.
-- Regexp: 0|(-?[1-9][0-9]*)
put_boolean (b: BOOLEAN)
-- Write "True" to output stream if
-- b is true, "False" otherwise.
feature(s) from KI_CHARACTER_OUTPUT_STREAM
-- Basic operations
flush
-- Flush buffered data to disk.
feature(s) from EPX_CHARACTER_OUTPUT_STREAM
-- Output
last_written: INTEGER
-- How many bytes were written by the last call to a routine;
-- Can be less than requested for non-blocking output.
-- Check last_blocked in that case.
put_buffer (buf: STDC_BUFFER; offset, nbytes: INTEGER)
-- More safe version of write in case you have a
-- STDC_BUFFER object.
write_buffer (buf: STDC_BUFFER; offset, nbytes: INTEGER)
-- More safe version of write in case you have a
-- STDC_BUFFER object.
feature(s) from KI_TEXT_OUTPUT_STREAM
-- Output
put_line (a_string: STRING)

```

```

-- Write a_string to output stream
-- followed by a line separator.
put_new_line
-- Write a line separator to output stream.
feature(s) from EPX_CHARACTER_IO_STREAM
-- Basic operations
close
-- Close the resource.
feature(s) from EPX_CHARACTER_IO_STREAM
-- Status report
is_closable: BOOLEAN
-- Can current stream be closed for reading and writing?
is_open: BOOLEAN
-- Does handle contain an open handle?
is_owner: BOOLEAN
-- Does this object close the stream on close or dispose?
-- Only for resources that are owned, are resource limits checked.
feature(s) from STDC_HANDLE
-- Access
resource_usage_can_be_increased: BOOLEAN
-- Is it allowed to open another file?
feature(s) from STDC_HANDLE
-- Influence ownership of the handle. Can help to influence subtle garbage collector problems
become_owner
-- This class will own its handle. This is the only function
-- that actually increases the resource count.
unown
-- Resource will not be closed on dispose. Calling close will
-- be forbidden. This routine may not call any other object,
-- else it cannot be called from within dispose.
feature(s) from STDC_HANDLE
-- Close
detach
-- Forget the resource. Resource is not closed.
-- You cannot read and write anymore.
feature(s) from STDC_HANDLE
-- Resource
capacity: INTEGER
-- Number of resources that are in use by handle. For a
-- file this is 1, for a memory handle, this is the number of
-- bytes.
fd: H
-- Identifier of resource tracked by this class.
feature(s) from PORTABLE_PATH
-- Change
set_portable_path (a_path: STRING)
-- Set portable_path to a_path.

```

feature(s) from HASHABLE*hash_code: INTEGER*

-- Hash code value

feature(s) from STDC_HANDLE_BASED_IO_STREAM

-- Stream or disk file

set_streaming (enable: BOOLEAN)

-- Influence behaviour of certain functions if they should be
 -- optimized for data coming from disk or data coming from
 -- the network. In particular *is_streaming* implies that a
 -- client application is prepared to handle *reads* that
 -- return less than the requested number of bytes, but dont
 -- assume that means end-of-file.

feature(s) from STDC_SECURITY_ACCESSOR

-- The singleton, available to any because its used in preconditions

security: STDC_SECURITY

-- Singleton entry point for security.

feature(s) from STDC_BASE

-- Access

errno: STDC_ERRNO

-- Access to the variable that contains the error that occurred.

feature(s) from STDC_BASE

-- Status

raise_exception_on_error: BOOLEAN

-- Should an exception be raised when an error occurs?

-- If not, you have to check *errno* for any errors.**feature(s) from STDC_BASE**

-- Change

set_default_action_on_error

-- Use *security.error_handling.exceptions_enabled* to
 -- determine if an exception should be raised when a C call
 -- returns an error.

set_raise_exception_on_error

-- Always raise an exception when a C call returns an error.

set_continue_on_error

-- Never raise an exception when a C call returns an error.

feature(s) from ABSTRACT_FILE_DESCRIPTOR

-- Initialization

*make**open (a_path: STRING; a_flags: INTEGER)*-- Open given file with access given by *flags*.*open_read (a_path: STRING)*-- Open given file with access given by *flags*.*open_write (a_path: STRING)**open_read_write (a_path: STRING)**open_truncate (a_path: STRING)*

-- Open file, if it exists, truncate it first.

create_read_write (a_path: STRING)

```

-- Always create a file, existing or not.
-- Give read/write permissions to user only.
create_write (a_path: STRING)
-- Always create a file, existing or not.
-- Give read/write permissions to user only.
create_with_mode (a_path: STRING; flags, mode: INTEGER)
-- Create a file according to flags and with mode access
-- permissions. Make sure you have the O_CREAT flag in flags
-- if you really want to create something!
feature(s) from ABSTRACT_FILE_DESCRIPTOR
-- Special creation
attach_to_fd (a_fd: INTEGER; a_become_owner: BOOLEAN)
-- Create file descriptor with value a_fd. File descriptor
-- will close it when a_become_owner.
make_as_duplicate (another: ABSTRACT_FILE_DESCRIPTOR)
-- On creation, create a duplicate from another file descriptor
-- As normal call, closes its own descriptor first (if open) and
-- duplicates next.
feature(s) from ABSTRACT_FILE_DESCRIPTOR
-- Read and write to memory block
last_blocked: BOOLEAN
-- Would last call to read or write block?
read (buf: POINTER; offset, nbytes: INTEGER)
-- Read data into buf at offset for nbytes bytes.
-- The number of bytes actually read, is available in last_read.
write (buf: POINTER; offset, nbytes: INTEGER)
-- Write given data from buf at offset, for nbytes
-- bytes. Number of actually written bytes are in
-- last_written. last_written can be unequal to nbytes
-- if i/o is non-blocking or some error has occurred.
feature(s) from ABSTRACT_FILE_DESCRIPTOR
-- Eiffel like output
put (a: ANY)
-- Write any Eiffel object as string using its out value.
write_character (c: CHARACTER)
-- Write a character.
write_string (a_string: STRING)
-- Write a_string to output stream.
-- a_string may not contain the %U character.
puts (a_string: STRING)
-- Write a_string to output stream.
-- a_string may not contain the %U character.
feature(s) from ABSTRACT_FILE_DESCRIPTOR
-- Buffered input
read_character
-- Sets last_character.
-- If this routine blocks, last_character has the value

```

```

-- %U. Therefore, if non-blocking is enabled, always check
-- last_blocked to see if the value make sense.
read_string (nb: INTEGER)
-- Read at most nb characters from input stream.
-- Make the characters that have actually been read
-- available in last_string.
-- Zero characters will be read when non-blocking i/o
-- is enabled, and read would block.
feature(s) from ABSTRACT_FILE_DESCRIPTOR
-- File position
seek (offset: INTEGER)
-- Set file position to given absolute offset.
seek_from_current (offset: INTEGER)
-- Set file position relative to current position.
seek_from_end (offset: INTEGER)
-- Set file position relative to end of file.
feature(s) from ABSTRACT_FILE_DESCRIPTOR
-- Status report
is_attached_to_terminal: BOOLEAN
-- Is the handle associated with character device?
feature(s) from ABSTRACT_FILE_DESCRIPTOR
-- Access
status: POSIX_STATUS
-- The status for this file descriptor. Cached value,
-- refreshed only when file reopened.
value: INTEGER
-- The actual file descriptor value
feature(s) from ABSTRACT_FILE_DESCRIPTOR
-- non-blocking i/o
is_blocking_io: BOOLEAN
-- Is blocking i/o enabled (default)?
set_blocking_io (enable: BOOLEAN)
-- Set is_blocking_io.
supports_nonblocking_io: BOOLEAN
-- Does this descriptor support non-blocking input/output?
-- On POSIX systems, any descriptor does.
-- On Windows sockets and pipes do.
feature(s) from POSIX_FILE_DESCRIPTOR
-- Initialization
make_from_file (file: STDC_FILE)
-- Create file descriptor from given stream
-- The stream is leading, so this file descriptor will
-- never close itself, unless it is made an owner.
feature(s) from POSIX_FILE_DESCRIPTOR
-- Status
is_closed_on_execute: BOOLEAN
-- Is this descriptor closed when the process executes or

```

```

-- spawns a child process?
feature(s) from POSIX_FILE_DESCRIPTOR
-- Close
close_on_execute
-- Close this descriptor in the child process after a spawn
-- or execute has happened. Important if you dont
-- inadvertently want to leak important sockets to a client.
feature(s) from POSIX_FILE_DESCRIPTOR
-- Synchronisation
supports_file_synchronization: BOOLEAN
-- Do we support synchronization?
supports_data_synchronization: BOOLEAN
-- Do we support synchronization of data without metadata?
synchronize
-- Synchronize the state of a file (includes synchronize_data).
synchronize_data
-- Synchronize the data of a file. Cheaper than
-- synchronize, but not always supported.
feature(s) from POSIX_FILE_DESCRIPTOR
-- Locking
get_lock (lock_to_test: POSIX_LOCK): POSIX_LOCK
-- Gets lock information, returns True if a lock is set on
-- the region in a_lock. a_lock is overwritten with that lock.
set_lock_failed: BOOLEAN
-- Did set_lock obtain a lock?
attempt_lock (a_lock: POSIX_LOCK)
-- Attempt to set lock, if not possible, set
-- set_lock_failed.
set_lock (a_lock: POSIX_LOCK)
-- Attempt to set lock, wait if necessary.
feature(s) from POSIX_FILE_DESCRIPTOR
-- Access
file_descriptor_flags: INTEGER
-- All file descriptor bits associated with this handle.
terminal: POSIX_TERMIOS
-- Terminal settings.
ttyname: STRING
-- Terminal path name, or empty if this file descriptor does
-- not refer to a terminal
invariant
accessing_real_singleton: security_is_real_singleton;
valid_error_action: error_action >= 0 and error_action <= 2;
open_in_sync: is_open_read or is_open_write implies is_open; -- The reverse is not true,
for examples sockets can be
-- closed for reading/writing, but still open.
capacity_not_negative: capacity >= 0;
valid_capacity: is_open = (capacity > 0);

```

```
open_implies_handle_assigned: is_open = (fd /= unassigned_value);
owned_implies_open: is_owner implies is_open;
owned_implies_handle_assigned: is_owner implies fd /= unassigned_value;
valid_status: not is_open implies my_status = Void;
path_not_void: path /= Void;
line_buffer_index_offset_ok: line_buffer /= Void implies line_buffer_index <= line_buffer.count;
end of POSIX_FILE_DESCRIPTOR
```


C.11 Short form of *POSIX_FILE_SYSTEM*

```

class interface POSIX_FILE_SYSTEM
feature(s) from STDC_SECURITY_ACCESSOR
  -- The singleton, available to any because its used in preconditions
  security: STDC_SECURITY
    -- Singleton entry point for security.
feature(s) from STDC_BASE
  -- Access
  errno: STDC_ERRNO
    -- Access to the variable that contains the error that occurred.
feature(s) from STDC_BASE
  -- Status
  raise_exception_on_error: BOOLEAN
    -- Should an exception be raised when an error occurs?
    -- If not, you have to check errno for any errors.
feature(s) from STDC_BASE
  -- Change
  set_default_action_on_error
    -- Use security.error_handling.exceptions_enabled to
    -- determine if an exception should be raised when a C call
    -- returns an error.
  set_raise_exception_on_error
    -- Always raise an exception when a C call returns an error.
  set_continue_on_error
    -- Never raise an exception when a C call returns an error.
feature(s) from STDC_FILE_SYSTEM
  -- Path names
  expand_path (a_path: STRING): STDC_PATH
    -- returns a new path
feature(s) from STDC_FILE_SYSTEM
  -- Rename files/directories, remove files/directories
  remove_file (a_path: STRING)
    -- calls unlink when a_path is a file, or rmdir when
    -- a_path is a directory.
    -- error when file could not be removed (and it exists)
  rename_to (current_path, new_path: STRING)
    -- Rename a file or a directory.
    -- new_path should not be an existing path.
feature(s) from STDC_FILE_SYSTEM
  -- Accessibility of files
  is_modifiable (a_path: STRING): BOOLEAN
    -- tests if file is readable and writable by this program
    -- uses real user ID and real group ID instead of effective ones
  is_readable (a_path: STRING): BOOLEAN
    -- Tests if a_path is readable by this program. a_path
    -- can be a file or a directory.

```

