

CICLO FORMATIVO DE GRADO SUPERIOR DESARROLLO DE APLICACIONES WEB

CURSO 2022/2023

**Módulo : Sistemas Informáticos
Práctica : 3.2 y 3.3**



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3.2 y 3.3

3.2. Navega por la estructura de directorios de Ubuntu y lista las carpetas aquí estudiadas. Para mayor detalle, puedes hacer uso del comando `man hier` en un terminal de Linux, el cual especificará la utilidad de cada carpeta.

```
stale@DESKTOP-UBHQU7:~$ man hier
Linux Programmer's Manual
HIER(7)

NAME
    hier - description of the filesystem hierarchy

DESCRIPTION
    A typical Linux system has, among others, the following directories:

    /
        This is the root directory. This is where the whole tree starts.

    /bin
        This directory contains executable programs which are needed in single user mode and to bring the system up or repair it.

    /boot
        Contains static files for the boot loader. This directory holds only the files which are needed during the boot process. The map installer and configuration files should go to /sbin and /etc. The operating system kernel (initrd for example) must be located in either / or /boot.

    /dev
        Special or device files, which refer to physical devices. See mknod(1).

    /etc
        Contains configuration files which are local to the machine. Some larger software packages, like X11, can have their own subdirectories below /etc. Site-wide configuration files may be placed here or in /usr/etc. Nevertheless, programs should always look for these files in /etc and you may have links for these files to /usr/etc.

    /etc/opt
        Host-specific configuration files for add-on applications installed in /opt.

    /etc/skel
        This directory contains the configuration files for SGM (optional).

    /etc/skel
        When a new user account is created, files from this directory are usually copied into the user's home directory.

    /etc/X11
        Configuration files for the X11 window system (optional).

    /etc/xm
        This directory contains the configuration files for XM (optional).

    /home
        On machines with home directories for users, these are usually beneath this directory, directly or not. The structure of this directory depends on local administration decisions (optional).

    /lib
        This directory should hold those shared libraries that are necessary to boot the system and to run the commands in the root filesystem.

    /lib(qual)
        These directories are variants of /lib on system which support more than one binary format requiring separate libraries (optional).

    /lib/modules
        Loadable kernel modules (optional).

    /lost+found
        This directory contains items lost in the filesystem. These items are usually chunks of files mangled as a consequence of a faulty disk or a system crash.

    /media
        This directory contains mount points for removable media such as CD and DVD disks or USB sticks. On systems where more than one device exists for mounting a certain type of media, mount directories can be created by appending a digit to the name of those available above starting with '0', but the unqualified name must also exist.

Manual page hier(7) line 1 (press h for help or q to quit)
```

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        These directories are variants of /lib on system which support more than one binary format requiring separate libraries (optional).

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    /media/floppy[1-9]
        Floppy drive (optional).

    /media/cdrom[1-9]
        CD-ROM drive (optional).

    /media/cdrecorder[1-9]
        CD writer (optional).

    /media/zip[1-9]
        Zip drive (optional).

    /media/usb[1-9]
        USB drive (optional).

    /mnt
        This directory is a mount point for a temporarily mounted filesystem. In some distributions, /mnt contains subdirectories intended to be used as mount points for several temporary filesystems.

    /opt
        This directory should contain add-on packages that contain static files.

    /proc
        This is a mount point for the proc filesystem, which provides information about running processes and the kernel. This pseudo-filesystem is described in more detail in proc(5).

    /root
        This directory is usually the home directory for the root user (optional).

    /run
        This directory contains information which describes the system since it was booted. Once this purpose was served by /var/run and programs may continue to use it.

    /sbin
        Like /bin, this directory holds commands needed to boot the system, but which are usually not executed by normal users.

    /srv
        This directory contains site-specific data that is served by this system.

    /sys
        This is a mount point for the sysfs filesystem, which provides information about the kernel like /proc, but better structured, following the formalism of kobject infrastructure.

    /tmp
        This directory contains temporary files which may be deleted with no notice, such as by a regular job or at system boot up.

    /usr
        This directory is usually mounted from a separate partition. It should hold only shareable, read-only data, so that it can be mounted by various machines running Linux.

    /usr/X11R6
        The X-Window system, version 11 release 6 (present in FHS 2.3, removed in FHS 3.0).

    /usr/X11R6/bin
        Binaries which belong to the X-Window system; often, there is a symbolic link from the more traditional /usr/bin/X11 to here.

    /usr/X11R6/lib
        Data files associated with the X-Window system.

    /usr/X11R6/lib/X11
        These contain miscellaneous files needed to run X; Often, there is a symbolic link from /usr/lib/X11 to this directory.

    /usr/X11R6/include/X11
        Contains include files needed for compiling programs using the X11 window system. Often, there is a symbolic link from /usr/include/X11 to this directory.

