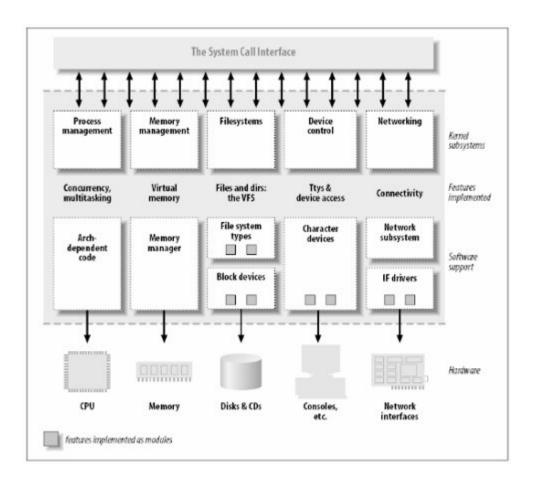
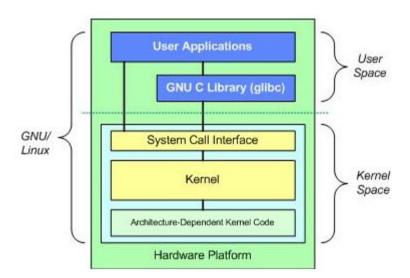




1. Linux Architecture Layers





1. Purpose of Key Directories:

- / → Root directory, the starting point of the filesystem.
- /bin → Essential user binaries (e.g., ls, cp, cat) available for all users.
- /sbin → System binaries, mainly for administration (e.g., fdisk, shutdown).
- /usr → User-related programs, libraries, and documentation.
- /etc → Configuration files for the system and applications.
- /var → Variable data like logs, caches, spools, temporary files

2. Why Linux Treats Everything as a File

Linux follows the philosophy of "everything is a file." Devices (like USBs, disks), processes, sockets, and pipes are all represented as files. This unification simplifies system design—programs can interact with hardware and software using the same simple file operations (open, read, write, close).

3. Program vs. Process

- Program → A static executable file stored on disk (e.g., /bin/ls).
- Process → A running instance of a program in memory with its own state, resources, and Process ID (PID).

Example: The file /bin/bash is a program. When you open a terminal, each shell you start is a new process running that program.