```

-- Uses real user ID and real group ID instead of effective
-- ones.
feature(s) from ABSTRACT_FILE_SYSTEM
-- Directory access
change_directory (a_directory: STRING)
-- Changes the current working directory.
current_directory: STRING
-- The current directory
make_directory (a_directory: STRING)
-- Makes a directory, only accessible by owner.
mkdir (a_directory: STRING)
-- Makes a directory, only accessible by owner.
remove_directory (a_directory: STRING)
-- Removes an empty directory, does not fail if directory
-- does not exist
rmdir (a_directory: STRING)
-- Removes an empty directory, does not fail if directory
-- does not exist
force_remove_directory (a_directory: STRING)
-- Removes a directory, even when not empty.
-- I suggest you do not have hard or symbolic links in a_directory...
feature(s) from ABSTRACT_FILE_SYSTEM
-- File statistics
status (a_path: STRING): POSIX_STATUS_PATH
-- Gets information about a file
status_may_fail (a_path: STRING): ABSTRACT_STATUS_PATH
-- Retrieve status information for a_path. a_path may or
-- may not exist. Check Result.found to see if statistics
-- were retrieved.
feature(s) from ABSTRACT_FILE_SYSTEM
-- Directory browsing
browse_directory (a_path: STRING): POSIX_DIRECTORY
-- Get information about a directory.
find_program_in_path (a_filename: STRING; a_paths: ARRAY[STRING]): STRING
-- Look for a_filename in a_paths, check if it is a
-- binary and return the full path to a_filename when
-- found. Return Void if not found.
feature(s) from ABSTRACT_FILE_SYSTEM
-- Accessibility of files
last_access_result: INTEGER
-- value of last access test
is_accessible (a_path: STRING; a_mode: INTEGER): BOOLEAN
-- Is a_path accessibility using a_mode?
access (a_path: STRING; a_mode: INTEGER): BOOLEAN
-- Is a_path accessibility using a_mode?
is_directory (a_path: STRING): BOOLEAN
-- Does a_path exists and is it a directory?

```

```

is_existing (a_path: STRING): BOOLEAN
    -- Is a_path an existing file, directory, whatever?
    -- Tests if file does exist, not if it is readable or writable by
    -- this program!
    -- Uses real user ID and real group ID instead of effective ones.
is_empty (a_path: STRING): BOOLEAN
    -- True if file exists and has a size equal to zero.
is_executable (a_path: STRING): BOOLEAN
    -- tests if file is executable by this program
is_regular_file (a_path: STRING): BOOLEAN
    -- Does a_path exists and is it a regular file?
is_writable (a_path: STRING): BOOLEAN
    -- tests if file is writable by this program
    -- uses real user ID and real group ID instead of effective ones
feature(s) from ABSTRACT_FILE_SYSTEM
    -- File system properties
is_case_sensitive: BOOLEAN
    -- is file system case sensitive or not?
path_separator: CHARACTER
    -- What is the path separator?
feature(s) from ABSTRACT_FILE_SYSTEM
    -- Path names
resolved_path_name (a_path: STRING): STRING
    -- Absolute pathname derived from a_path that names the
    -- same file, whose resolution does not involve ".", "..", or
    -- symbolic links
temporary_directory: STRING
    -- the temporary directory
feature(s) from ABSTRACT_FILE_SYSTEM
    -- File contents
file_content_as_string (a_file_name: STRING): STRING
    -- Contents of a_file_name as a STRING
feature(s) from POSIX_FILE_SYSTEM
    -- Read/write permissions
chmod (a_path: STRING; a_mode: INTEGER)
    -- Changes file mode for a_path to a_mode.
change_mode (a_path: STRING; a_mode: INTEGER)
    -- Changes file mode for a_path to a_mode.
permissions (a_path: STRING): POSIX_PERMISSIONS
    -- The permissions object (a new one every time!) for the
    -- given file
set_read_only (a_path: STRING)
    -- Make given file read_only.
set_writable (a_path: STRING)
    -- Make given a_path read_only.
feature(s) from POSIX_FILE_SYSTEM
    -- File times

```

```

touch (a_path: STRING)
    -- Sets the modification and access times of a_path to the
    -- current time of day.
    -- File is created if it does not exist.
utime (a_path: STRING; access_time, modification_time: POSIX_TIME)
    -- Sets file access and modification times.
feature(s) from POSIX_FILE_SYSTEM
    -- Further directory access
link (existing, new: STRING)
    -- Create a hard link to a file.
unlink (a_path: STRING)
    -- Remove a directory entry, should be a file, not a directory.
    -- Its not an error if path does not exist, but all other
    -- errors are reported.
feature(s) from POSIX_FILE_SYSTEM
    -- FIFOs
create_fifo (a_path: STRING; a_mode: INTEGER)
    -- Create a FIFO special file.
mkfifo (a_path: STRING; a_mode: INTEGER)
    -- Create a FIFO special file.
feature(s) from POSIX_FILE_SYSTEM
    -- Shared memory
unlink_shared_memory_object (name: STRING)
    -- Remove a shared memory object.
invariant
    accessing_real_singleton: security_is_real_singleton;
    valid_error_action: error_action >= 0 and error_action <= 2;
end of POSIX_FILE_SYSTEM

```

C.12 Short form of *POSIX_FORK_ROOT*

```

deferred class interface POSIX_FORK_ROOT
feature(s) from STDC_CHILD_PROCESS
  -- Termination info
  has_exit_code: BOOLEAN
    -- Does exit_code return a valid value?
  is_terminated: BOOLEAN
    -- Is child not running any more?
  exit_code: INTEGER
    -- Low-order 8 bits of call to _exit or exit for this process.
feature(s) from ABSTRACT_CHILD_PROCESS
  -- Actions that parent may execute
  wait_for (suspend: BOOLEAN)
    -- Wait for this process to terminate. If suspend then we
    -- wait until the information about this process is available,
    -- else we return immediately.
    -- If suspend is False, check the running property to see
    -- if this child is really terminated.
feature(s) from ARGUMENTS
  command_name: STRING
feature(s) from CAPI_TIME
  -- Standard C binding
  current_time: INTEGER
    -- The current calendar time in seconds since the epoch
feature(s) from STDC_CURRENT_PROCESS
  -- Process standard input/output/error
  stdin: POSIX_TEXT_FILE
  stdout: POSIX_TEXT_FILE
  stderr: POSIX_TEXT_FILE
feature(s) from STDC_CURRENT_PROCESS
  -- Various
  clock: INTEGER
    -- Approximation of processor time used by the program, or -1
    -- if unknown
feature(s) from STDC_CURRENT_PROCESS
  -- Random numbers
  random: INTEGER
    -- Returns a pseudo-random integer between 0 and RAND_MAX.
  set_random_seed (a_seed: INTEGER)
    -- Sets a_seed as the seed for a new sequence of
    -- pseudo-random integers to be returned by random. These
    -- sequences are repeatable by calling set_random_seed with
    -- the same seed value. If no seed value is provided, the
    -- random function is automatically seeded with a value of
    -- 1.
feature(s) from STDC_CURRENT_PROCESS

```

```

-- Global locale
locale: STRING
    -- Current locale
numeric_format: STDC_LOCALE_NUMERIC
    -- Various information for formatting numbers and monetary
    -- quantities
set_locale (category: INTEGER; new_locale: STRING)
    -- Set given locale to new_locale. new_locale is either a
    -- well-known constant like "C" or "da_DK" or an opaque
    -- string that was returned by another call of setlocale.
set_c_locale
    -- Set locale to the Standard C locale (the default).
set_native_decimal_point
    -- Set the decimal point character using the LC_NUMERIC
    -- environment variable.
set_native_locale
    -- Set entire locale to the natives setting which is
    -- determined by environment variables like LC_NUMERIC,
    -- LC_COLLATE, LC_CTYPE etc.
set_native_time
    -- Set time display to the natives setting using the LC_TIME
    -- environment variable.
feature(s) from ABSTRACT_CURRENT_PROCESS
    -- Access
    effective_user_name: STRING
        -- Name of the user currently associated with the current
        -- thread;
        -- Name will not be Void, but can be empty if no name found
        -- (you can screw up your /etc/passwd on Unix...)
    full_command_name: STRING
        -- command_name with fully qualified path;
        -- An empty string is returned in case command_name is
        -- empty. As any program can setup the arguments passed to
        -- another program, an empty command_name is a possibility.
    child_pid: INTEGER
        -- The process identifier.
feature(s) from ABSTRACT_CURRENT_PROCESS
    -- Status
    is_child_pid_valid: BOOLEAN
        -- return True if this object refers to a child process, so
        -- it has an id
feature(s) from ABSTRACT_CURRENT_PROCESS
    -- Every process also has standard file descriptors which might not be compatible with
    stdin/stdout/stderr (Windows)
    fd_stdin: POSIX_FILE_DESCRIPTOR
    fd_stdout: POSIX_FILE_DESCRIPTOR
    fd_stderr: POSIX_FILE_DESCRIPTOR

```

feature(s) from ABSTRACT_CURRENT_PROCESS

-- Sleeping
millisleep (*a_milliseconds*: *INTEGER*)
 -- Sleep for *a_milliseconds* milliseconds. Due to timer
 -- resolution issues, the minimum resolution might be in the
 -- order of 10ms or higher.
sleep (*seconds*: *INTEGER*)
 -- Delays process execution up to *seconds*. Can return early
 -- if interrupted. Check *unslept_seconds*
unslept_seconds: *INTEGER*
 -- The number of seconds still to sleep, before being
 -- interrupted; it is set by *sleep*. If it is zero, no
 -- interrupt occurred and process slept for the allotted
 -- time.

feature(s) from STDC_SECURITY_ACCESSOR

-- The singleton, available to any because its used in preconditions
security: *STDC_SECURITY*
 -- Singleton entry point for security.

feature(s) from STDC_BASE

-- Access
errno: *STDC_ERRNO*
 -- Access to the variable that contains the error that occurred.

feature(s) from STDC_BASE

-- Status
raise_exception_on_error: *BOOLEAN*
 -- Should an exception be raised when an error occurs?
 -- If not, you have to check *errno* for any errors.

feature(s) from STDC_BASE

-- Change
set_default_action_on_error
 -- Use *security.error_handling.exceptions_enabled* to
 -- determine if an exception should be raised when a C call
 -- returns an error.
set_raise_exception_on_error
 -- Always raise an exception when a C call returns an error.
set_continue_on_error
 -- Never raise an exception when a C call returns an error.

feature(s) from ABSTRACT_PROCESS

-- Signal this process
terminate
 -- attempt to gracefully terminate this process

feature(s) from EPX_CURRENT_PROCESS

-- Access (doesn't make a lot of sense if you're not inheriting)
raw_environment_variables: *ARRAY[STRING]*
 -- The raw list of name=value pairs of environment
 -- variables passed to this process;
 -- A new list is created every time this feature is accessed.

```

feature(s) from POSIX_PROCESS
  -- signal this process
  kill (a_signal_code: INTEGER)
    -- Send signal signal_code to the process
feature(s) from POSIX_CURRENT_PROCESS
  -- POSIX locale specifics
  set_native_messages
    -- Select native language as the language in which messages
    -- are displayed.
feature(s) from POSIX_FORK_ROOT
  -- termination info
  is_terminated_normally: BOOLEAN
    -- Has this process been terminated normally?
  is_exited: BOOLEAN
    -- Has this process been terminated normally?
  is_signalled: BOOLEAN
    -- Child process was terminated due to receipt of a signal
    -- that was not caught.
  signal_code: INTEGER
    -- Signal of process terminated abnormally or was stopped.
invariant
  accessing_real_singleton: security_is_real_singleton;
  valid_error_action: error_action >= 0 and error_action <= 2;
  pid_known_is_not_terminated: is_child_pid_valid = not is_terminated;
end of deferred POSIX_FORK_ROOT

```


C.13 Short form of POSIX_GROUP

```
class interface POSIX_GROUP
creation
    make_from_name (a_name: STRING)
    make_from_gid (a_gid: INTEGER)
feature(s) from POSIX_GROUP
    -- creation
    make_from_name (a_name: STRING)
    make_from_gid (a_gid: INTEGER)
feature(s) from POSIX_GROUP
    -- refresh cache
    refresh
        -- refresh cache with latest info from user database
feature(s) from POSIX_GROUP
    -- queries
    name: STRING
        -- group name
    gid: INTEGER
        -- ID number
invariant
    accessing_real_singleton: security_is_real_singleton;
    valid_error_action: error_action >= 0 and error_action <= 2;
    valid_group: group /= default_pointer;
end of POSIX_GROUP
```

C.14 Short form of *POSIX_LOCK*

