

**NAME**

chdir, fchdir - change working directory

**SYNOPSIS**

```
#include <unistd.h>
```

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

```
int fchdir(int fd);
```

Feature Test Macro Requirements for glibc (see [feature\\_test\\_macros\(7\)](#)):

**fchdir()**:

```
_BSD_SOURCE || _XOPEN_SOURCE >= 500 ||  
_XOPEN_SOURCE && _XOPEN_SOURCE_EXTENDED  
|| /* Since glibc 2.12: */ _POSIX_C_SOURCE >= 200809L
```

**DESCRIPTION**

**chdir()** changes the current working directory of the calling process to the directory specified in *path*.

**fchdir()** is identical to **chdir()**; the only difference is that the directory is given as an open file descriptor.

**RETURN VALUE**

On success, zero is returned. On error, -1 is returned, and *errno* is set appropriately.

**ERRORS**

Depending on the filesystem, other errors can be returned. The more general errors for **chdir()** are listed below:

**EACCES**

Search permission is denied for one of the components of *path*. (See also [path\\_resolution\(7\)](#).)

**EFAULT**

*path* points outside your accessible address space.

**EIO** An I/O error occurred.

**ELOOP**

Too many symbolic links were encountered in resolving *path*.

**ENAMETOOLONG**

*path* is too long.

**ENOENT**

The file does not exist.

**ENOMEM**

Insufficient kernel memory was available.

**ENOTDIR**

A component of *path* is not a directory.

The general errors for **fchdir()** are listed below:

**EACCES**

Search permission was denied on the directory open on *fd*.

**EBADF**

*fd* is not a valid file descriptor.

**CONFORMING TO**

SVr4, 4.4BSD, POSIX.1-2001.

**NOTES**

The current working directory is the starting point for interpreting relative pathnames (those not starting with '/').

A child process created via [fork\(2\)](#) inherits its parent's current working directory. The current working

directory is left unchanged by [execve\(2\)](#).

**SEE ALSO**

[chroot\(2\)](#), [getcwd\(3\)](#), [path\\_resolution\(7\)](#)

**COLOPHON**

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