

NAME

stat — data returned by stat system call

SYNOPSIS

```
#include <types.h>
#include <stat.h>
```

DESCRIPTION

The system calls *stat* and *fstat(2)* return data whose structure is defined by this include file. The encoding of the field *st_mode* is defined in this file also.

```
/*      @(#)stat.h3.1      */
```

```
struct  stat
{
    dev_t    st_dev;
    ino_t    st_ino;
    int      st_mode;
    int      st_nlink;
    int      st_uid;
    int      st_gid;
    dev_t    st_rdev;
    off_t    st_size;
    time_t   st_atime;
    time_t   st_mtime;
    time_t   st_ctime;
};
```

```
#define S_IFMT 0170000 /* type of file */
#define S_IFDIR 0040000 /* directory */
#define S_IFCHR 0020000 /* character special */
#define S_IFBLK 0060000 /* block special */
#define S_IFREG 0100000 /* regular */
#define S_IFMPC 0030000 /* multiplexed char special */
#define S_IFMPB 0070000 /* multiplexed block special */
#define S_ISUID 0004000 /* set user id on execution */
#define S_ISGID 0002000 /* set group id on execution */
#define S_ISVTX 0001000 /* save swapped text even after use */
#define S_IRUSR 0000400 /* read permission, owner */
#define S_IWUSR 0000200 /* write permission, owner */
#define S_IXUSR 0000100 /* execute/search permission, owner */
```

FILES

/usr/include/sys/stat.h

SEE ALSO

stat(2)