```

class interface POSIX_LOCK
creation
    make
feature(s) from POSIX_LOCK
    -- creation
    make
feature(s) from POSIX_LOCK
    -- members
    allow_read: BOOLEAN
        -- This is a read lock
    allow_all: BOOLEAN
        -- No lock or used to remove a lock
    allow_none: BOOLEAN
        -- This is a write lock
    start: INTEGER
    length: INTEGER
    pid: INTEGER
feature(s) from POSIX_LOCK
    -- settable members
    set_allow_read
        -- this is a read or shared lock
    set_allow_all
        -- to remove a lock
    set_allow_none
        -- this is a write or exclusive lock
    set_seek_start
        -- start is measured from the beginning of the file
    set_seek_current
        -- start is measured from the current position
    set_seek_end
        -- start is measured from the end of the file
    set_start (a_start: INTEGER)
        -- set relative offset in bytes
    set_length (a_length: INTEGER)
        -- number of bytes to lock
invariant
    accessing_real_singleton: security_is_real_singleton;
    valid_error_action: error_action >= 0 and error_action <= 2;
    valid_buf: buf /= Void;
    lock_type_known: allow_all or else allow_none or else allow_read;
end of POSIX_LOCK

```

C.15 Short form of *POSIX_MEMORY_MAP*

class interface *POSIX_MEMORY_MAP*

creation

make (*a_fd*: *POSIX_FILE_DESCRIPTOR*; *a_offset*, *a_size*: *INTEGER*; *a_base*: *POINTER*;
a_prot, *a_flags*: *INTEGER*)

- Raw interface to mmap.
- This function can fail on certain system (Linux for
- example) if *a_offset* is not a multiple of *PAGE_SIZE*.

make_private (*a_fd*: *POSIX_FILE_DESCRIPTOR*; *a_offset*, *a_size*: *INTEGER*)

- Make the given file descriptor. *a_fd* should have been opened
- with read/write access.
- This is a mapping where changes are private.
- *a_offset* denotes the offset from *a_fd*.
- This function can fail on certain system (Linux for
- example) if *a_offset* is not a multiple of *PAGE_SIZE*.

make_shared (*a_fd*: *POSIX_FILE_DESCRIPTOR*; *a_offset*, *a_size*: *INTEGER*)

- Make the given file descriptor. *a_fd* should have been opened
- with read/write access.
- This is a mapping where changes are shared, i.e. the
- *a_offset* denotes the offset from *a_fd*.
- underlying object is also changed.
- This function can fail on certain system (Linux for
- example) if *a_offset* is not a multiple of *PAGE_SIZE*.

feature(s) from *POSIX_MEMORY_MAP*

- Initialization

make (*a_fd*: *POSIX_FILE_DESCRIPTOR*; *a_offset*, *a_size*: *INTEGER*; *a_base*: *POINTER*;
a_prot, *a_flags*: *INTEGER*)

- Raw interface to mmap.
- This function can fail on certain system (Linux for
- example) if *a_offset* is not a multiple of *PAGE_SIZE*.

make_private (*a_fd*: *POSIX_FILE_DESCRIPTOR*; *a_offset*, *a_size*: *INTEGER*)

- Make the given file descriptor. *a_fd* should have been opened
- with read/write access.
- This is a mapping where changes are private.
- *a_offset* denotes the offset from *a_fd*.
- This function can fail on certain system (Linux for
- example) if *a_offset* is not a multiple of *PAGE_SIZE*.

make_shared (*a_fd*: *POSIX_FILE_DESCRIPTOR*; *a_offset*, *a_size*: *INTEGER*)

- Make the given file descriptor. *a_fd* should have been opened
- with read/write access.
- This is a mapping where changes are shared, i.e. the
- *a_offset* denotes the offset from *a_fd*.
- underlying object is also changed.
- This function can fail on certain system (Linux for
- example) if *a_offset* is not a multiple of *PAGE_SIZE*.

feature(s) from *POSIX_MEMORY_MAP*

```

-- Unmap
close
    -- Remove the mapping.
feature(s) from POSIX_MEMORY_MAP
-- Access
fd: POSIX_FILE_DESCRIPTOR
    -- The file that is mapped.
offset: INTEGER
    -- Offset in fd where mapping begins.
invariant
    accessing_real_singleton: security_is_real_singleton;
    valid_error_action: error_action >= 0 and error_action <= 2;
    capacity_not_negative: capacity >= 0;
    valid_capacity: is_allocated = (capacity > 0);
    open_implies_handle_assigned: is_allocated = (ptr /= unassigned_value);
    owned_implies_open: is_owner implies is_allocated;
    owned_implies_handle_assigned: is_owner implies ptr /= unassigned_value;
    size_positive: is_open implies capacity > 0;
    ptr_valid: is_open implies ptr /= default_pointer and not is_open implies ptr = default_pointer;
    offset_not_negative: offset >= 0;
    have_file_descriptor: fd /= Void;
    file_descriptor_open: fd.is_open;
end of POSIX_MEMORY_MAP

```

C.16 Short form of *POSIX_PERMISSIONS*

```

deferred class interface POSIX_PERMISSIONS
feature(s) from POSIX_PERMISSIONS
  apply
    -- make permissions changes (if any) permanent
  refresh
    -- synchronize with permission changes possibly made on disk
feature(s) from POSIX_PERMISSIONS
  -- query mode
  allow_anyone_execute: BOOLEAN
    -- anyone allowed to execute the file?
  allow_anyone_read: BOOLEAN
    -- anyone allowed to read the file?
  allow_anyone_read_write: BOOLEAN
    -- anyone allowed to read and write the file?
  allow_anyone_write: BOOLEAN
    -- anyone allowed to write the file?
  allow_group_execute: BOOLEAN
    -- process with a group ID that matches the files group
    -- allowed to execute the file?
  allow_group_read: BOOLEAN
    -- process with a group ID that matches the files group
    -- allowed to read the file?
  allow_group_read_write: BOOLEAN
    -- process with a group ID that matches the files group
    -- allowed to read the file?
  allow_group_write: BOOLEAN
    -- process with a group ID that matches the files group
    -- allowed to write the file?
  allow_owner_execute: BOOLEAN
    -- owner allowed to execute the file
  allow_read: BOOLEAN
  allow_owner_read: BOOLEAN
  allow_read_write: BOOLEAN
  allow_owner_read_write: BOOLEAN
  allow_write: BOOLEAN
  allow_owner_write: BOOLEAN
  is_set_group_id: BOOLEAN
    -- group ID set on execution?
  is_set_gid: BOOLEAN
    -- group ID set on execution?
  is_set_user_id: BOOLEAN
    -- user ID set on execution?
  is_set_uid: BOOLEAN
    -- user ID set on execution?
feature(s) from POSIX_PERMISSIONS

```

```

-- set permissions
set_allow_anyone_execute (allow: BOOLEAN)
    -- give anyone execute permission
set_allow_anyone_read (allow: BOOLEAN)
    -- give anyone read permission
set_allow_anyone_read_write (allow: BOOLEAN)
    -- give anyone read and write permissions
set_allow_anyone_write (allow: BOOLEAN)
    -- give anyone write permission
set_allow_group_execute (allow: BOOLEAN)
    -- give group execute permission
set_allow_group_read (allow: BOOLEAN)
    -- give group read permission
set_allow_group_read_write (allow: BOOLEAN)
    -- give group read and write permission
set_allow_group_write (allow: BOOLEAN)
    -- give group write permission
set_allow_owner_execute (allow: BOOLEAN)
    -- give owner execute permission
set_allow_read (allow: BOOLEAN)
    -- give read permission
set_allow_owner_read (allow: BOOLEAN)
    -- give read permission
set_allow_read_write (allow: BOOLEAN)
    -- give read/write permission
set_allow_write (allow: BOOLEAN)
    -- give write permission
set_allow_owner_write (allow: BOOLEAN)
    -- give write permission
feature(s) from POSIX_PERMISSIONS
-- direct access to Unix fields
uid: INTEGER
    -- id of object owner, always 0 on NT
owner_id: INTEGER
    -- id of object owner, always 0 on NT
gid: INTEGER
    -- id of group, always 0 on NT
group_id: INTEGER
    -- id of group, always 0 on NT
mode: INTEGER
    -- the bit coded Unix mode field
feature(s) from POSIX_PERMISSIONS
-- set owner and group
set_owner_id (a_owner_id: INTEGER)
    -- change the owner
set_group_id (a_group_id: INTEGER)
    -- change the group

```

invariant

accessing_real_singleton: security_is_real_singleton;
valid_error_action: error_action >= 0 and error_action <= 2;
end of deferred *POSIX_PERMISSIONS*

C.17 Short form of POSIX_PIPE

```
class interface POSIX_PIPE
creation
  make
    -- Create pipe.
feature(s) from POSIX_PIPE
  -- the pipe
  fdin: POSIX_FILE_DESCRIPTOR
    -- Incoming end of pipe
  fdout: POSIX_FILE_DESCRIPTOR
    -- Outgoing end of pipe
invariant
  accessing_real_singleton: security_is_real_singleton;
  valid_error_action: error_action >= 0 and error_action <= 2;
  valid_pipe: fdin /= Void and fdout /= Void;
end of POSIX_PIPE
```


C.18 Short form of *POSIX_SEMAPHORE*

deferred class interface *POSIX_SEMAPHORE*

invariant

accessing_real_singleton: security_is_real_singleton;
valid_error_action: error_action >= 0 and error_action <= 2;
capacity_not_negative: capacity >= 0;
valid_capacity: is_open = (capacity > 0);
open_implies_handle_assigned: is_open = (handle /= unassigned_value);
owned_implies_open: is_owner implies is_open;
owned_implies_handle_assigned: is_owner implies handle /= unassigned_value;
end of deferred *POSIX_SEMAPHORE*

C.19 Short form of POSIX_SIGNAL

```

class interface POSIX_SIGNAL
creation
    make (a_value: INTEGER)
feature(s) from POSIX_SIGNAL
    -- Initialization
    make (a_value: INTEGER)
feature(s) from POSIX_SIGNAL
    -- Set signal properties, make effective with apply
    apply
        -- Make changes effective.
    set_child_stop (stop: BOOLEAN)
        -- Generate SIGCHLD when children stop.
    set_default_action
        -- Install signal-specific default action when apply is called.
    set_ignore_action
        -- Ignore signal when apply is called..
    set_handler (a_handler: STDC_SIGNAL_HANDLER)
        -- Install ones own signal handler when apply is called.
    set_mask (a_mask: POSIX_SIGNAL_SET)
feature(s) from POSIX_SIGNAL
    -- signal functions
    raise_in (a_pid: INTEGER)
        -- Raise the signal in the given process.
feature(s) from POSIX_SIGNAL
    -- Signal state
    child_stop: BOOLEAN
        -- generate SIGCHLD when children stop
    handler: POINTER
        -- pointer to function which catches this signal
    is_defaulted: BOOLEAN
        -- signal is handled by its specific default action
    is_ignored: BOOLEAN
        -- signal is ignored
    is_ignorable: BOOLEAN
        -- True if this signal is ignorable, either it is so by
        -- default or it may be set so.
    mask: POSIX_SIGNAL_SET
    refresh
        -- get latest state for this signal
invariant
    accessing_real_singleton: security_is_real_singleton;
    valid_error_action: error_action >= 0 and error_action <= 2;
    accessing_real_singleton: signal_switch_is_real_singleton;
    valid_signal_value: value >= 1;

```

```
    has_memory: sigaction /= Void;  
end of POSIX_SIGNAL
```

C.20 Short form of *POSIX_SIGNAL_SET*

```

class interface POSIX_SIGNAL_SET
creation
    make_empty
        -- make an initially empty signal set
    make_full
        -- make a set where all signals are enabled
    make_pending
        -- this signal set will be the set of signals that are blocked
        -- and pending
feature(s) from POSIX_SIGNAL_SET
    -- creation, make a set
    make_empty
        -- make an initially empty signal set
    make_full
        -- make a set where all signals are enabled
    make_pending
        -- this signal set will be the set of signals that are blocked
        -- and pending
feature(s) from POSIX_SIGNAL_SET
    -- change a set
    extend (signo: INTEGER)
        -- add signal to set
    put (signo: INTEGER)
        -- add signal to set
    prune (signo: INTEGER)
        -- remove the signal from the set
    wipe_out
        -- remove all items
feature(s) from POSIX_SIGNAL_SET
    -- commands to do something with set
    add_to_blocked_signals
        -- Add the signals to the set of blocked signals
    remove_from_blocked_signals
        -- Remove the signals from the set of blocked signals
    set_blocked_signals
        -- Set the set of blocked signals to this set
    suspend
        -- Suspend process, until delivery of a signal whose action
        -- is either to execute a signal-catching function or to
        -- terminate the process
feature(s) from POSIX_SIGNAL_SET
    -- queries
    has (signo: INTEGER): BOOLEAN
        -- is signal signo in the set
invariant

```

```
accessing_real_singleton: security_is_real_singleton;  
valid_error_action: error_action >= 0 and error_action <= 2;  
have_set: set /= Void;  
end of POSIX_SIGNAL_SET
```

C.21 Short form of *POSIX_STATUS*

```
deferred class interface POSIX_STATUS
feature(s) from POSIX_STATUS
  -- stat members
  is_block_special: BOOLEAN
    -- True if block-special file
  ino: INTEGER
  inode: INTEGER
  permissions: POSIX_PERMISSIONS
    -- file permissions
  ensure
    valid_result: Result /= Void
feature(s) from POSIX_STATUS
  -- direct access to the unix fields, not recommended
  unix_gid: INTEGER
  unix_uid: INTEGER
invariant
  accessing_real_singleton: security_is_real_singleton;
  valid_error_action: error_action >= 0 and error_action <= 2;
  stat_not_void: stat /= Void and then stat.capacity >= abstract_stat_size;
end of deferred POSIX_STATUS
```

C.22 Short form of *POSIX_SYSTEM*

