# Directories and files

# Concepts

- Files are organised in a directory tree/hierarchy
- Everything is a file (e.g. keyboard, printers, ...)
- Each process has access to the files *stdin* (input), *stdout* (buffered output), *stderr* (unbuffered output)
- Each process operates in a working directory
- Each user has a home directory

#### **Paths**

Path = Identifier for the location of file/directory

- Paths consists of a parent directory list + file/directory
- Files and directories are separated by a '/
- Directory paths may contain a trailing '/'

Absolute path = Full location (first character = '/') Relative path = Relative location (first character  $\neq$  '/')

/usr/bin/ls example for an absolute file path example for an absolute directory path bin/a.out example for a relative file path path to the working directory path to the parent directory

# File system hierarchy

Primary hierarchy and root directory
Command binaries
Device files
System-wide configuration files
System binaries
Temporary files
Secondary hierarchy for user data
Non-essential command binaries
Standard include files
System wide libraries
Tertiary hierarchy for local data
Non-essential system binaries
Variable files

# Terminal (emulator)

Text terminal = Computer interface for text entry/display Terminal emulator = Application that emulates a text terminal in a graphical environment

Examples for terminal emulators: xterm, urxvt, guake

### Opening a terminal

Unity/GNOME	Ctrl + $Alt$ + $T$
Mac OS	$\boxed{Cmd} + \boxed{\boxed{}}} \to \texttt{"terminal"} \to \boxed{\downarrow}$
Bash on Windows	$\overline{(Win)} + \overline{(R)}  o "bash"  o \overline{(}$

# Shell

*Unix shell* = User interface that accepts commands to operate a computer

Examples for shell programs: sh, bash, zsh, fish, ksh

#### Prompt

Prompt = Text sequence that precedes each command that
prompts the user to enter a command

Example prompt in bash: [foo@bar /var/www]\$  $\Rightarrow$  user foo is operating in the working directory /var/www at the computer with the host name bar

# Line editing

Ctrl + A	Go to the beginning of the line
Ctrl + E	Go to the end of the line
Ctrl + U	Clean up to the beginning of the lir
Ctrl+ $K$	Clean up to the end of the line
Ctrl + C	Cancel the current command line

# Special characters

The following characters can't be used directly: | & ; < > ( ) | \* ? [ # ~ = %]

\ preserves the literal value of the following character ' ' preserves the literal values of enquoted characters " " preserves the literal values of enquoted characters except the characters ` \$ \

# **Expressions**

~	home directory of the current user
*	matches any character sequence
?	matches a single character
\${ <i>var</i> }	value of the environment variable <i>var</i>

#### Shell utilities

cat <i>file</i>	prints the contents of <i>file</i>
cd <i>dir</i>	changes the working directory to dir
chmod <i>mode file</i>	changes permissions of <i>file</i> to <i>mode</i>
cp src dst	copies the file/directory <i>src</i> to <i>dst</i>
echo <i>text</i>	prints text
file <i>file</i>	determines the file type of <i>file</i>
find <i>dir expr</i>	finds files in <i>dir</i> that match <i>expr</i>
grep <i>expr file</i>	searches for pattern <i>expr</i> in <i>file</i>
ls <i>dir</i>	list the entries in the directory $dir$
man <i>cmd</i>	displays the manual for <i>cmd</i>
mkdir <i>dir</i>	creates the directory <code>dir</code>
mv src dst	moves/renames <i>src</i> to <i>dst</i>
pwd	prints the current working directory
rm file	removes the file <i>file</i>
rmdir <i>dir</i>	removes the directory <code>dir</code>
touch <i>file</i>	creates the empty file <i>file</i>

### Input output redirection

cmd1   cmd2	starts cmd1 and cmd2 and redirects the
	output of <i>cmd1</i> to the input of <i>cmd2</i>
cmd > file	starts cmd and redirects its output to file,
	content of <i>file</i> is completely overwritten
cmd >> file	starts <i>cmd</i> and redirects its output to <i>file</i> ,
	the output is append after content of file
cmd < file	starts <i>cmd</i> and redirects <i>file</i> to its input

# Job control

Job = Shell command and its associated process(es)

- Each job has a job id and corresponding process ids
- Jobs can run in the foreground or in the background
- The execution of a job can be temporarily suspended

cmd &	starts <i>cmd</i> as background job (id is printed)
fg % <i>job</i>	puts the job $job$ in foreground
bg % <i>j ob</i>	continues suspended job <i>job</i> in background
ps	prints the process ids of all active jobs
kill <i>pid</i>	terminates a process with the process id pid
Ctrl + S	suspends active job
Ctrl + $Q$	continues active job
Ctrl + Z	puts active job to background and suspends it
Ctrl+ $C$	aborts the active job (most of the times)