

LECTURE 1.1: BASIC UNIX (G&A CH. 3)

DEFAULT I/O (INPUT/OUTPUT)

There are 3 default I/O channels that are always assumed active for every command or program:

stdin	standard input where a program expects to find input
stdout	standard output where a program writes its output by default
stderr	standard error where a program writes error messages

By default, all 3 I/O channels are the terminal running the command or program.

MANUAL PAGES

The `man` utility provides information about a utility.

The manual pages are online copies of the Linux documentation, which is typically divided into 8 or 9 sections.

<code>man [number] [word]</code>	displays the manual entry associated with <code>word</code> , in section <code>[number]</code> . if no <code>number</code> is specified, generally the most commonly used entry is displayed.
<code>man -k [keyword]</code>	displays a list of all manual entries that contain <code>keyword</code> .

more, less

more	
<code>more -f [+lineNumber] [filename]*</code>	
scroll through a list of files, one page at a time.	
<code>+lineNumber</code>	By default files will display from line 1. Use this option to start from <code>lineNumber</code> .
<code>-f</code>	option to not fold long lines
<code>spacebar</code>	display next page
<code>enter</code>	display next line
<code>q</code>	quit from more
<code>less</code> added the capability of forward and backward navigation.	

less	
By default, <code>man</code> pages are navigated with <code>less</code> .	
You can press <code>h</code> in a <code>man</code> page for a summary of <code>less</code> commands. Here are a few useful ones:	
<code>space</code> or <code>f</code> or <code>ctrl-f</code>	forward one window
<code>d</code> or <code>ctrl-d</code>	forward (down) half a window
<code>b</code> or <code>ctrl-b</code>	backward one window
<code>u</code> or <code>ctrl-u</code>	backward (up) half a window
<code>/[word]</code>	start search mode for <code>word</code>
<code>p</code> and <code>n</code>	focus previous and next results in search mode

SPECIAL CHARACTERS

special characters (or metacharacters) are interpreted specially when typed in a Linux terminal window.

To see the special characters: `$ stty -a`
(note that `-a` option signifies "all")

<code>erase = ^?</code>	backspace one character
<code>kill = ^U</code>	erase all of the current line
<code>werase = ^W</code>	erase the last word
<code>rprnt = ^R</code>	reprint the line
<code>flush = ^O</code>	ignore any pending input and reprint the line
<code>lnext = ^V</code>	don't treat the next character specially
<code>susp = ^Z</code>	suspend the process for a future awakening
<code>intr = ^C</code>	terminate (interrupt) the foreground job with no core dump Used to stop a program before it's finished. Some programs are immune to <code>ctrl-c</code> , but most of the time this will kill your process and return you to the shell prompt.
<code>quit = ^\</code>	terminate the foreground job and generate a core dump
<code>stop = ^S</code>	stop/restart terminal output
<code>eof = ^D</code>	end-of-input for utilities that take input from the keyboard, you must use this to signify that the input is finished.

(note that the caret symbol (^) denotes `ctrl+`)

OPTIONS

options	UNIX allows program options to be specified at the command line. Denoted by a hyphen preceding letters.
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pwd

<code>pwd</code>	print working directory
shows your shell's location in the directory hierarchy.	

PATHNAMES

Two files in different directories may have the same name. They may be unambiguously specified by their `pathnames`.

pathname	a sequence of directory names that lead you through the hierarchy from a starting directory to a target file.
absolute/full pathname	a pathname relative to the root directory. Example: <code>/home/jmcurran/cs240/subfolder/filename.txt</code>
relative pathname	can also specify file using a pathname relative to current working directory special fields are provided that may be used when supplying a relative pathname: <code>.</code> current directory <code>..</code> parent directory

Example:

[assume current working directory is "subfolder" from above example and we want to specify "somefile.txt", which is in "cs240"]
`../somefile.txt`

cat

concatenate	
Takes its input from <code>stdin</code> or from a list of files and displays them to <code>stdout</code> .	
<code>cat</code> is best for small files; it does not pause between screens of output.	
<code>cat [filename]</code>	displays <code>filename</code> on your terminal screen e.g., <code>cat names.txt places.txt</code> use <code>-n</code> option to add line numbers to output e.g., <code>cat -n filename.txt</code>

head, tail

<code>head -n [filename]*</code>	<code>tail -n [filename]*</code>
Displays the first (head) or last (tail) <code>n</code> lines of a file. If <code>n</code> is not specified, defaults to 10.	
If more than one file specified, a small header identifying each file is displayed before its contents.	

