

Environment variables

```
int main (int argc, char **argv, char **envp)
```

- Array of strings

- Each string of form "name=value"

- Last entry is NULL

- Examples:

- HOME=/home/phil

- CVSROOT=/home/phil/CVSrep

- `int execve(const char *path, char *const argv[], char *const envp[])`

- `int execvp(const char *path, char *const argv[])`

- Access via "extern char **environ;"

- (*BSD, man environ(7))

Program access to environment variables

- Access via "extern char **environ;"
- Library calls access ... easier
 - char *getenv(const char *name)
 - standard on all UNIX systems
 - returns a pointer to value in array
 - Do not free() returned pointer.
 - Depending on use, use strdup(3).
 - int setenv(const char *name, const char *value, int overwrite);
 - int putenv(const char *string);
 - void unsetenv(const char *name);
 - *BSD standard and linux

Changing Directories

- `chdir(2)`

- `int chdir(const char *path);`

- sets the working directory

- Return Values

- 0 if successful

- -1 if failed, `errno` has error