```

class interface POSIX_SYSTEM
feature(s) from POSIX_SYSTEM
  -- Sysconf queries, run-time determined
  child_max: INTEGER
    -- The number of simultaneous processes per real user ID.
  clock_ticks: INTEGER
    -- The number of clock ticks per second.
  has_job_control: BOOLEAN
    -- Job control functions are supported.
  has_saved_ids: BOOLEAN
    -- Each process has a saved set-user-ID and a saved set-group-ID.
  ngroups_max: INTEGER
    -- The number of simultaneous supplementary group IDs.
  page_size: INTEGER
    -- granularity in bytes of memory mapping and process memory locking.
  posix_version: INTEGER
    -- Indicates the 4-digit year and 2-digit month that the
    -- standard was approved.
feature(s) from POSIX_SYSTEM
  -- Compile-time determined queries
  supports_asynchronous_io: BOOLEAN
    -- True if the message passing API is supported.
  supports_file_synchronization: BOOLEAN
    -- True if file synchronization is supported.
  supports_memory_mapped_files: BOOLEAN
    -- True if memory mapped files are supported.
  supports_memory_locking: BOOLEAN
    -- True if memory locking is supported.
  supports_memlock_range: BOOLEAN
    -- True if memory range locking is supported.
  supports_memory_protection: BOOLEAN
    -- True if memory protection is supported.
  supports_message_passing: BOOLEAN
    -- True if the message passing API is supported.
  supports_priority_scheduling: BOOLEAN
    -- True if priority scheduling is supported.
  supports_semaphores: BOOLEAN
    -- True if semaphores are supported.
  supports_shared_memory_objects: BOOLEAN
    -- True if shared memory objects are supported.
  supports_synchronized_io: BOOLEAN
    -- True if synchronized io is supported.
  supports_timers: BOOLEAN
    -- True if timers are supported.
  supports_threads: BOOLEAN

```

```
-- True if thread are supported.  
invariant  
  accessing_real_singleton: security_is_real_singleton;  
  valid_error_action: error_action >= 0 and error_action <= 2;  
end of POSIX_SYSTEM
```


C.23 Short form of *POSIX_TERMIOS*

```

class interface POSIX_TERMIOS
creation
    make (a_fd: POSIX_FILE_DESCRIPTOR)
feature(s) from POSIX_TERMIOS
    -- Access, raw individual fields
    iflag: INTEGER
        -- Input mode flags
    oflag: INTEGER
        -- output mode flags
    cflag: INTEGER
        -- control mode flags
    lflag: INTEGER
        -- local mode flags
feature(s) from POSIX_TERMIOS
    -- More friendly settings
    is_input_echoed: BOOLEAN
        -- are input characters echoed back to the terminal?
    is_receiving: BOOLEAN
        -- If false, no characters are received
    set_echo_input (enable: BOOLEAN)
    set_echo_new_line (enable: BOOLEAN)
    set_input_control (enable: BOOLEAN)
        -- enable start/stop input control
    set_receive (enable: BOOLEAN)
feature(s) from POSIX_TERMIOS
    -- line control functions
    flush_input
        -- Discards all data that has been received but not read.
    drain
        -- Wait for all output to be transmitted to the terminal.
    send_break
        -- sends a break to the terminal
feature(s) from POSIX_TERMIOS
    -- Get/set baudrates as symbols
    input_speed: INTEGER
        -- The terminal input baud rate as symbolic value.
    output_speed: INTEGER
        -- The terminal output baud rate as symbolic value.
    set_input_speed (new_rate: INTEGER)
        -- Set terminal input baud rate, new_rate is one of the
        -- BXXXX constants
    set_output_speed (new_rate: INTEGER)
        -- Set terminal output baud rate, new_rate is one of the
        -- BXXXX constants
feature(s) from POSIX_TERMIOS

```

```

-- symbol to baud rate conversions
speed_to_baud_rate (symbol: INTEGER): INTEGER
    -- Given a baud rate symbol, the real baud rate is returned.
feature(s) from POSIX_TERMIOS
-- Apply/refresh state
apply_now
    -- Change occurs immediately.
apply_drain
    -- Change occurs after all output written to fd has been
    -- transmitted. This function should be used when changing
    -- parameters that affect output.
apply_flush
    -- Change occurs after all output written to fd has been
    -- transmitted. All input that has been received but not
    -- read, is discarded before the change is made.
refresh
    -- Get terminal settings currently in effect.
feature(s) from POSIX_TERMIOS
-- Access
fd: POSIX_FILE_DESCRIPTOR
    -- The file descriptor for these terminal settings.
invariant
    accessing_real_singleton: security_is_real_singleton;
    valid_error_action: error_action >= 0 and error_action <= 2;
    valid_attr: attr /= Void and then attr.capacity = posix_termios_size;
    valid_fd: fd /= Void;
end of POSIX_TERMIOS

```

C.24 Short form of *POSIX_TIMED_COMMAND*

```
deferred class interface POSIX_TIMED_COMMAND
feature(s) from POSIX_TIMED_COMMAND
  -- Initialization
  make (a_seconds: INTEGER)
feature(s) from POSIX_TIMED_COMMAND
  -- Execution
  execute: BOOLEAN
    -- Did do_execute complete its task within seconds seconds?
feature(s) from POSIX_TIMED_COMMAND
  -- Access
  is_signal_alarm_handled: BOOLEAN
    -- Does the signal SIGNAL_ALARM cause an Eiffel exception?
feature(s) from POSIX_TIMED_COMMAND
  -- State
  remaining_seconds: INTEGER
    -- number of seconds left in previous request
  seconds: INTEGER
    -- the number of seconds available to execute the command
  set_seconds (a_seconds: INTEGER)
invariant
  accessing_real_singleton: security_is_real_singleton;
  valid_error_action: error_action >= 0 and error_action <= 2;
  valid_seconds: seconds >= 1 and seconds <= 65535;
end of deferred POSIX_TIMED_COMMAND
```

C.25 Short form of *POSIX_USER*

```

class interface POSIX_USER
creation
    make_from_name (a_name: STRING)
    make_from_uid (a_uid: INTEGER)
feature(s) from POSIX_USER
    -- creation
    make_from_name (a_name: STRING)
    make_from_uid (a_uid: INTEGER)
feature(s) from POSIX_USER
    -- Base commands
    refresh
        -- Refresh cache with latest info from user database.
feature(s) from POSIX_USER
    -- Access
    name: STRING
        -- login name
    uid: INTEGER
        -- ID number
    gid: INTEGER
        -- group ID number
    home_directory: STRING
        -- initial working directory
    shell: STRING
        -- initial user program
invariant
    accessing_real_singleton: security_is_real_singleton;
    valid_error_action: error_action >= 0 and error_action <= 2;
    valid_passwd: passwd /= default_pointer;
end of POSIX_USER

```

C.26 Short form of *POSIX_USER_DATABASE*

```
class interface POSIX_USER_DATABASE
feature(s) from POSIX_USER_DATABASE
  -- Access
  is_existing_uid (uid: INTEGER): BOOLEAN
    -- Returns True if this uid exists in /etc/passwd
    -- (or through NIS or whatever mechanisms that might be in use)
  is_existing_login (login: STRING): BOOLEAN
    -- Returns True if this login exists in /etc/passwd
    -- (or through NIS or whatever mechanisms that might be in use)
invariant
  accessing_real_singleton: security_is_real_singleton;
  valid_error_action: error_action >= 0 and error_action <= 2;
end of POSIX_USER_DATABASE
```

In this chapter:

D.Short form of SUS_CONSTANTS
D.Short form of SUS_ENV_VAR
D.Short form of SUS_FILE_SYSTEM
D.Short form of SUS_HOST
D.Short form of SUS_SERVICE
D.Short form of SUS_SOCKET_ADDRESS
D.Short form of SUS_SYSLOG
D.Short form of SUS_TCP_SOCKET

D

Short (flat) listing of Single Unix Specification classes

Classes in this appendix are based on the Single Unix Specification. They inherit from the POSIX classes. Inherited features are not shown.

D.1 Short form of SUS_CONSTANTS

```
class interface SUS_CONSTANTS
feature(s) from SUS_CONSTANTS
  -- Syslog facility codes
  log_kern: INTEGER
    -- kernel messages
  log_user: INTEGER
    -- random user-level messages
  log_mail: INTEGER
    -- mail system
  log_daemon: INTEGER
    -- system daemons
  log_auth: INTEGER
    -- security/authorization messages
  log_lpr: INTEGER
    -- line printer subsystem
  log_news: INTEGER
    -- network news subsystem
  log_uucp: INTEGER
    -- UUCP subsystem
  log_cron: INTEGER
    -- clock daemon
  log_local0: INTEGER
    -- Reserved for local use
  log_local1: INTEGER
    -- Reserved for local use
  log_local2: INTEGER
    -- Reserved for local use
  log_local3: INTEGER
```

```
-- Reserved for local use
log_local4: INTEGER
-- Reserved for local use
log_local5: INTEGER
-- Reserved for local use
log_local6: INTEGER
-- Reserved for local use
log_local7: INTEGER
-- Reserved for local use
feature(s) from SUS_CONSTANTS
-- Syslog open options
log_pid: INTEGER
-- log the pid with each message
log_cons: INTEGER
-- log on the console if errors in sending
log_odelay: INTEGER
-- delay open until first syslog() (default)
log_ndelay: INTEGER
-- dont delay open
feature(s) from SUS_CONSTANTS
-- Syslog priorities
log_emerg: INTEGER
log_alert: INTEGER
log_crit: INTEGER
log_err: INTEGER
log_warning: INTEGER
log_notice: INTEGER
log_info: INTEGER
log_debug: INTEGER
feature(s) from SUS_CONSTANTS
-- Socket kinds
sock_dgram: INTEGER
-- Connectionless, unreliable datagrams of fixed maximum length.
sock_packet: INTEGER
-- Linux specific way of getting packets at the dev level.
-- For writing rarp and other similar things on the user
-- level.
sock_raw: INTEGER
-- Raw protocol interface.
sock_seqpacket: INTEGER
-- Sequenced, reliable, connection-based, datagrams of fixed
-- maximum length.
sock_stream: INTEGER
-- Sequenced, reliable, connection-based byte streams.
feature(s) from SUS_CONSTANTS
-- Protocol families
af_inet: INTEGER
```

```

-- Internet domain sockets for use with IPv4 addresses.
af_inet6: INTEGER
-- Internet domain sockets for use with IPv6 addresses.
af_unix: INTEGER
-- UNIX domain sockets.
af_unspec: INTEGER
-- Unspecified.
feature(s) from SUS_CONSTANTS
-- Shutdown options
shut_rd: INTEGER
-- No more receptions.
shut_rdwr: INTEGER
-- No more receptions or transmissions.
shut_wr: INTEGER
-- No more transmissions.
feature(s) from SUS_CONSTANTS
-- h_errno values
try_again: INTEGER
-- Non-Authoritative Host not found, or SERVERFAIL.
no_recovery: INTEGER
-- Non recoverable errors, FORMERR, REFUSED, NOTIMP.
no_data: INTEGER
-- Valid name, no data record of requested type.
no_address: INTEGER
-- No address, look for MX record. Equal to NO_DATA.
feature(s) from SUS_CONSTANTS
-- Lengths of string forms of ip addresses
inet_addrstrlen: INTEGER
-- Length of an IPv4 string.
inet6_addrstrlen: INTEGER
-- Length of an IPv6 string.
feature(s) from SUS_CONSTANTS
-- Other constants
somaxconn: INTEGER
-- Maximum backlog.
feature(s) from SUS_CONSTANTS
-- Socket options level for getsockopt and setsockopt
sol_socket: INTEGER
ipproto_ip: INTEGER
ipproto_ipv6: INTEGER
ipproto_icmp: INTEGER
ipproto_icmpv6: INTEGER
ipproto_raw: INTEGER
ipproto_tcp: INTEGER
ipproto_udp: INTEGER
feature(s) from SUS_CONSTANTS
-- SOL_SOCKET option names

```



```
so_rcvbuf: INTEGER
    -- Receive buffer size;
    -- 0 if option not supported (only on BeOS).
so_reuseaddr: INTEGER
    -- Allow local address reuse
so_sndbuf: INTEGER
    -- Send buffer size;
    -- 0 if option not supported (only on BeOS).
feature(s) from SUS_CONSTANTS
    -- Special IPv4 addresses
inaddr_any: INTEGER
    -- 0.0.0.0
inaddr_broadcast: INTEGER
    -- 255.255.255.255
inaddr_loopback: INTEGER
    -- 127.0.0.1
feature(s) from SUS_CONSTANTS
    -- Available clocks (-1 if not available)
clock_realtime: INTEGER
clock_monotonic: INTEGER
clock_process_cputime_id: INTEGER
clock_thread_cputime_id: INTEGER
end of SUS_CONSTANTS
```

D.2 Short form of SUS_ENV_VAR

```
class interface SUS_ENV_VAR
creation
  make (a_name: STRING)
feature(s) from SUS_ENV_VAR
  -- Commands
  set_value (a_new_value: STRING)
    -- Change environment value. Repeatedly creating a new
    -- SUS_ENV_VAR and calling set_value will lead to a memory
    -- leak.
invariant
  accessing_real_singleton: security_is_real_singleton;
  valid_error_action: error_action >= 0 and error_action <= 2;
end of SUS_ENV_VAR
```

D.3 Short form of SUS_FILE_SYSTEM

