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# ULI101 Week 3

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## Pathnames [edit]

- A pathname is a list of names that will lead to a file.
- Essentially they are directories, but a file name itself is a path as well
- The concept of a pathname relates to every operating system including Unix, Linux, MS-DOS, MS-Windows, Apple-Macintosh, etc.

```
# Directory pathname:
/home/username/ics124/assignments/

# File pathname:
/home/username/ops224/assignments/assn1.txt
```

## Absolute vs Relative Pathnames [edit]

### Absolute Pathname [edit]

- A pathname that begins from root.

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- The pathname begins with a forward slash, for example: `/home/someuser/unx122`

### Relative Pathname [\[edit\]](#)

- A pathname that is "relative" to the location of the current or "working" directory.
- For example, if we are in your home directory, issuing the command `mkdir uli101` will create the uli101 directory in your home directory.
- Rules:
  1. A relative pathname does NOT begin with a slash.
  2. A relative pathname can use the following symbols can be used at the beginning:
    - `..` parent directory (up one directory level)
    - `.` current directory
  3. Not all relative pathnames begin with `..`
  4. When using relative pathname, make sure you know your present working directory.

```
# Change pwd to ipc144 (.. means parent directory of pwd)
cd ../ipc144

# copy file sample.c (location is relative to parent of
pwd)
# from joe.doe's home directory to your pwd (. means pwd)
cp ../joe.doe/sample.c .
```

### Relative-to-Home Pathnames [\[edit\]](#)

You can specify a pathname as relative-to-home by using a tilde and slash at the start, e.g. `~/uli101/notes.html` . The tilde `~` is replaced by your home directory (typically *home/your.account*) to make the pathname absolute. You can immediately place a username after the tilde to represent another user's home directory, for example:

- `~jane.somebody` expands to `/home/jane.somebody` but `~` expands to `/home/your_home_dir`
- similarly `~uli101` expands to `/home/uli101` but `~/uli101` expands to `/home/your_home_dir/uli101`

### Which Type of Pathname to Use? [\[edit\]](#)

So far, we have been given many different types of pathnames that we can use for regular files and directories:

- Absolute pathname (starts with `/` )
- Relative pathname (doesn't start with `/` )
- Relative-to-home pathname (starts with `~` )

You can decide which pathname type to use to make it more convenient (eg relative - usually less typing or absolute if you don't know what directory you are currently located in).

### Making Directories [\[edit\]](#)

Building directories is similar in approach to building a house:

- Begins from a foundation (eg home directory).
- Need to build in proper order (add on addition to house in right location). Use a logical scheme.
- When building directories from different locations, must provide proper absolute or relative pathname.

## Planning Directories [\[edit\]](#)

Good directory organization requires planning:

- Group information together logically.
- Plan for the future: use dated directories where appropriate ( `~/christmas/2001` , `/christmas/2002` )
- Too few directories = excessive number of files in each; too many directories = long pathnames.

## Where to build directories? [\[edit\]](#)

- Want to build a directory called tmp that branches off of your home directory?
- Verify which directory you are located (either look at directory from command prompt or issue the command `pwd`)
- Type `mkdir tmp` at the Unix prompt, followed by ENTER
- Optionally you can verify that directory has been created using `ls` or `ls -ld` commands)

## Creating Parent Directories [\[edit\]](#)

By default, a directory cannot be created in a nonexistent location - it needs a parent directory To create directory paths with parent directories that do not exist (using a single command) use the `-p` option for the `mkdir` command

```
# This would create the parent directory mur and then the child
directory dir1.
# The -p means "create all the directories in the Path".
$ mkdir -p mur/dir1
```

## Removing Directories [\[edit\]](#)

Removing directories is reverse order of building directories

- Issue command `rmdir` directory
- `rmdir` cannot remove directories containing files or other subdirectories.
- `rmdir` cannot remove directories that are anyone's current directory.
- Need to step back to at least parent directory to remove an empty directory.

## Removing Sub-trees [\[edit\]](#)

- To remove a sub-tree (a directory and all of its contents including sub-directories) use `rm -r` directory (or `rm -R` directory).

The can use the `rm -rf` command ( `-f = force` ) to complete delete files and directories recursively, even if they are protected from delete

- \* Remove files only if you are absolutely sure what you are doing.
- `rm -r` can erase large numbers of files very quickly. Use with extreme care!
- Backing up your data is a very good idea.

