ASSIGNMENT-02

1)FIND:

The find command is used to find a file hierarchy.It could be used to find files/directories and perform necessary operations on them. It supports searching by name,folder, file,creation/modification date,owner and permissions.

EG:find . -name testfile.txt

This command is to find a file called testfile.txt in current and sub-directories

GREP:

GREP stands for global regular expression print. It processes the text file line by line and prints any lines that matches the specific pattern. This command is used either to search a text or lines containing match to the give strings or words. Grep then displays the lines which are matched. It is one of the powerful pattern searchers in linux

EG:grep “hello^” file1

This command is used to search for the pattern hello^ in file1.

SED:

SED stands for Stream editor and it can perform search find and replace functions.It could also be used for insertion or deletion. The common use of SED is as a substitute for find and replace. We can edit files without opening the files using SED. This is even faster than opening the file in Vi editor and finding the string and replacing it.

EG:echo "Welcome to LikeGeeks page" | sed 's/page/website/'

This command will print Welcome to LikeGeeks page and it will replace it with s/page/website/

It is possible to use find grep and sed in one single command

Find / -maxdepth 1 -xdev -type f -exec grep -i “stringtofind” -l {} \; -exec sed -i ‘/./d’ {} \;

2)

a)relation between array and pointer:

An array name is a pointer to the first element of the array.

Int b[20];

The name b is the pointer to &b[0] which is the address of first element of the array.

Consider you are giving the following code:

Int *p;

Int b[20];

p=b;

Once u store the address of first element in p you can access the array elements using *p,*(p+1) and so on.

b)Destructor:

Destructor is the concept which is unique for C++. This destructor is usually used to deallocate the memory space. When destructor for an object is called the object is explicitly deleted from the memory space. Destructor is usually denoted by ~ symbol.

EG:Class x{

```
Public X();
//constructor for class X
~X();
//destructor for X
};
```

Copy constructor:

Copy constructor is a member function which initializes an object using another object of same class. Copy constructor has the following syntax.

ClassName(const ClassName &oldobject)

Here old object is the name of the constructor which is created for this class

EG:

```
Class Line{

Public:

Int getLength(void);

Line(int len);//Simple constructor

Line(const Line &obj);//copy constructor

~Line() //destructor;

Private:

 Int *ptr;

}
```

c)pass by value in java:

The method parameter values are copied into another variable and the copied value is passed. This is called pass by value in java.

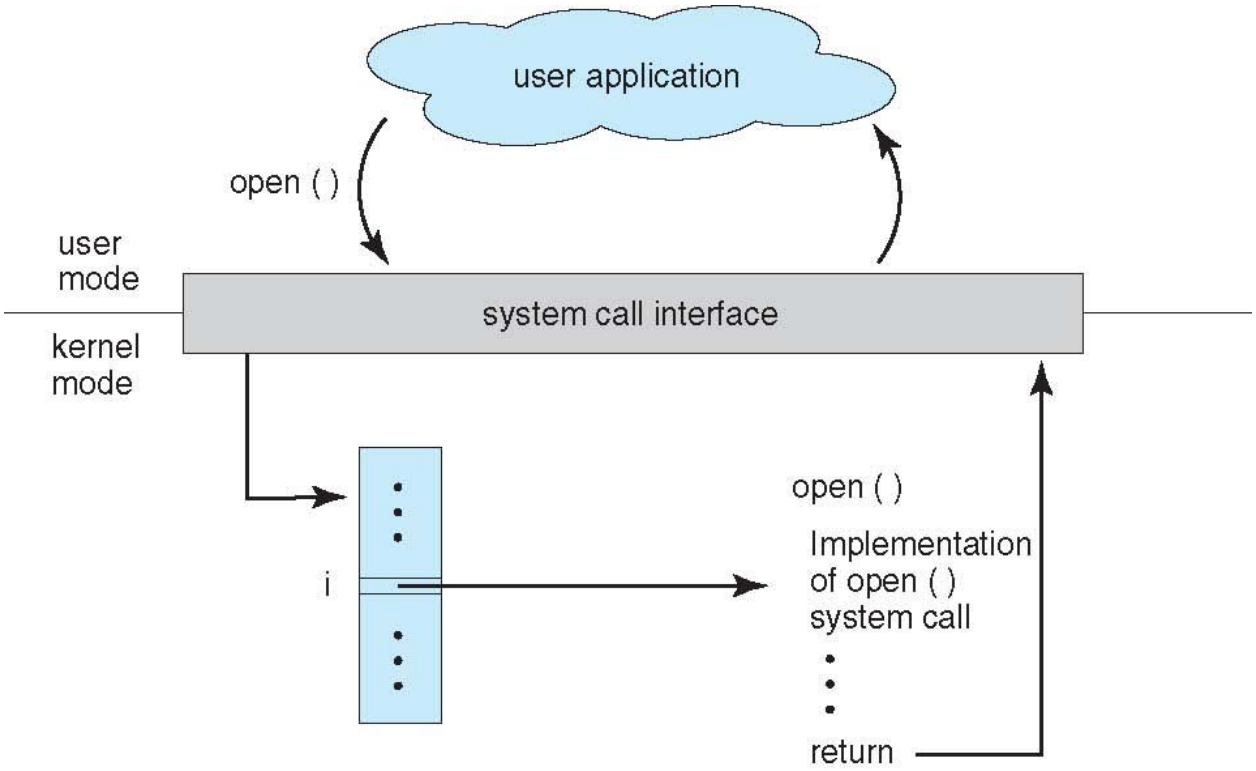
Lets say we have a class as follows:

```
package com.journaldev.test;

public class B{

        private String c;

        Public B(){}

        Public B(String d){
                this.c=d;
        }
```

```
        public String getC() {
                Return c;
        }

        public void setC(Stringc) {
                this.c =c;
        }
}
```

When we want to pass values to this class we can call the object of this class and pass values to the object of this class.

4)



The user application gets its input to open the function from any of the input methods like GUI,CLI or any other means of opening the application.

This call goes to the system call interface and from the interface this is pointed to the table

In the table this points to the ith system call(open()) in the table of system calls by referring to the pointer value in the given input.

This ith element contains the implementation of open system call and this executes the open() call.
All this operation after the open call happens inside the kernal mode and all other operations happens in user mode.

5)
Output:
(2.2,1.9)->(3,3.1)