```
class interface SUS_FILE_SYSTEM
feature(s) from SUS_FILE_SYSTEM
  -- File statistics
  status (a_path: STRING): SUS_STATUS_PATH
    -- Return information about path.
  symbolic_link_status (a_path: STRING): SUS_STATUS
    -- Return information about path, but if it is a symbolic
    -- link, about the symbolic link instead of the referenced path
feature(s) from SUS_FILE_SYSTEM
  -- Symbolic links
  create_symbolic_link (old_path, new_path: STRING)
    -- Creates a symbolic link
  symlink (old_path, new_path: STRING)
    -- Creates a symbolic link
feature(s) from SUS_FILE_SYSTEM
  -- File system properties
  resolved_path_name (a_path: STRING): STRING
    -- Derives from a_path an absolute pathname that names the
    -- same file, whose resolution does not involve ".", "..", or
    -- symbolic links.
invariant
  accessing_real_singleton: security_is_real_singleton;
  valid_error_action: error_action >= 0 and error_action <= 2;
end of SUS_FILE_SYSTEM
```

D.4 Short form of SUS_HOST

class *interface* SUS_HOST

creation

make_from_name (*a_name*: STRING)

-- Initialize host from *name*. If *name* is numerical, the
-- behaviour is not specified.

make_from_address (*an_address*: ABSTRACT_IP_ADDRESS)

-- Initialize host from ip address *an_address*.
-- An attempt is made to resolve the host name using this address.
-- Status is always found, even when reverse lookup failed.

invariant

accessing_real_singleton: *security_is_real_singleton*;

valid_error_action: *error_action* >= 0 **and** *error_action* <= 2;

name_void_or_not_empty: *name* = Void **or else not** *name.is_empty*;

has_canonical_name: found **implies** *name* /= Void = (*canonical_name* /= Void);

has_at_least_one_ip_address: found = (*addresses* /= Void **and then** *addresses.count* > 0);

only_non_void_addresses: found **implies** *is_every_address_not_void*;

has_aliases: found = (*aliases* /= Void);

valid_length: found **implies** *address_length* > 0;

consistent: *addresses* /= Void **and then** *addresses.count* > 0 **implies** found;

my_not_found_reason_valid: found = (*my_not_found_reason* = 0);

end of SUS_HOST

D.5 Short form of SUS_SERVICE

class *interface* SUS_SERVICE

creation

make_from_name (*a_name*, *a_protocol*: *STRING*)

-- Retrieve service information with *a_name* and optional
-- *a_protocol* from services database.
-- If service not found, an exception is raised.

make_from_port (*a_port*: *INTEGER*; *a_protocol*: *STRING*)

-- Initialize service from given *a_port*.
-- Make sure to provide a *a_protocol* if necessary!

invariant

accessing_real_singleton: *security_is_real_singleton*;

valid_error_action: *error_action* >= 0 **and** *error_action* <= 2;

name_void_or_not_empty: *name* = Void **or else not** *name.is_empty*;

valid_port: *port* >= 0 **and** *port* <= 65535;

valid_protocol: *protocol* = Void **or else** *protocol.is_empty* **or else** (*protocol.is_equal*(*once_tcp*)

or *protocol.is_equal*(*once_udp*));

valid_protocol_type: *protocol_type* = *sock_stream* **or else** *protocol_type* = *sock_dgram*;

valid_aliases: *aliases* /= Void;

end of SUS_SERVICE

D.6 Short form of SUS_SOCKET_ADDRESS

```
class interface SUS_SOCKET_ADDRESS  
  "Use EPX_HOST_PORT instead."  
end of SUS_SOCKET_ADDRESS
```

D.7 Short form of SUS_SYSLOG

```

class interface SUS_SYSLOG
feature(s) from SUS_SYSLOG
  -- open and close
  open (a_identification: STRING; a_format, a_facility: INTEGER)
    -- start logging with the given identification
  close
    -- stop logging
feature(s) from SUS_SYSLOG
  -- Write log messages, will auto-open if not is_open
  emergency (msg: STRING)
    -- the system is unusable
  alert (msg: STRING)
    -- action must be taken immediately
  critical (msg: STRING)
    -- critical conditions
  error (msg: STRING)
    -- error conditions
  warning (msg: STRING)
    -- warning conditions
  notice (msg: STRING)
    -- normal but significant condition
  info (msg: STRING)
    -- informational
  debug_dump (msg: STRING)
    -- Debug-level messages.
feature(s) from SUS_SYSLOG
  -- state
  identification: STRING
  format: INTEGER
  facility: INTEGER
  is_open: BOOLEAN
invariant
  accessing_real_singleton: security_is_real_singleton;
  valid_error_action: error_action >= 0 and error_action <= 2;
  remain_single: Current = singleton;
  have_identification: is_open implies identification /= Void and then not identification.is_empty;
end of SUS_SYSLOG

```

D.8 Short form of SUS_TCP_SOCKET

class *interface* SUS_TCP_SOCKET

creation

attach_to_socket (*a_fd*: INTEGER; *a_become_owner*: BOOLEAN)

-- Create file descriptor with value *a_fd*. File descriptor

-- will close it when *a_become_owner*.

invariant

accessing_real_singleton: *security_is_real_singleton*;

valid_error_action: *error_action* >= 0 **and** *error_action* <= 2;

open_in_sync: *is_open_read* **or** *is_open_write* **implies** *is_open*; -- The reverse is not true, for examples sockets can be

-- closed for reading/writing, but still open.

capacity_not_negative: *capacity* >= 0;

valid_capacity: *is_open* = (*capacity* > 0);

open_implies_handle_assigned: *is_open* = (*fd* /= *unassigned_value*);

owned_implies_open: *is_owner* **implies** *is_open*;

owned_implies_handle_assigned: *is_owner* **implies** *fd* /= *unassigned_value*;

valid_status: **not** *is_open* **implies** *my_status* = Void;

path_not_void: *path* /= Void;

line_buffer_index_offset_ok: *line_buffer* /= Void **implies** *line_buffer_index* <= *line_buffer.count*;

unassigned_value_is_error_value: *unassigned_value* = -1;

end of SUS_TCP_SOCKET

In this chapter:

E.Short form of EPX_CGI
E.Short form of EPX_MIME_PARSER
E.Short form of EPX_MIME_PART
E.Short form of EPX_SOAP_WRITER
E.Short form of EPX_URI
E.Short form of EPX_XML_WRITER
E.Short form of EPX_XHTML_WRITER

E

Short (flat)

listing of Standard

C bonus classes

Classes in this appendix are based on Standard C only.

E.1 Short form of EPX_CGI

```
deferred class interface EPX_CGI
feature(s) from EPX_CGI
  -- Output
  execute
    -- Execute the CGI action by emitting a valid MIME header and
    -- an optional body.
    -- Header and/or body text can be accumulated in
    -- as_uc_string and will be send to the client when this
    -- feature returns.
feature(s) from EPX_CGI
  -- Debug support
  dump_input
    -- Write cgi input to $TMPDIR/cgi_input.
    -- First line contains the content header, is not actually in input!
feature(s) from EPX_CGI
  -- Status
  is_http_header_written: BOOLEAN
    -- Has header been written to stdout?
    -- Such an action cannot be undone, and no more headers can
    -- be written.
feature(s) from EPX_CGI
  -- Standard variables
  auth_type: STRING
    -- Type of authentication used
  content_type: STRING
    -- MIME type of data when invoked with POST method
  content_length: INTEGER
    -- Length, in bytes, of data when invoked with POST method
  gateway_interface: STRING
    -- Name and version of the gateway, for example CGI/1.1
  http_accept: STRING
```

```

    -- Contents of the Accept header line sent by the client
http_cookie: STRING
    -- All cookies sent by the client in the form of key=value,
    -- semi-colon separated.
http_referer: STRING
    -- Contents of the Referer header line
http_user_agent: STRING
    -- Name of the client program that is making the request
path_info: STRING
    -- Extra path information as it was passed to the server in
    -- the query URL
path_translated: STRING
    -- Extra path information translated to a final, usable
    -- form; the Web document root is prepended to the query
    -- path, and any other path translations are executed.
query_string: STRING
    -- The input when invoked with the GET method
remote_addr: STRING
    -- IP address of the client that made the request
remote_address: STRING
    -- IP address of the client that made the request
remote_host: STRING
    -- Name of the remote computer that made the request
remote_ident: STRING
    -- User name as given by the ident protocol
remote_user: STRING
    -- Name of the remote user that made the request
request_method: STRING
    -- Name of the method used to invoke the CGI
    -- application. Valid values are GET and POST
script_name: STRING
    -- Name of script that was invoked
server_name: STRING
    -- Domain name of the computer that is running the server software
server_port: INTEGER
    -- TCP port number on which the server that invoked the CGI
    -- application is operating
server_protocol: STRING
    -- Name of the protocol that the server is using and the
    -- version of that protocol. The protocol name and version
    -- are separated by a forward slash with no spaces, for
    -- instance HTTP/1.0
server_software: STRING
    -- Name of the server that is handling the request
feature(s) from EPX_CGI
    -- CGI headers
content_text_html

```

```

    -- Write Content-Type: text/html to stdout.
content_text_plain
    -- Write Content-Type: text/plain to stdout.
finish_header
    -- Finish the header by emitting an empty line.
    -- If cookies have been set, they are written as well.
location (a_url: STRING)
    -- Redirect to a_url by emitting a Location header.
    -- This is used to specify to the server that you are
    -- returning a reference to a document rather than an actual
    -- document.
    -- If the argument to this is a URL, the server will issue a
    -- redirect to the client.
    -- If the argument to this is a virtual path, the server will
    -- retrieve the document specified as if the client had
    -- requested that document originally. ? directives will work
    -- in here, but # directives must be redirected back to the
    -- client.
status (a_status_code: INTEGER; a_reason: STRING)
    -- Set the status code sent back to the client.
    -- This is used to give the server an HTTP/1.0 status line to
    -- send to the client. The format is nnn xxxxx, where nnn is
    -- the 3-digit status code, and xxxxx is the reason string,
    -- such as "Forbidden".
    -- Leave a_reason empty to return the default reason.
feature(s) from EPX_CGI
    -- Cookies
cookies: DS_HASH_TABLE[EPX_HTTP_COOKIE,STRING]
    -- Cookies that will be returned to the browser
set_cookie (a_cookie: EPX_HTTP_COOKIE)
    -- Add a new cookie that will be send to the browser then
    -- context_text_html is called.
feature(s) from EPX_CGI
    -- Server push, multipart header
content_multipart_x_mixed_replace (boundary: STRING)
    -- Initiate server push.
content_next_part
    -- Write boundary so next part of multipart msg can be written.
content_multipart_end
    -- Write boundary of multipart.
is_multipart_message: BOOLEAN
    -- Are we writing server push, multipart output?
feature(s) from EPX_CGI
    -- Form input
has_input: BOOLEAN
    -- Is input passed to cgi program?
has_key (key: STRING): BOOLEAN

```

```

-- Is key passed as parameter/form-data?
is_meta_char (c: CHARACTER): BOOLEAN
-- Is c a commonly used meta character?
meta_chars: STRING
-- Commonly used meta characters.
-- BdB: Check if this list is complete...
raw_value (key: STRING): STRING
-- Returns value for key.
-- if key does not exist, the empty string is returned.
remove_meta_chars (s: STRING)
-- If s contains meta characters, theyre removed.
value (key: STRING): STRING
-- As raw_value but meta characters are removed
invariant
-- lower_a_code_definition: lower_a_code = (a).code
-- Same thing for all other codes.
-- (see "note" in indexing clause.)
accessing_real_singleton: security_is_real_singleton;
valid_error_action: error_action >= 0 and error_action <= 2;
my_xml_not_void: my_xml /= Void;
same_size: attributes.count = values.count;
has_tag_stack: tags /= Void;
comparing_references_is_not_good_enough: tags.equality_tester /= Void;
fragment_has_no_header: is_fragment implies is_header_written;
values_not_void: values /= Void;
attributes_not_void: attributes /= Void;
every_attribute_has_a_value: attributes.count = values.count;
tag_state_valid: tag_state >= tag_pending and tag_state <= tag_closed;
tag_started_and_pending_in_sync: tag_state = tag_pending implies is_tag_started;
tag_closed_is_not_started: tag_state = tag_closed = not is_tag_started;
end of deferred EPX_CGI

```

E.2 Short form of EPX_MIME_PARSER

```

class interface EPX_MIME_PARSER
creation
    make
        -- Create a new parser.
    make_from_file (a_file: STDC_TEXT_FILE)
        -- Like make_from_stream, but turns off buffering in
        -- a_file.
    make_from_stream (a_stream: EPX_CHARACTER_INPUT_STREAM)
    make_from_file_descriptor (a_fd: ABSTRACT_FILE_DESCRIPTOR)
feature(s) from EPX_MIME_PARSER
    -- Initialization
    make
        -- Create a new parser.
    make_from_file (a_file: STDC_TEXT_FILE)
        -- Like make_from_stream, but turns off buffering in
        -- a_file.
    make_from_stream (a_stream: EPX_CHARACTER_INPUT_STREAM)
feature(s) from EPX_MIME_PARSER
    -- Character reading
    end_of_input: BOOLEAN
        -- Has read_character hit the end-of-file character?
feature(s) from EPX_MIME_PARSER
    -- Parsing
    reset_parsing_errors
        -- Reset count of parsing errors.
    parse
        -- Read input and build part.
        -- Check syntax_error for parsing errors.
    parse_body
        -- Parse MIME body.
        -- Assume input_buffer points to body part.
        -- If a_content_length positive, scans only as much body as
        -- given by a_content_length, given that the input buffer
        -- is an EPX_MIME_BUFFER.
    parse_header
        -- Read just the MIME header from the input and build a new
        -- part. Check syntax_error for parsing errors.
    set_header (a_header: STRING)
        -- Optional header that is parsed before the regular input
        -- is parsed.
    parsing_errors: INTEGER
        -- Number of errors encountered when parsing.
feature(s) from EPX_MIME_PARSER
    -- State
    part: EPX_MIME_PART

```

