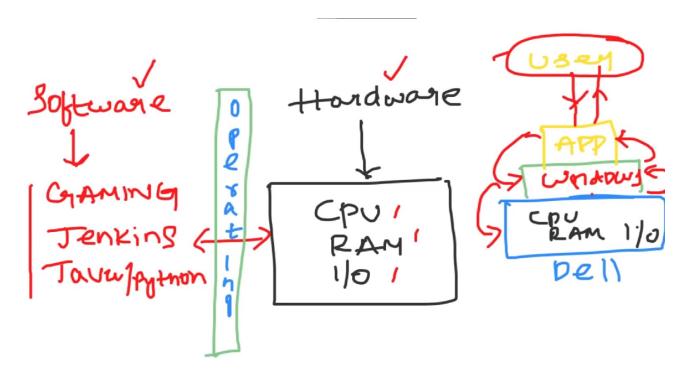
Day 6 - Linux & Shell Scripting

Operating System: we brought a hardware / pc. we try to use some softwares on top of the hardware. may be games, jenkins, photoshop, python, etc..

we cant run softwaresn directly on top of the hardware we have. so we need operating system here.

Defination :: OS is something that acts as a bridge between software and hardware. so it drives as a medium for communication between software and hardware.

Window, IOS, Linux etc



Why Linus is very popular?

- 1. Free OS
- 2. Very secure (no need of anti viruses)
 3. Distributions (Unix, Debian, Ubuntu, MintOS, SentOS)
- 4. Fast and dont crash

Kernel:: Its the heart of the OS, the responsibility of kernel is to establish a communication between your hardware and software.

Four Responsibilities::

- 1. Device Management
- 2. Memory Management 3. Process Management
- 4. Handling System related calls

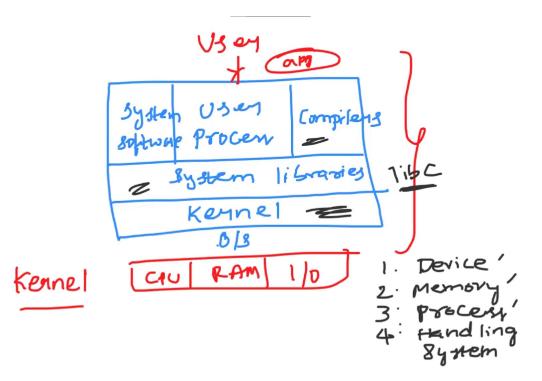
System Libraries :: User query ---> System Library ---> Kernel

System Libraries may differ according to OS's but same functions.

EX : Lipsy

Compilers :: If the user want to run Python, java etc. they have to compile the code.

Same as Compilers we need Users Processes and System related softwares.



SHELL Scripting:: SHELL is a way that you talk to your OS. to create a file in windows we can create it using graphical user interface.but in Linux we create using command lines to create them.

Most of the companies wont prefer graphical user interface, they mostly use SHELL Environment in Dev, Stagging and Production.

SHELL is common among Distributions like MintOS, SentOS, Ubuntu etc.

```
Popular SHELL Commands ::
Is ---> to list the current directory
pwd ---> to check present working directory
cd ---> changes the directory.
cd .. ---> going back to one directory
cd ../.. ---> going to home directory
cd ubuntu/bundle ---> go ahead of multiple directories.
Is -tr ---> it provides you the information D means directory, if not D, then its file. file size, when its created. who is the owner.
touch ---> create a file
vi test ---> create a file and write something.(vi = command, test = folder name). Click "I" which inserts into the file. use :wq! ---> to save the file.
cat ---> using cat we can print the file.
mkdir ---> make a folder
rm ---> remove a file
rm -r ---> remove a directory
free -g ---> understand what is the memory space we have.(Memory)
nproc ---> no of CPUs(CPU)
df -h ---> check the disk size(DISK)
top ---> complete infromation about the System.(ALL)
```

```
hari@Hari:~
hari@Hari:~$ ls
snap
hari@Hari:~$ pwd
/home/hari
hari@Hari:~$ cd snap
hari@Hari:~/snap$ ls
ubuntu-desktop-installer
hari@Hari:~/snap$ pwd
/home/hari/snap
hari@Hari:~/snap$ cd ..
hari@Hari:~$ pwd
/home/hari
hari@Hari:~$ ls
snap
```

```
🌖 Select hari@Hari: ~/AwsWithHari
hari@Hari:~$ ls
hari@Hari:~$ mkdir AwsWithHari
AwsWithHari snap
hari@Hari:~$ cd AwsWithHari
                                                       shared buff/cache
                                                                              available
Mem:
hari@Hari:~/AwsWithHari$ df -h
                 Size Used Avail Use% Mounted on
Filesystem
                                     1% /mnt/wsl
drivers
                                     93% /usr/lib/wsl/drivers
                                      0% /usr/lib/modules
                                      0% /usr/lib/modules/5.15.153.1-microsoft-standard-WS
                              954G
                                      1% /mnt/wslg
                                      0% /usr/lib/wsl/lib
                                      0% /run/lock
```

```
| State | Stat
```