**man**: The **man** command is used to display the manual pages for other commands. Manual pages provide detailed information about how to use a command, its options, and examples of usage.  
man ls  
**ls**: The **ls** command is used to list directory contents

The **cd** command is used to change the current working directory.

You can use cat command to see the content of a file. Following is the simple example to see the

content of above created file:

$ cat filename

To make a copy of a file use the cp command. The basic syntax of the command is:

$ cp source\_file destination\_file

Following is the example to create a copy of existing file filename.

$ cp filename copyfile

To change the name of a file use the mv command. Its basic syntax is:

$ mv old\_file new\_file

Following is the example which would rename existing file filename to newfile:

$ mv filename newfile

To delete an existing file use the rm command. Its basic syntax is:

$ rm filename

rm command.

Following is the example which would completely remove existing file filename:

$ rm filename

You can remove multiple files at a tile as follows:

$ rm filename1 filename2 filename3

Directories are created by the following command:

$mkdir dirname

**chmod** stands for "change mode used to change the permissions of files and directories.

chmod [options] mode file

Grant read and write permissions to the owner of a file:

chmod u+rw file.txt

chmod a+x script.sh(everyone)

**grep** is used to search for text patterns within one or more files or to filter the output of other commands based on specified patterns.

grep [options] pattern [file...]

* **-i**: Ignore case distinctions in the pattern and input files.
* **-v**: Invert the match, displaying lines that do not match the pattern.
* **-r**, **-R**: Recursively search subdirectories.
* **-n**: Display line numbers along with matching lines.
* **-l**: Display only the names of files containing the pattern.
* **-c**: Display count of matching lines instead of the lines themselves.