

# 一、Linux簡介

## 述說UNIX系統的發展歷史

### UNIX歷史(1/2)

- UNIX的歷史開始於1969年，由Ken Thompson，Dennis Ritchie (即K&R，C的發明者)與一群人在一部PDP-7主機上進行的工作，後來它成為UNIX，它主要有下列幾個版本：
  - V1 (1971)：第一版的UNIX，以PDP-11/20的語言寫成
  - V4 (1973)：用C語言重新改寫，這個動作讓UNIX修改變得更容易，可以讓UNIX在幾個月內移植到新的硬體平台上
  - V6 (1975)：第一個在貝爾實驗室外廣為流傳的UNIX版本，這也是UNIX受歡迎的開始，其中1.xBSD就是由這個版本衍生出來的
  - V7 (1979)：在許多UNIX玩家的心目中，這是最後一個真正的UNIX版本，這個版本包括完整的K&R C編譯器，Bourne shell

## UNIX歷史(2/2)

- 目前UNIX有兩大分支，分別為AT&T發佈的UNIX操作系统**System V**與美國加州大學柏克萊分校發佈的UNIX版**BSD**（Berkeley Software Distribution）。
- UNIX演進圖
  - <http://www.levenez.com/unix>

## Linux歷史

- Linux為UNIX-like的作業系統
- 由芬蘭的Linus Benedict Torvalds 改寫minix而來，支援386或386以上的電腦使用，他在1991年8月正式對外發佈，屬於GNU軟體
- 由於linux的source code放在ftp site上，而該ftp site的管理者認為它是Linus的minix，因此就建立了一個linux的目錄來擺放，而該目錄名稱就成為linux名字的由來

# 登入Linux系統

## ■ 登入名稱

- 每個使用者都有一個登入名稱，記錄在/etc/passwd裡
- /etc/passwd的內容包括：登入名稱(Login name), 加密後的密碼(encrypted password), 使用者ID(uid), 群組ID(gid), 註解欄(comment field), 使用者目錄(home directory), 和shell程式

## ■ Shells

- Shell是一個命令直譯器(interpreter)，它讀取使用者所輸入的命令，然後執行它，shell有許多種，下面列舉三種較常使用的shells
  - The Bourne shell, /bin/sh
  - The C shell, /bin/csh
  - The KornShell, /bin/ksh

# 檔案與目錄

CODE. 1-1

## ■ 檔案系統

- Hierarchical arrangement of directories and files.
- Everything starts in the directory called root whose name is the single character /

## ■ Filename

- . refers to the current directory
- .. refers to the parent directory

## ■ Pathname

- Absolute pathname
- Relative pathname

## ■ Working Directory

- A process can change its working directory with the *chdir* function

## ■ Home Directory

# 輸入與輸出

CODE. 1-2

- File Descriptors
  - Small nonnegative integer that kernel uses to identify the files being accessed by a particular process
- Standard Input, Standard Output, Standard Error
  - All shells open three descriptors whenever a new program is run
  - redirect
- Unbuffered I/O
  - *open, read, write, lseek, close*
  - Work with file descriptors
- Standard I/O
  - Provide a buffered interface to the unbuffered I/O functions

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# 程式與行程

CODE. 1-3

- Program
  - A program is an executable file residing in disk file
- Processes and Process ID
  - An executing instance of a program is called a process
  - PID
- Process Control
  - *fork, exec, waitpid*

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# ANSI C 的特點

CODE. 1-4

- Function Prototypes
  - pid\_t getpid(void);
- Generic Pointers
  - void \* instead of char \*
- Primitive System Data Types
  - Data types that end in \_t are called the primitive system data types.
  - Usually be defined in <sys/types.h>
  - Prevent programs from using specific data type, such as int, short or long.
  - Allow each implementation to choose which data type is required for a particular system.

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# 錯誤處理

CODE. 1-5

- When an error occur in one of the Unix functions, a negative value is open returned and the integer errno is usually set to value that gives additional information.
- <errno.h>
- strerror
- perror

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# 使用者身份識別

CODE. 1-6

- User ID
- Group ID
- Supplementary Group IDs

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# 訊號

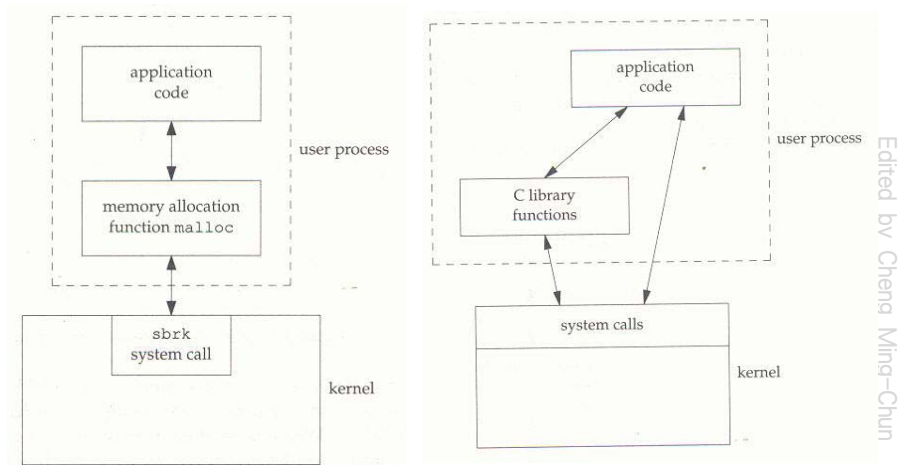
CODE. 1-7

- Signals are a techniques used to notify a process that some condition has ouucrrred
- Three ways to handle signals
  - ☐ Ignore the signal
  - ☐ Let the default action occur
  - ☐ Provide a function that is called when the signal occurs.

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# 系統呼叫與程式庫函式呼叫



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## 兩大分支：System V與BSD

- 標準(standards)
  - ANSI C
  - POSIX
  - XPG3
- 實作(implementations)
  - System V Release (簡稱SVR)
  - BSD

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