    /usr/bin
        This is the primary directory for executable programs. Most programs executed by normal users which

Manual page hier(7) line 63 (press h for help or q to quit)
```

```

stat@DESKTOP-UBAQUH /
/usr/bin
This is the primary directory for executable programs. Most programs executed by normal users which
are not needed for booting or for repairing the system and which are not installed locally should be
placed in this directory.

/usr/bin/ah
Commands for the MH mail handling system (optional).

/usr/bin/X11
is the traditional place to look for X11 executables; on Linux, it usually is a symbolic link to
/usr/X11R6/bin.

/usr/dict
Replaced by /usr/share/dict.

/usr/doc
Replaced by /usr/share/doc.

/usr/etc
Site-wide configuration files to be shared between several machines may be stored in this directory.
However, commands should always reference those files using the /etc directory. Links from files in
/etc should point to the appropriate files in /usr/etc.

/usr/games
Binaries for games and educational programs (optional).

/usr/include
Include files for the C compiler.

/usr/include/bsd
BSD compatibility include files (optional).

/usr/include/X11
Include files for the C compiler and the X-Window system. This is usually a symbolic link to
/usr/X11R6/include/X11.

/usr/include/asm
Include files which declare some assembler functions. This used to be a symbolic link to
/usr/src/linux/include/asm.

/usr/include/linux
This contains information which may change from system release to system release and used to be a sym-
bolic link to /usr/src/linux/include/linux to get at operating-system-specific information.
(Note that one should have include files there that work correctly with the current libc and in user
space. However, Linux kernel source is not designed to be used with user programs and does not know
anything about the libc you are using. It is very likely that things will break if you let /usr/in-
clude/asm and /usr/include/linux point at a random kernel tree. Debian systems don't do this and use
headers from a known good kernel version, provided in the libc*-dev package.)

/usr/include/g++
Include files to use with the GNU C++ compiler.

/usr/lib
Object libraries, including dynamic libraries, plus some executables which usually are not invoked di-
rectly. More complicated programs may have whole subdirectories there.

/usr/libexec
Directory contains binaries for internal use only and they are not meant to be executed directly by
users shell or scripts.
Manual page hier(7) line 122 (press h for help or q to quit)

```

```

stat@DESKTOP-UBAQUH /
/usr/libcqual
These directories are variants of /usr/lib on system which support more than one binary format requir-
ing separate libraries, except that the symbolic link /usr/libcqual/X11 is not required (optional).

/usr/lib/X11
The usual place for data files associated with X programs, and configuration files for the X system it-
self. On Linux, it usually is a symbolic link to /usr/X11R6/lib/X11.

/usr/lib/gcc-lib
contains executables and include files for the GNU C compiler, gcc(1).

/usr/lib/groff
Files for the GNU groff document formatting system.

/usr/lib/ucwp
Files for ucwp(1).

/usr/local
This is where programs which are local to the site typically go.

/usr/local/bin
Binaries for programs local to the site.

/usr/local/doc
Local documentation.

/usr/local/etc
Configuration files associated with locally installed programs.

/usr/local/games
Binaries for locally installed games.

/usr/local/lib
Files associated with locally installed programs.

/usr/local/libcqual
These directories are variants of /usr/local/lib on system which support more than one binary format
requiring separate libraries (optional).

/usr/local/include
Header files for the local C compiler.

/usr/local/info
Info pages associated with locally installed programs.

/usr/local/man
Man pages associated with locally installed programs.

/usr/local/sbin
Locally installed programs for system administration.

/usr/local/share
Local application data that can be shared among different architectures of the same OS.

/usr/local/src
Source code for locally installed software.

/usr/man
Replaced by /usr/share/man.

/usr/sbin
This directory contains program binaries for system administration which are not essential for the boot
Manual page hier(7) line 184 (press h for help or q to quit)

```

```
stala@DESKTOP-URIAQUH /
/usr/sbin
This directory contains program binaries for system administration which are not essential for the boot
process, for mounting /usr, or for system repair.

/usr/share
This directory contains subdirectories with specific application data, that can be shared among differ-
ent architectures of the same OS. Often one finds stuff here that used to live in /usr/doc or /usr/lib
or /usr/man.

/usr/share/color
Contains color management information, like International Color Consortium (ICC) Color profiles (op-
tional).

/usr/share/dict
Contains the word lists used by spell checkers (optional).

/usr/share/dict/words
List of English words (optional).

/usr/share/doc
Documentation about installed programs (optional).

/usr/share/games
Static data files for games in /usr/games (optional).

/usr/share/info
Info pages go here (optional).

/usr/share/locale
Locale information goes here (optional).

/usr/share/man
Manual pages go here in subdirectories according to the man page sections.

/usr/share/man/locales/man[1-9]
These directories contain manual pages for the specific locale in source code form. Systems which use
a unique language and code set for all manual pages may omit the <locale> substring.