```

-- Structure were building
invariant
-- lower_a_code_definition: lower_a_code = (a).code
-- Same thing for all other codes.
-- (see "note" in indexing clause.)
accessing_real_singleton: security_is_real_singleton;
valid_error_action: error_action >= 0 and error_action <= 2;
yyss_not_void: yyss /= Void;
yytranslate_not_void: yytranslate /= Void;
yyr1_not_void: yyr1 /= Void;
yytypes1_not_void: yytypes1 /= Void;
yytypes2_not_void: yytypes2 /= Void;
yydefact_not_void: yydefact /= Void;
yydefgoto_not_void: yydefgoto /= Void;
yypact_not_void: yypact /= Void;
yypgoto_not_void: yypgoto /= Void;
yytable_not_void: yytable /= Void;
yycheck_not_void: yycheck /= Void;
input_buffer_not_void: input_buffer /= Void;
valid_start_condition: valid_start_condition(start_condition);
yy_content_not_void: yy_content /= Void;
yy_line_positive: yy_line >= 1;
yy_column_positive: yy_column >= 1;
yy_position_positive: yy_position >= 1;
yy_nxt_not_void: yy_nxt /= Void;
yy_chk_not_void: yy_chk /= Void;
yy_base_not_void: yy_base /= Void;
yy_def_not_void: yy_def /= Void;
yy_accept_not_void: yy_accept /= Void;
yy_state_stack_not_void: yyreject_or_variable_trail_context implies yy_state_stack /= Void;
never_a_keyword_in_start_condition: start_condition = initial implies not expect_keyword
and not expect_keyword_after_space;
encoded_word_scanner_not_void: encoded_word_scanner /= Void;
last_line_not_void: last_line /= Void;
my_date_not_void: my_date /= Void;
my_date_in_utc: my_date.is_utc_time;
my_time_not_void: my_time /= Void;
my_time_in_utc: my_time.is_utc_time;
end of EPX_MIME_PARSER

```

E.3 Short form of *EPX_MIME_PART*

```

class interface EPX_MIME_PART
creation
    make_empty
        -- Make an empty MIME part. Useful during parsing to
        -- construct the message gradually.
feature(s) from EPX_MIME_PART
    -- Output
    append_to_string (s: STRING)
        -- Serialize contents of MIME structure to s.
        -- Adds the Content-Length field with the proper length, if
        -- this field does not exist. If there is a Content-Length
        -- field, it is assumed that this size is correct.
        -- Line lengths should remain within the limit set by RFC
        -- 822, i.e. no more than 998 characters, and preferably no
        -- more than 78 (this length excludes the CRLF).
    append_urlencoded_to_string (s: STRING)
        -- Append fields of this MIME structure to s, and the body
        -- as x-www-form-urlencoded. Message must conform to RFC 2388.
feature(s) from EPX_MIME_PART
    -- Access
    as_string: STRING
        -- Serialized MIME message
    body: EPX_MIME_BODY
        -- The body, can be multipart
    header: EPX_MIME_HEADER
        -- Fields for this part
    multipart_body: EPX_MIME_BODY_MULTIPART
        -- body if body contains multiple parts, Void otherwise
    text_body: EPX_MIME_BODY_TEXT
        -- body if body is a text body and not multi-part, Void otherwise
feature(s) from EPX_MIME_PART
    -- Status
    is_valid: BOOLEAN
        -- Does this message conform to the MIME specification?
        -- If so, it can be serialized.
        -- If the body is multi-part, the boundary must be set.
feature(s) from EPX_MIME_PART
    -- Body creation/removal
    clear_body
        -- Set body to Void.
    create_multipart_body
        -- Set body to a container.
    create_singlepart_body
        -- Set body to a single part body.
        -- If we find a Content-Disposition field with a filename

```

-- parameter, body data wil be saved to a temporary file when
-- set, insted of kept in memory.

invariant

header_not_void: *header* /= *Void*;

bodies_in_sync: *body* /= *Void* **implies** *body.is_multipart* = (*multipart_body* /= *Void*) **and**
not *body.is_multipart* = (*text_body* /= *Void*);

end of *EPX_MIME_PART*

E.4 Short form of EPX_SOAP_WRITER

class interface *EPX_SOAP_WRITER*

creation

make

-- Create an XML document with initial capacity of 1024 characters.

make_with_capacity (*a_capacity*: *INTEGER*)

-- Create an XML document with initial capacity of

-- *a_capacity* characters.

feature(s) from *EPX_SOAP_WRITER*

-- SOAP specific calls

start_envelope

stop_envelope

start_header

stop_header

start_body

stop_body

feature(s) from *EPX_SOAP_WRITER*

-- SOAP header attributes

set_must_understand (*value*: *BOOLEAN*)

-- Set the SOAP-Env:mustUnderstand attribute to *value*.

feature(s) from *EPX_SOAP_WRITER*

-- Queries if tags started

is_envelope_started: *BOOLEAN*

is_header_started: *BOOLEAN*

is_body_started: *BOOLEAN*

feature(s) from *EPX_SOAP_WRITER*

-- SOAP tags

soap_env_body: *STRING*

soap_env_envelope: *STRING*

soap_env_header: *STRING*

feature(s) from *EPX_SOAP_WRITER*

-- SOAP name space

soap_env: *STRING*

soap_name_space: *STRING*

invariant

-- *lower_a_code_definition*: *lower_a_code* = (*a*).code

-- Same thing for all other codes.

-- (see "note" in indexing clause.)

accessing_real_singleton: *security_is_real_singleton*;

valid_error_action: *error_action* >= 0 **and** *error_action* <= 2;

my_xml_not_void: *my_xml* /= Void;

same_size: *attributes.count* = *values.count*;

has_tag_stack: *tags* /= Void;

comparing_references_is_not_good_enough: *tags.equality_tester* /= Void;

fragment_has_no_header: *is_fragment* **implies** *is_header_written*;

values_not_void: *values* /= Void;

```
attributes_not_void: attributes /= Void;  
every_attribute_has_a_value: attributes.count = values.count;  
tag_state_valid: tag_state >= tag_pending and tag_state <= tag_closed;  
tag_started_and_pending_in_sync: tag_state = tag_pending implies is_tag_started;  
tag_closed_is_not_started: tag_state = tag_closed = not is_tag_started;  
end of EPX_SOAP_WRITER
```

E.5 Short form of EPX_URI

class *interface* EPX_URI

creation

make (*a_reference*: *STRING*)

-- Create an absolute or relative URI.

make_resolve (*base*: EPX_URI; *a_reference*: *STRING*)

-- If *a_reference* is a partial URI, it is resolved using

-- *base*.

-- The path component in *a_reference* will not contain

-- relative components like ".." if *a_reference* is not absolute.

feature(s) from EPX_URI

-- Initialization.

make (*a_reference*: *STRING*)

-- Create an absolute or relative URI.

make_resolve (*base*: EPX_URI; *a_reference*: *STRING*)

-- If *a_reference* is a partial URI, it is resolved using

-- *base*.

-- The path component in *a_reference* will not contain

-- relative components like ".." if *a_reference* is not absolute.

feature(s) from EPX_URI

-- Status

is_absolute: *BOOLEAN*

-- Does this URI have a scheme?

is_path_resolved: *BOOLEAN*

-- Does *path* not contain relative components like ".."?

is_relative: *BOOLEAN*

-- Is this a relative URI?

-- A relative uri is a URI without *scheme*.

has_absolute_path: *BOOLEAN*

-- Has this URI a path and does this path start with a slash?

feature(s) from EPX_URI

-- Encoding

uri_encoding: EPX_URL_ENCODING

-- Encoding/decoding routines and tests.

feature(s) from EPX_URI

-- Most generic URI components

full_reference: *STRING*

-- The entire thing.

scheme: *STRING*

-- Scheme used, like "http" or "ftp", anything before the :.

scheme_specific_part: *STRING*

-- Interpretation depends on scheme, everything after the :

-- and before the ?

feature(s) from EPX_URI

-- If URI has a hierarchical relationships within the namespace

authority: *STRING*

```

-- Authority part of scheme_specific_part, usually a host name.
-- It can be more complex however like: <userinfo>@<host>:<port>.
-- Use parse_authority to split authority in these
-- components if that is applicable for the protocol.
path: STRING
-- Path in scheme_specific_part, consisting of names
-- separated by slashes.
query: STRING
-- Anything after the ? if present, else Void
fragment: STRING
-- The part after the # if present, else Void
feature(s) from EPX_URI
-- If authority is <userinfo>@<host>:<port>
user_info: STRING
-- Usually a user name.
host: STRING
-- hostname or IP4 address. IP6 addresses are explicitly not
-- supported by RFC 2396
port: INTEGER
-- TCP port, 0 if no port present.
is_server_authority: BOOLEAN
-- True if authority can be parsed as:
-- [ userinfo @ ] host [ : port ]
-- and port, if present, is an integer.
parse_authority (default_port: INTEGER)
-- Assume authority can be parsed as:
-- [ userinfo @ ] host [ : port ].
-- If assumption is untrue, you get a nice exception...
-- default_port is 0 means no default.
feature(s) from EPX_URI
-- Set url components
add_key_value (key, value: STRING)
-- Add a key=value pair to query. value is adding in
-- escaped form.
set_path (a_path: STRING)
-- Set path.
set_query (a_query: STRING)
-- Set query.
unescape_components
-- Unescape the path, host and user_info components.
invariant
scheme_void_or_not_empty: scheme = Void or else not scheme.is_empty;
scheme_is_valid: scheme /= Void implies uri_encoding.is_valid_scheme(scheme);
either_absolute_or_relative: is_absolute xor is_relative;
full_reference_not_empty: full_reference /= Void and then not full_reference.is_empty;
full_reference_is_valid: not uri_encoding.has_excluded_characters(full_reference); -- Im really
unsure if these constraints hold for deliberate garbage...

```

```
-- Constraints on elements of a parsed URI.
valid_authority: authority = Void or else not authority.is_empty;
path_void_or_not_empty: path = Void or else not path.is_empty;
valid_path: path /= Void implies not (path.has('?') or path.has('#'));
query_void_or_not_empty: query = Void or else not query.is_empty;
valid_query: query = Void or else not query.has('#');
fragment_void_or_not_empty: fragment = Void or else not fragment.is_empty;
void_fragment: fragment = Void or else not fragment.has('#'); -- Constraints on parsed authority
user_info_occurs_in_authority: user_info /= Void implies authority.substring_index(user_info,1)
/= 0;
host_occurs_in_authority: host /= Void implies authority.substring_index(host,1) /= 0;
valid_port: port >= 0 and port <= 65535;
end of EPX_URI
```

E.6 Short form of EPX_XML_WRITER

class interface EPX_XML_WRITER

creation

make

-- Create an XML document with initial capacity of 1024 characters.

make_with_capacity (*a_capacity*: INTEGER)

-- Create an XML document with initial capacity of

-- *a_capacity* characters.

make_fragment

-- Create an XML fragment (document without header) with

-- initial capacity of 1024 characters.

make_fragment_with_capacity (*a_capacity*: INTEGER)

-- Create an XML fragment (document without header) with

-- initial capacity of *a_capacity* characters.

feature(s) from EPX_XML_WRITER

-- Initialization

make

-- Create an XML document with initial capacity of 1024 characters.

make_fragment

-- Create an XML fragment (document without header) with

-- initial capacity of 1024 characters.

make_with_capacity (*a_capacity*: INTEGER)

-- Create an XML document with initial capacity of

-- *a_capacity* characters.

make_fragment_with_capacity (*a_capacity*: INTEGER)

-- Create an XML fragment (document without header) with

-- initial capacity of *a_capacity* characters.

feature(s) from EPX_XML_WRITER

-- Status

can_add_attributes: BOOLEAN

-- Can attributes be added to the current tag?

is_a_parent (*tag*: STRING): BOOLEAN

-- Is *tag* the current element, or is it a parent of the

-- current tag at some point?

is_attribute_set (*a_name_space*, *an_attribute*: STRING): BOOLEAN

-- Has *an_attribute* been given a value?

is_element_with_data: BOOLEAN

-- Has data been added to this element or in case this

-- element has not yet been written, has data been added to

-- its parents element?

is_fragment: BOOLEAN

-- Is the XML document being created a fragment?

is_header_written: BOOLEAN

-- Is the XML header is written or is this a fragment that

-- does not need a header?

is_indenting: BOOLEAN

