

Re: File exist

Source: http://coding.derkeiler.com/Archive/C_CPP/comp.lang.c/2006-04/msg02081.html

- *From:* Kenneth Brody <kenbrody@xxxxxxxxxxx>
 - *Date:* Wed, 19 Apr 2006 10:25:48 -0400
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Flash Gordon wrote:

Kenneth Brody wrote:

Keith Thompson wrote:
[...]

Usually the best approach is to try to open the file, and handle the error if the attempt fails. Providing information about **why** it failed can be useful, but it isn't absolutely necessary, and it can't be done portably.

Isn't this portable?

... proper #include's, etc. implied ...

```
errno=0;
f = fopen(filename,mode);
if ( f == NULL )
{
if ( errno != 0 )
perror(filename);
else
fprintf(stderr,"fopen() of %s failed.\n",filename);
exit(EXIT_FAILURE);
}
```

It's portable, but it might always print out "fopen() of %s failed.\n" and never give a reason on some implementations.

Which I suppose qualifies for "can't be done portably" in terms of actually getting the reason. However, the above is portable, and

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will give the reason on those platforms that tell you why. On platforms that don't tell you why, there's not much that you can do, is there? (Even non-portably. Unless the "real" error number is stored somewhere, but not placed in errno, sort of like the Windows GetLastError() call. Of course, all the Windows C compilers that I've seen set errno for you.)

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