/usr/share/misc
Miscellaneous data that can be shared among different architectures of the same OS.

/usr/share/nls
The message catalogs for native language support go here (optional).

/usr/share/ppd
Postscript Printer Definition (PPD) files (optional).

/usr/share/sgml
Files for SGML (optional).

/usr/share/sgml/docbook
DocBook DTD (optional).

/usr/share/sgml/tei
TEI DTD (optional).

/usr/share/sgml/html
HTML DTD (optional).

/usr/share/sgml/mathml
MathML DTD (optional).

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```

```
stala@DESKTOP-URIAQUH /
/usr/share/terminfo
The database for terminfo (optional).

/usr/share/tmac
Troff macros that are not distributed with groff (optional).

/usr/share/xml
Files for XML (optional).

/usr/share/xml/docbook
DocBook DTD (optional).

/usr/share/xml/xhtml
XHTML DTD (optional).

/usr/share/xml/mathml
MathML DTD (optional).

/usr/share/zoneinfo
Files for timezone information (optional).

/usr/src
Source files for different parts of the system, included with some packages for reference purposes.
Don't work here with your own projects, as files below /usr should be read-only except when installing
software (optional).

/usr/src/linux
This was the traditional place for the kernel source. Some distributions put here the source for the
default kernel they ship. You should probably use another directory when building your own kernel.

/usr/tmp
Obsolete. This should be a link to /var/tmp. This link is present only for compatibility reasons and
shouldn't be used.

/var
This directory contains files which may change in size, such as spool and log files.

/var/account
Process accounting logs (optional).

/var/adm
This directory is superseded by /var/log and should be a symbolic link to /var/log.

/var/backups
Reserved for historical reasons.

/var/cache
Data cached for programs.

/var/cache/fonts
Locally generated fonts (optional).

/var/cache/man
Locally formatted man pages (optional).

/var/cache/www
WWW proxy or cache data (optional).

/var/cache/package
Package specific cache data (optional).

/var/catman/cat[1-9] or /var/cache/man/cat[1-9]
These directories contain preformatted manual pages according to their man page section. (The use of
Manual page hier(7) line 308 (press h for help or q to quit))
```

```

stala@DESKTOP-URIAQU7: /
/var/cache/man/cat[1-9]
These directories contain preformatted manual pages according to their man page section. (The use of
preformatted manual pages is deprecated.)

/var/crash
System crash dumps (optional).

/var/cron
Reserved for historical reasons.

/var/games
Variable game data (optional).

/var/lib
Variable state information for programs.

/var/lib/color
Variable files containing color management information (optional).

/var/lib/hwclock
State directory for hwclock (optional).

/var/lib/misc
Miscellaneous state data.

/var/lib/xdm
X display manager variable data (optional).

/var/lib/xdm
Editor backup files and state (optional).

/var/lib/xdm
These directories must be used for all distribution packaging support.

/var/lib/package
State data for packages and subsystems (optional).

/var/lib/pkgtool
Packaging support files (optional).

/var/local
Variable data for /usr/local.

/var/lock
Lock files are placed in this directory. The naming convention for device lock files is lock_...device,
where device is the device's name in the filesystem. The format used is that of HPUX lock files,
that is, lock files contain a PID as a 10-byte ASCII decimal number, followed by a newline character.

/var/log
Miscellaneous log files.

/var/opt
Variable data for /opt.

/var/mail
Users' mailboxes. Replaces /var/spool/mail.

/var/mgs
Reserved for historical reasons.

/var/preserve
Reserved for historical reasons.

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```

```

stala@DESKTOP-URIAQU7: /
Reserved for historical reasons.

/var/preserve
Reserved for historical reasons.

/var/run
Run-time variable files, like files holding process identifiers (PIDs) and logged user information
(utmp). Files in this directory are usually cleared when the system boots.

/var/spool
Spooled (or queued) files for various programs.

/var/spool/at
Spooled jobs for at(1).

/var/spool/cron
Spooled jobs for cron(8).

/var/spool/lpd
Spooled files for printing (optional).

/var/spool/lpd/printer
Spools for a specific printer (optional).

/var/spool/mail
Replaced by /var/mail.

/var/spool/mqueue
Queued outgoing mail (optional).

/var/spool/news
Spool directory for news (optional).

/var/spool/rwho
Spooled files for rwho(8) (optional).

/var/spool/smtp
Spooled files for the smtp(1) mail delivery program.

/var/spool/uucp
Spooled files for uucp(1) (optional).

/var/tmp
Like /tmp, this directory holds temporary files stored for an unspecified duration.

/var/yp
Database files for NIS, formerly known as the Sun Yellow Pages (YP).

```

3.3. Navega por la estructura de directorios de Microsoft Windows y lista las carpetas aquí estudiadas, observando su contenido.

