

NAME

IO::Pipe - supply object methods for pipes

SYNOPSIS

```
use IO::Pipe;

$pipe = IO::Pipe->new();

if($pid = fork()) { # Parent
    $pipe->reader();

    while(<$pipe>) {
        ...
    }

}
elseif(defined $pid) { # Child
    $pipe->writer();

    print $pipe ...
}

or

$pipe = IO::Pipe->new();

$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 `reader` or `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 <perlbug@perl.org>.

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