```

-- When XML is written, is an attempt made to beautify the
-- results? This is the default.
-- Indented XML files are more readable, but it can create
-- invalid XML, because the schema is not known. It also
-- slows down writing the XML.
is_ns_started (a_name_space, a_tag: STRING): BOOLEAN
-- Is name_space:tag the current element?
is_started (a_tag: STRING): BOOLEAN
-- Is tag the current element?
is_tag_started: BOOLEAN
-- Is there an unclosed element?
feature(s) from EPX_XML_WRITER
-- Access
as_string: STRING
-- The result as plain STRING
as_uc_string: UC_STRING
-- The result as Unicode string, i.e. UC_STRING
tag_depth: INTEGER
-- Number of tags that have been started, but not stopped
unfinished_xml: STRING
-- The xml in progress
feature(s) from EPX_XML_WRITER
-- Change
clear
-- Start fresh.
-- local
-- s: STRING
set_indenting (an_indenting: BOOLEAN)
feature(s) from EPX_XML_WRITER
-- Commands that expand xml
add_attribute (an_attribute, a_value: STRING)
-- Add an attribute of the current tag. Attribute cannot be
-- modified later unlike set_attribute and a_value does
-- not have to be cloned if you want to reuse that STRING.
-- attribute must be name-space less, else use add_ns_attribute.
-- value may not contain an entity reference.
add_a_name_space (a_prefix, a_uri: STRING)
-- Define a name space.
add_cdata (a_data: STRING)
-- Add data within a CDATA tag. With CDATA much less
-- meta-characters have to be quoted in case a_data is
-- itself XML.
add_data (data: STRING)
-- Write data in the current tag.
-- Invalid characters like < or > are quoted.
-- Use add_raw if you dont want quoting.
-- This routine is not safe when writing data inside comments.

```

```

puts (data: STRING)
    -- Write data in the current tag.
    -- Invalid characters like < or > are quoted.
    -- Use add_raw if you dont want quoting.
    -- This routine is not safe when writing data inside comments.
add_entity (an_entity_name: STRING)
    -- Write entity name as element data.
add_header (encoding: STRING)
    -- Add the XML header, document is encoded in
    -- encoding. Making sure this encoding is followed, is the
    -- responsibility of the client.
add_header_iso_8859_1_encoding
    -- Document is iso-8859-1 encoded.
add_header_utf_8_encoding
    -- Document is utf8 encoded.
add_ns_attribute (a_name_space, an_attribute, a_value: STRING)
    -- Add an attribute to the current tag. This attribute cannot
    -- be changed later, use set_ns_attribute for that.
    -- a_value does not have to be cloned if you want to reuse
    -- that STRING.
    -- value may not contain an entity reference. name_space
    -- is the optional prefix to be used, not the actual URI.
add_raw (raw_data: STRING)
    -- Write raw_data straight in the current tag, meta
    -- characters are not quoted, control characters are not
    -- checked, etc.
add_system_doctype (root_tag, system_id: STRING)
    -- Add a <!DOCTYPE element.
    -- Only allowed when no tags have been written.
add_tag (tag, data: STRING)
    -- Shortcut for add_tag, add_data and stop_tag.
add_ns_tag (name_space, tag, data: STRING)
    -- Shortcut for add_ns_tag, add_data and stop_tag.
get_attribute (attribute: STRING): STRING
    -- Get contents of attribute attribute for
    -- current tag. attribute may include a name space.
    -- Returns Void if attribute doesnt exist
put (a: ANY)
    -- Write data within the current tag.
put_new_line
    -- Add a new line in the current tag.
set_attribute (attribute, value: STRING)
    -- Set an attribute of the current tag.
    -- attribute must be name-space less, else use set_ns_attribute.
    -- value may not contain an entity reference.
    -- As the attribute is not immediately written, make sure
    -- attribute and value do not change (ie are cloned or

```



```

-- immutable).
set_a_name_space (a_prefix, a_uri: STRING)
-- Define a name space.
-- As the attribute is not immediately written, make sure
-- a_prefix and a_uri do not change (ie are cloned or
-- immutable).
set_default_name_space (uri: STRING)
-- Set the default name space.
set_ns_attribute (name_space, attribute, value: STRING)
-- Set an attribute of the current tag. value may not
-- contain an entity reference. name_space is the optional
-- prefix to be used, not the actual URI.
-- As the attribute is not immediately written, make sure
-- name_space, attribute and value do not change (ie
-- are cloned or immutable).
start_ns_tag (name_space, tag: STRING)
-- Start a new tag in the given name_space. name_space is
-- a prefix only, not the actual URI. If name_space is Void
-- or empty, the tag will not get a prefix.
-- As the tag is not immediately written, be sure that tag
-- does not change (ie is cloned or immutable) if
-- name_space is Void or empty.
start_tag (tag: STRING)
-- Start a new tag.
-- As the tag is not immediately written, make sure tag
-- does not change (ie is cloned or immutable).
stop_tag
-- Stop last started tag.
feature(s) from EPX_XML_WRITER
-- Quote unsafe characters
replace_content_meta_characters (s: STRING)
-- Replace all characters in s that have a special meaning in
-- XML. These characters are < and & and the sequence "]]>".
-- This routine is slow when data is actually a UC_STRING
-- and is very large. Moving bytes to the right to insert the
-- quoting characters takes up a very long time.
feature(s) from EPX_XML_WRITER
-- Comments
add_comment (a_comment: STRING)
-- Add a comment.
-- This routine does not yet quote meta data properly. Need a
-- separate comment state to properly quote meta data inside
-- comments.
start_comment
-- Write the XML comment start tag.
stop_comment
-- Stop a started XML comment.

```

invariant

```

-- lower_a_code_definition: lower_a_code = (a).code
-- Same thing for all other codes.
-- (see "note" in indexing clause.)
accessing_real_singleton: security_is_real_singleton;
valid_error_action: error_action >= 0 and error_action <= 2;
my_xml_not_void: my_xml /= Void;
same_size: attributes.count = values.count;
has_tag_stack: tags /= Void;
comparing_references_is_not_good_enough: tags.equality_tester /= Void;
fragment_has_no_header: is_fragment implies is_header_written;
values_not_void: values /= Void;
attributes_not_void: attributes /= Void;
every_attribute_has_a_value: attributes.count = values.count;
tag_state_valid: tag_state >= tag_pending and tag_state <= tag_closed;
tag_started_and_pending_in_sync: tag_state = tag_pending implies is_tag_started;
tag_closed_is_not_started: tag_state = tag_closed = not is_tag_started;
end of EPX_XML_WRITER

```

E.7 Short form of EPX_XHTML_WRITER**class interface** EPX_XHTML_WRITER**creation***make*

-- Create an XML document with initial capacity of 1024 characters.

make_with_capacity (*a_capacity*: INTEGER)

-- Create an XML document with initial capacity of

-- *a_capacity* characters.*make_fragment*

-- Create an XML fragment (document without header) with

-- initial capacity of 1024 characters.

make_fragment_with_capacity (*a_capacity*: INTEGER)

-- Create an XML fragment (document without header) with

-- initial capacity of *a_capacity* characters.**feature(s) from** EPX_XHTML_WRITER

-- overrule some xml stuff

new_line_after_closing_tag (*a_tag*: STRING)-- Outputs a new line, called when *a_tag* is closed

-- can be overridden to start a new line only occasionally

-- For XHTML documents a new line is treated as a single

-- space, so it can influence layout.

new_line_before_starting_tag (*a_tag*: STRING)-- Outputs a new line, called when *a_tag* is about to begin.**feature(s) from** EPX_XHTML_WRITER

-- doctype

doctype-- Default doctype is *doctype_strict*.*doctype_frameset*

-- Output will be frame-based.

doctype_strict

-- Output will be strict XHTML in the ISO-8859-1 encoding.

doctype_strict_utf8

-- Output will be strict XHTML in the UTF-8 encoding.

doctype_transitional

-- Output will be transitional XHTML with ISO-8859-1 encoding.

feature(s) from EPX_XHTML_WRITER

-- Set well-known attribute

set_id (*a_id*: STRING)

-- Set the id attribute.

set_xhtml_name_space

-- Add the XHTML name space to the current tag.

feature(s) from EPX_XHTML_WRITER

-- Page

*b_html**e_html***feature(s) from** EPX_XHTML_WRITER

```

-- Header
meta_content_type (a_content_type: STRING)
    -- Add Content-Type to HTML. a_content_type is of the
    -- format "text/html; charset=utf-8".
meta_refresh_other (a_time: INTEGER; a_url: STRING)
b_head
e_head
title (a_text: STRING)
feature(s) from EPX_XHTML_WRITER
-- Body
b_body
e_body
feature(s) from EPX_XHTML_WRITER
-- Section headers
h1 (header_text: STRING)
h2 (header_text: STRING)
feature(s) from EPX_XHTML_WRITER
-- Paragraph
br
    -- break.
br_clear_all
    -- Add break and flush all floats.
b_p
e_p
p (par: STRING)
feature(s) from EPX_XHTML_WRITER
-- Inline tags
b_b
    -- Begin bold font.
e_b
    -- End bold font.
b_i
    -- Begin italic font.
e_i
    -- End italic font.
b_tt
    -- teletype writer font
e_tt
feature(s) from EPX_XHTML_WRITER
-- Lists
b_ul
    -- Begin unordered list.
e_ul
    -- End unordered list.
b_li
    -- Begin list item.
e_li

```

```

        -- End list item.
feature(s) from EPX_XHTML_WRITER
    -- Quotes
    b_blockquote
    e_blockquote
    blockquote (a_quote: STRING)
feature(s) from EPX_XHTML_WRITER
    -- Link
    b_a (href: STRING)
    e_a
    a (href, s: STRING)
feature(s) from EPX_XHTML_WRITER
    -- Rules
    hr
        -- horizontal rule
feature(s) from EPX_XHTML_WRITER
    -- White space
    nbsp
        -- Add a non breaking white space.
feature(s) from EPX_XHTML_WRITER
    -- Verbatim
    b_pre
    e_pre
feature(s) from EPX_XHTML_WRITER
    -- Images
    b_img (a_src, a_description: STRING)
        -- Start an img tag with a_src the source of the image and
        -- a_description the alternative (alt) text of the image.
    e_img
        -- Stop image.
    img (a_src, a_description: STRING)
        -- Emit an img tag with a_src the source of the image and
        -- a_description the alternative (alt) text of the image.
feature(s) from EPX_XHTML_WRITER
    -- Tables
    b_table
        -- Begin a table.
    e_table
        -- End a table.
    b_tr
        -- Begin a row.
    e_tr
        -- End a row.
    td (a_content: STRING)
        -- Add cell with optional contents.
    b_td
        -- Begin a column.

```

```

e_td
    -- End a column.
th (a_title: STRING)
    -- Add a header cell.
b_th
    -- Begin a table header cell.
e_th
    -- Add a table header cell.
feature(s) from EPX_XHTML_WRITER
    -- Forms
    b_form (method, action: STRING)
    b_form_get (action: STRING)
    b_form_post (action: STRING)
    e_form
    b_input (type, name: STRING)
    e_input
    hidden (name, value: STRING)
    b_button_submit (name, value: STRING)
    e_button_submit
    button_submit (name, value: STRING)
        -- Submit button.
    b_button_reset
    e_button_reset
    button_reset
    b_checkbox (name, value: STRING)
    e_checkbox
    label (a_label, a_for: STRING)
        -- Emit label tag a_label for a control with id a_for.
    b_radio (name, value: STRING)
    e_radio
    b_select (name: STRING)
    e_select
    b_option
    e_option
    option (text: STRING)
    selected_option (choice: STRING)
    b_textarea (name: STRING)
        -- Begin multiline input control.
    e_textarea
        -- End multiline input control.
    input_text (name: STRING; size: INTEGER; value: STRING)
        -- Single line input.
    b_input_text (name: STRING; size: INTEGER; value: STRING)
        -- Single line input.
    e_input_text
        -- End single line input.
    input_password (name: STRING; size: INTEGER; value: STRING)

```

```

    -- Single line password input.
feature(s) from EPX_XHTML_WRITER
    -- CSS style sheet support
    b_style
        -- Start inline style.
    e_style
    set_class (name: STRING)
        -- set attribute class
    set_style (an_inline_style: STRING)
        -- Set the style attribute.
    style_sheet (a_location, a_description, a_media: STRING)
        -- Put in a link to refer to an external style sheet on disk.
        -- a_media is the intended destination medium for style
        -- information. It may be a single media descriptor or a
        -- comma-separated list. The default value for this attribute
        -- is "screen".
    alternate_style_sheet (a_location, a_description, a_media: STRING)
        -- Put in a link to refer to an alternative style sheet.
        -- a_media is the intended destination medium for style
        -- information. It may be a single media descriptor or a
        -- comma-separated list. The default value for this attribute
        -- is "screen".
feature(s) from EPX_XHTML_WRITER
    -- Link
    link (a_href, a_forward_link_types, a_backward_link_types, a_content_type, a_title, a_media:
    STRING)
        -- Add a <link> element. This is used for document relationships.
feature(s) from EPX_XHTML_WRITER
    -- Divisions
    b_div
        -- Start a <div> tag.
    e_div
        -- Stop the <div> tag.
    b_span
        -- Start a <span> tag.
    e_span
        -- Stop the <span> tag.
feature(s) from EPX_XHTML_WRITER
    -- HTML tag names
    once_a: STRING
    once_blockquote: STRING
    once_body: STRING
    once_br: STRING
    once_div: STRING
    once_form: STRING
    once_h1: STRING
    once_h2: STRING

```