ls

list	
Lists information about a file or directory.	
<code>ls -adlsFGR [filename]* [directoryname]*</code>	
<code>ls</code>	lists all of the files in the current working directory in alphabetical order, excluding files whose name starts with a period.
<code>-a</code>	includes hidden files (files whose name starts with a period)
<code>ls [filename]</code>	lists info for a specific file (or multiple files)
<code>ls [directory]</code>	lists info for a specific directory (or multiple directories)
<code>-d</code>	list the details of the directories themselves, rather than their contents
<code>-g</code>	lists a file's group
<code>-l</code>	long listing: includes permission flags, file's owner, last modification time.
<code>-s</code>	includes num. of disk blocks the file occupies
<code>-F</code>	causes a character to be placed after file's name to indicate type of file:
	<code>*</code> executable file <code>\</code> directory file
	<code>=</code> socket <code>@</code> symbolic link
	<code> </code> FIFO (pipe)
<code>-G</code>	omit group information from listing.
<code>-R</code>	recursively lists the contents of a directory and its subdirectories

LS FIELDS		
the ls -la command will return a list with 8 fields (columns), something like: -rw-r--r-- 1 jsmith ugrad 512 Oct 31 11:04 file.txt		
field #	example	description
1	drwxr-xr-x	file type/permissions (see below)
2	1	the hard link count
3	jsmith	username of the owner of the file
4	ugrad	the group name of the file
5	512	the size of the file, in bytes
6	Oct 31 11:04	date and time file last modified
7	file.txt	the name of the file

FILE TYPE/PERMISSIONS			
The file type/permissions field can be broken up as follows, from left to right: The first symbol signifies the file type:			
-	regular file	b	buffered special file
d	directory file	c	unbuffered special file
l	symbolic link	s	socket
p	pipe		
The next 9 symbols break into three sets of 3 symbols each:			
User (owner)		Group	Others

Types of permission:			
-	r	w	x
none (denied)	read	write	execute

Example: drwxr-xr--	
file type:	directory
owner permissions: rwx	owner can read, write, execute
group permissions: r-x	group can read and execute
other permissions: r--	others can read only

chmod	
change a file's permissions (change mode)	
chmod -R [change parameters] [fileName]	
Two ways to use chmod:	
1.	build the change parameters as follows: [cluster] [action] [permission]
	cluster can be:
	u (user/owner)
	g (group)
	o (others)
	a (all)
	action can be:
	- (subtract permissions)
	+ (add permissions)
	= (assign permissions absolutely)
	permission can be:
	r (read)
	w (write)
	x (execute)
	s (set user ID / set group ID)
	example: remove others' write permission: chmod o-w filename.txt
2.	specify new permission as an octal number:
	rwX is associated with binary numbers
	1 for granted, 0 for denied e.g., 111 means read, write, and execute permission granted
	the binary numbers are converted to octal numbers. e.g., 111 is 7, 101 is 5, 011 is 3, 100 is 4, etc. each octal digit represents a permission triplet.
	example: we want to set permissions to -rwxr-xr-- ----- rwX = 111 = 7 r-x = 101 = 5 r-- = 100 = 4 chmod 754 filename.txt
The -R option recursively changes modes of the files in directories.	

mv	
mv -i oldFilename newFilename	
Renames oldFilename as newFilename.	Caution: if newFilename already exists, it is replaced. ----- the -i option prompts for confirmation if it already exists.
mv -i {fileName}* directoryName	
Move a collection of files to a directory.	
mv -i directoryName1 directoryName2	
Move directoryName1 into directoryName2.	

cp	
cp -i oldFilename newFilename	
Copies oldFilename to newFilename.	Caution: if newFilename already exists, it is replaced. ----- the -i option prompts for confirmation if it already exists.
cp -ir {filename}* directoryName	
Copies a list of files into directoryName.	
-r	causes any source files that are directories to be recursively copied.

mkdir	
make directory	
mkdir [-p] newDirectoryName	
Creates a new directory. The -p option creates any parent directories in the newDirectoryName pathname that do not already exist.	
Returns an error if newDirectoryName already exists.	

cd	
change directory	
cd	changes shell's current working directory to owner's home directory
cd [directoryName]	changes current working directory to directoryName
Note that you can use the . and .. fields with cd.	

rmdir	
remove directory	
rmdir [directoryName]	
Deletes directoryName. directoryName must be empty.	
Caution: using the rm -r [directory] command recursively removes directory and all of its contents. Be careful with this command!	

rm	
remove file	
rm [name]	deletes name.
-i	option to prompt user for confirmation before deleting name
-r	recursive remove (used to delete nonempty directories)
-f	inhibits all error messages and prompts

lpr	
printing a file	
lpr [-Pprinter] [-#copies] [fileName]*	
-P	specifies the printer (if not included, printer in environment value \$PRINTER is used)
-#	prints 1 copy by default, use this option for more