

getrusage

Syntax

```
#include <sys/time.h>
#include <sys/resource.h>
```

```
int getrusage(int who, struct rusage *rusage);
```

Description

This function returns information about the running process. The structure `struct rusage` is defined on `<sys/resource.h>` as follows:

```
struct rusage {
    struct timeval ru_utime; /* user time used */
    struct timeval ru_stime; /* system time used */
    long ru_maxrss; /* integral max resident set size */
    long ru_ixrss; /* integral shared text memory size */
    long ru_idrss; /* integral unshared data size */
    long ru_isrss; /* integral unshared stack size */
    long ru_minflt; /* page reclaims */
    long ru_majflt; /* page faults */
    long ru_nswap; /* swaps */
    long ru_inblock; /* block input operations */
    long ru_oublock; /* block output operations */
    long ru_msgsnd; /* messages sent */
    long ru_msgrcv; /* messages received */
    long ru_nsignals; /* signals received */
    long ru_nvcsw; /* voluntary context switches */
    long ru_nivcsw; /* involuntary context switches */
};
```

Currently, the only field that is computed is `ru_utime`. It is computed as the total elapsed time used by the calling program. The remainder of the fields are set to zero.

The *who* parameter must be `RUSAGE_SELF` or `RUSAGE_CHILDREN`.

Return Value

Zero on success, nonzero on failure.

Portability

ANSI/ISO C No

POSIX No

Example

```
struct rusage r;
getrusage(RUSAGE_SELF, &r);
```