```

once_h3: STRING
once_head: STRING
once_html: STRING
once_img: STRING
once_input: STRING
once_label: STRING
once_link: STRING
once_meta: STRING
once_option: STRING
once_p: STRING
once_pre: STRING
once_select: STRING
once_span: STRING
once_table: STRING
once_td: STRING
once_textarea: STRING
once_tr: STRING
once_title: STRING
feature(s) from EPX_XHTML_WRITER
-- Attribute values
once_selected: STRING
once_submit: STRING
once_text: STRING
invariant
-- lower_a_code_definition: lower_a_code = (a).code
-- Same thing for all other codes.
-- (see "note" in indexing clause.)
accessing_real_singleton: security_is_real_singleton;
valid_error_action: error_action >= 0 and error_action <= 2;
my_xml_not_void: my_xml /= Void;
same_size: attributes.count = values.count;
has_tag_stack: tags /= Void;
comparing_references_is_not_good_enough: tags.equality_tester /= Void;
fragment_has_no_header: is_fragment implies is_header_written;
values_not_void: values /= Void;
attributes_not_void: attributes /= Void;
every_attribute_has_a_value: attributes.count = values.count;
tag_state_valid: tag_state >= tag_pending and tag_state <= tag_closed;
tag_started_and_pending_in_sync: tag_state = tag_pending implies is_tag_started;
tag_closed_is_not_started: tag_state = tag_closed = not is_tag_started;
end of EPX_XHTML_WRITER

```

In this chapter:

F.Short form of EPX_HOST_PORT
F.Short form of EPX_HTTP_10_CLIENT
F.Short form of EPX_IMAP4_CLIENT
F.Short form of ULM_LOGGING

F

Short (flat)

listing of network

protocol bonus

classes

Classes in this appendix build upon the abstract layer and generally need network access.

F.1 Short form of EPX_HOST_PORT

[file epx_host_port.tex does not exist]

F.2 Short form of EPX_HTTP_10_CLIENT

class *interface* EPX_HTTP_10_CLIENT

creation

make (*a_server_name*: *STRING*)

-- Prepare for request to *a_server_name*.

make_from_port (*a_server_name*: *STRING*; *a_port*: *INTEGER*)

make_with_port (*a_server_name*: *STRING*; *a_port*: *INTEGER*)

-- Prepare for request.

-- Use *port* is 0 to use the default port (80).

make_from_host (*a_host*: *EPX_HOST*)

-- Prepare for request to resolved *a_host*. If *port* is 0,

-- the default port is taken, else the port can be overruled.

make_from_host_and_port (*a_host*: *EPX_HOST*; *a_port*: *INTEGER*)

-- Prepare for request to *a_host*. If *port* is 0, the

-- default port is taken, else the port can be overruled.

feature(s) from EPX_HTTP_10_CLIENT

-- Client http version

client_version: *STRING*

-- Clients version of the http protocol

feature(s) from EPX_HTTP_10_CLIENT

-- Requests

delete (*a_request_uri*: *STRING*)

get (*a_request_uri*: *STRING*)

-- Send GET request to server.

-- Sets *response_code* to 200 if the request was send successfully.

-- If sending the request failed (usually because the server refused

-- the connection), 503 is returned.

-- Use *read_response* to fetch the response and actual response code.

head (*a_request_uri*: *STRING*)

-- Send HEAD request to server.

-- *a_request_uri* should not include http: and the host name, only

-- the page that is requested. Any query and fragment parts are ok.

-- Sets *response_code* to 200 if the request was send successfully.

-- If sending the request failed (usually because the server refused

-- the connection), 503 is returned.

-- Use *read_response* to fetch the response and actual response code.

options (*a_request_uri*: *STRING*)

-- Get server options. *a_request_uri* is required when the

-- request is being made to a proxy.

-- Sets *response_code* to 200 if the request was send successfully.

-- If sending the request failed (usually because the server refused

-- the connection), 503 is returned.

-- Use *read_response* to fetch the response and actual response code.

put (*a_request_uri*: *STRING*; *a_put_data*: *EPX_MIME_PART*)

-- Put *a_put_data* to *host* using the HTTP PUT request.

-- Sets *response_code* to 200 if the request was send successfully.

```

-- If sending the request failed (usually because the server refused
-- the connection), 503 is returned.
-- Use read_response to fetch the response and actual response code.
-- Tip: use EPX_MIME_FORM.make_form_data to build the
-- most common form data messages.
post (a_request_uri: STRING; a_post_data: EPX_MIME_PART)
-- Post a_post_data to host using the HTTP POST request.
-- Sets response_code to 200 if the request was send successfully.
-- If sending the request failed (usually because the server refused
-- the connection), 503 is returned.
-- Use read_response to fetch the response and actual response code.
-- Tip: use EPX_MIME_FORM.make_form_data to build the
-- most common form data messages.
-- Tip 2: post_data_content_type_recognized is usually true if
-- you sent data to an HTTP server.
feature(s) from EPX_HTTP_10_CLIENT
-- Fields that are send with a request if set
accept: STRING
-- What kind of output can the client handle?
-- Examples are:
--   Accept: text/plain; q=0.5, text/html,
--           text/x-dvi; q=0.8, text/x-c
user_agent: STRING
-- Identification of client program.
-- Common examples are:
--   Mozilla/4.0 (compatible; MSIE 6.0; Windows NT 5.1)
--   Mozilla/5.0 (X11; U; Linux i686; en-US; rv:1.0.0) Gecko/20020529
--   Microsoft Internet Explorer
set_accept (value: STRING)
-- Set the media types which are acceptable for the response.
set_user_agent (value: STRING)
-- Set the client identification.
feature(s) from EPX_HTTP_10_CLIENT
-- Response
body: EPX_MIME_BODY_TEXT
-- Body as text, if applicable, else Void
fields: DS_HASH_TABLE[EPX_MIME_FIELD,STRING]
-- Header fields of response.
is_response_ok: BOOLEAN
-- Does the returned response_code indicate success?
last_uri: STRING
-- URI of last request
part: EPX_MIME_PART
-- The entire parsed MIME message;
-- It is set by read_response. May be Void if there is no body.
read_response
-- Read entire resonse and make it available in

```

```

-- part. Header is available in fields, and text body, if
-- any in body.
-- If the server has returned an invalid response, the
-- response code is set to 500.
response_phrase: STRING
-- HTTP server response phrase;
-- set by read_response.
server_version: STRING
-- HTTP server version;
-- set by read_response.
feature(s) from EPX_HTTP_10_CLIENT
-- Individual response fields, Void if not available
location: STRING
invariant
three_digit_reply_code: response_code = 0 or else response_code >= 100 and response_code
<= 999;
accessing_real_singleton: security_is_real_singleton;
valid_error_action: error_action >= 0 and error_action <= 2;
service_not_void: http_service /= Void;
socket_void_or_connected: http = Void or else http.is_open;
connected_is_readable: http /= Void implies http.is_open_read;
open_implies_resolved: is_open implies is_resolved;
valid_server_name: server_name /= Void and then not server_name.is_empty;
is_valid_user: is_valid_user_name(user_name);
is_valid_password: is_valid_password(password);
host_found: sa /= Void implies host /= Void and then host_found;
end of EPX_HTTP_10_CLIENT

```

F.3 Short form of EPX_IMAP4_CLIENT

[file ep_x_imap4_client.tex does not exist]

F.4 Short form of ULM_LOGGING

This class depends on Standard C only. It is the EPX_LOG_HANDLER that is platform specific. e-POSIX provides implementations of this class for Unix through syslog and for Windows through the NT event log.

class interface *ULM_LOGGING*

creation

make (*a_handler*: *ULM_LOG_HANDLER*; *a_program_name*: *STRING*)

- Start logging for *program*. The host name is derived from
- an OS specific call through *a_handler*.

feature(s) from *ULM_LOGGING*

-- Log methods

log_error (*level*: *INTEGER*; *subsystem*: *STRING*; *error_number*: *INTEGER*; *error_message*: *STRING*)

- Useful for logging errors.

log_event (*level*: *INTEGER*; *subsystem*: *STRING*; *fields*: *ARRAY[ULM_FIELD]*)

- Log event, consisting of one or more fields. It is the
- responsibility of the client to make sure the values are
- proper for each field.
- This function adds any ULM required field if not present.
- *subsystem*, if present is appended with a dot to
- *program* and written in the "PROG" field.
- DATE is logged in GMT.

log_single_field (*level*: *INTEGER*; *subsystem*, *field_name*, *value*: *STRING*)

- Log *value* for *field_name*. *value* will be properly
- quoted if necessary. *value* should be in the proper
- format for *field_name*.
- This function adds any ULM required field.
- *subsystem*, if present is appended with a dot to
- *program* and written in the "PROG" field.
- in the "PROG" field.
- DATE is logged in GMT.

log_message (*level*: *INTEGER*; *subsystem*, *value*: *STRING*)

- Log a simple message with the MSG field.
- This function adds any ULM required field.
- *subsystem*, if present is appended with a dot to
- *program* and written in the "PROG" field.
- DATE is logged in GMT.

feature(s) from *ULM_LOGGING*

-- Queries

is_valid_field_name (*field_name*: *STRING*): *BOOLEAN*

- Returns True if *field_name* is valid according to ULM spec.
- Basically it should consist of one or more letters and have
- no spaces.

is_valid_partial_field_list (*fields*: *ARRAY[ULM_FIELD]*): *BOOLEAN*

- Contains True if *fields* contains at least one item, and
- if every item in *fields* is not Void and if *fields* does

```
-- not contain a duplicate field and if fields does not
-- contain the LVL field.
feature(s) from ULM_LOGGING
-- Standard field names
lvl: STRING
-- Importance and category of the ULM.
host: STRING
-- Name of software component which issues the ULM.
prog: STRING
-- Name of the software component which issued the ULM.
date: STRING
-- Instantaneous date of the event.
lang: STRING
-- Language used for text fields. Default is english (EN).
dur: STRING
-- Indicates duration (in seconds) of the event.
ps: STRING
-- Process id which issued the ULM.
id: STRING
-- System reference to the concerned document.
src_ip: STRING
-- The IP number of the source host.
src_fqdn: STRING
-- Fully qualified Domain Name for the source host.
src_name: STRING
-- Generic name qualifying the source.
src_port: STRING
-- Port number for TCP, UDP or other protocol.
src_usr: STRING
-- User name or user id.
src_mail: STRING
-- Email address.
dst_ip: STRING
-- The IP number of the destination host.
dst_fqdn: STRING
-- Fully qualified Domain Name for the destination host.
dst_name: STRING
-- Generic name qualifying the destination.
dst_port: STRING
-- Port number for TCP, UDP or other protocol.
dst_usr: STRING
-- User name or user id.
dst_mail: STRING
-- Email address.
rel_ip: STRING
-- The IP number of the proxy/relayer host.
rel_fqdn: STRING
```

```

    -- Fully qualified Domain Name for the proxy/relayer host.
rel_name: STRING
    -- Generic name qualifying the proxy/relayer.
rel_port: STRING
    -- Port number for TCP, UDP or other protocol.
rel_usr: STRING
    -- User name or user id.
rel_mail: STRING
    -- Email address.
vol: STRING
    -- Volume (number of bytes) sent and received from the source
    -- point of view.
vol_sent: STRING
    -- Volume (number of bytes) sent from the source point of view.
vol_rcvd: STRING
    -- Volume (number of bytes) received from the source point of view.
cnt: STRING
    -- Count (of articles, files, events) sent and received from
    -- the source point of view.
cnt_sent: STRING
    -- Count (of articles, files, events) sent from the source
    -- point of view.
cnt_rcvd: STRING
    -- Count (of articles, files, events) received from the
    -- source point of view.
prog_file: STRING
    -- Name of the program source file from which the ULM was generated.
stat: STRING
    -- State or status of the designed process. Possible values
    -- for this field may include "Failure", "Success", "Start",
    -- "End".
tty: STRING
    -- Users physical connection to the host.
doc: STRING
    -- Name of accessed document like the path of an ftp file,
    -- the name of a newsgroup, or the non-host part of an URL.
prot: STRING
    -- Protocol used.
cmd: STRING
    -- Issued command.
msg: STRING
    -- The only field which should contain arbitrary data.
feature(s) from ULM_LOGGING
    -- Public state
host_name: STRING
    -- Name of the host which issues the ULM.
program_name: STRING

```



```
-- Name of the software component which issues the ULM.  
invariant  
  log_level_text_lower_index_ok: log_level_text.lower = emergency;  
  log_level_text_upper_index_ok: log_level_text.upper = debugging;  
  accessing_real_singleton: security_is_real_singleton;  
  valid_error_action: error_action >= 0 and error_action <= 2;  
  handler_not_void: handler /= Void;  
  host_name_not_empty: host /= Void and then not host.is_empty;  
  program_name_not_empty: program_name /= Void and then not program_name.is_empty;  
  have_my_date: my_date /= Void;  
  have_my_host: my_host /= Void;  
  have_my_prog: my_prog /= Void;  
  have_my_lvl: my_lvl /= Void;  
end of ULM_LOGGING
```

