## NAME

IO::Pipe - supply object methods for pipes

### **SYNOPSIS**

```
use IO::Pipe;
$pipe = new IO::Pipe;
if($pid = fork()) { # Parent
    $pipe->reader();
    while(<$pipe>) {
 . . .
    }
}
elsif(defined $pid) { # Child
    $pipe->writer();
    print $pipe ...
}
or
$pipe = new IO::Pipe;
$pipe->reader(qw(ls -l));
while(<$pipe>) {
    . . .
}
```

# DESCRIPTION

IO::Pipe provides an interface to creating pipes between processes.

### CONSTRUCTOR

new ([READER, WRITER])

Creates an IO::Pipe, which is a reference to a newly created symbol (see the Symbol package). IO::Pipe::new optionally takes two arguments, which should be objects blessed into IO::Handle, or a subclass thereof. These two objects will be used for the system call to pipe. If no arguments are given then method handles is called on the new IO::Pipe object.

These two handles are held in the array part of the GLOB until either  ${\tt reader}$  or  ${\tt writer}$  is called.

#### **METHODS**

reader ([ARGS])

The object is re-blessed into a sub-class of IO::Handle, and becomes a handle at the reading end of the pipe. If ARGS are given then fork is called and ARGS are passed to exec.

writer ([ARGS])



The object is re-blessed into a sub-class of IO::Handle, and becomes a handle at the writing end of the pipe. If ARGS are given then fork is called and ARGS are passed to exec.

#### handles ()

This method is called during construction by IO::Pipe::new on the newly created IO::Pipe object. It returns an array of two objects blessed into IO::Pipe::End, or a subclass thereof.

## SEE ALSO

IO::Handle

#### **AUTHOR**

Graham Barr. Currently maintained by the Perl Porters. Please report all bugs to <perl5-porters@perl.org>.

### COPYRIGHT

Copyright (c) 1996-8 Graham Barr <gbarr@pobox.com>. All rights reserved. This program is free software; you can redistribute it and/or modify it under the same terms as Perl itself.