## Filename Expansion [\[edit\]](#)

- Many of the commands discussed so far make reference to a specific filename - e.g. and regular file to store data, or a directory.
- Sometimes the user may not know the exact name of a file, or the user wants to use a command to apply to a number of files that have a similar name

For example: `work.txt, work2.txt, work3.txt`

- Special characters can be used to expand a general filename and use them if they match. You may have heard about “Wildcard Characters” - this is a similar concept.
- Symbols:
  - \*  
(star/asterisk) Represents zero or more of any characters.
  - ? (question mark)  
mark) Represents any single character.
  - [ ] (character class)  
class) Represents a single character, any of the list inside of the brackets. Placing a ! Symbol after first square bracket means “opposite”). Ranges such as [a-z] or [0-3] are supported.
- To demonstrate filename expansion, let’s assume the following regular files are contained in our current directory:

```
$ touch work1.txt work2.txt work3.txt work4.c worka.txt  
working.txt  
$ ls  
work1.txt work2.txt work3.txt work4.c worka.txt working.txt
```

- Note the results from using filename expansion:

```
$ ls work*  
work1.txt work2.txt work3.txt work4.c worka.txt working.txt  
  
$ ls work?.txt  
work1.txt work2.txt work3.txt worka.txt  
  
$ ls work[1-3].txt  
work1.txt work2.txt work3.txt  
  
$ ls work[!1-3].txt worka.txt
```

## UNIX shell [\[edit\]](#)

- Command interpreter for UNIX
- Acts as a mediator between user and UNIX kernel
- Processes and/or executes user commands
- More than one command can be executed on one command line when separated by a semi-colon
- You will be learning approx. 30 Unix commands in this course. This is a small, compared to the the 1000+ Unix commands out there
- The term command and utility mean the same in Unix UNIX shell
- There are several kinds of shells available for UNIX
- Most popular shells are:

C shell (this is not the C programming language)

Korn shell - used with Unix

Linux machines most often use the BASH shell (Bourne-Again Shell)

- Each user on one machine can run a different shell
- UNIX scripting = UNIX shell programming

## Why command line? [\[edit\]](#)

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- Why don't we just use the GUI (KDE, Gnome or some other window manager)? - GUI may not always be available
- What if something is broken?
- What if you are connecting through a terminal remotely? - GUI is for regular users
- Many administrative tools are hard to find in the menus - Command line is more efficient
- Tasks are completed faster
- Less system resources are wasted - Command line allows you to automate repeating tasks through scripting
- Writing scripts requires you to know commands

## Command Execution [\[edit\]](#)

---

- While command is being executed the shell waits for it to finish
- This state is called sleep
- When the command finishes executing the shell brings back the prompt
- It is possible to get the command prompt before the command finishes
- This requires executing a process in the background

## Command Line Syntax [\[edit\]](#)

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- A line which includes UNIX commands, program and shell script names and their arguments is called a command line
- Typical command line execution would include:
- Command line parsing
- Breaking it up into tokens
- Executing tokens
- Command line tokens are separated by whitespace

- Command line is actually executed when the Enter key is pressed

## Command Editing [\[edit\]](#)

- Previously executed commands can be recalled
- The Bourne shell uses the up/down arrow keys to accomplish that
- Other shells may use some other mechanism, for example Korn shell uses vi-style command editing
- Recalled commands can be easily edited before re-executing
- Useful BASH keyboard shortcuts:

Go to the beginning of the line	CTRL+A
Go to the end of the line	CTRL+E
Erase Characters	Backspace or CTRL-Backspace or CTRL-h
Delete a word before the cursor	CTRL-w
Delete everything from to the beginning of line	CTRL-u
Clear Screen	CTRL-L
Search for a keyword in previous commands	CTRL+R
Auto complete file/directory names	Tab

## Quoting in UNIX [\[edit\]](#)

- Sometimes it may be necessary to use characters that have special meaning to the shell
- In such cases such characters may need to be quoted
- There are several ways of quoting special characters in UNIX, including:

Double quotes ( " ")     quote a group of characters

Single quotes ( ' ' )     quote a group of characters

Backslash quote ( \ ) quote the one character immediately following the backslash

- Can prevent variable substitution when the \$ character is quoted

```
# shows all filenames in your pwd
$ echo *

# displays the character *
$ echo \*
```

- To quote a \ another \ is used, this means \\

## ' ' Quotes [\[edit\]](#)

- Forward single quote - different than the back tick (backward single quote)
- Quotes all that is inside, preventing wildcard and variable substitution

```
# shows all hidden files in pwd
echo .*

# displays the two characters '.' and ''
```

```
echo '.*'
```

## Double Quoting [\[edit\]](#)

- Commands such as echo can have their arguments quoted using double quotes
- Such quoting can preserve and/or include whitespace
- Variable substitution takes place
- Double quotes do not:
- Prevent shell variable substitution
- Stop escape characters interpretation

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