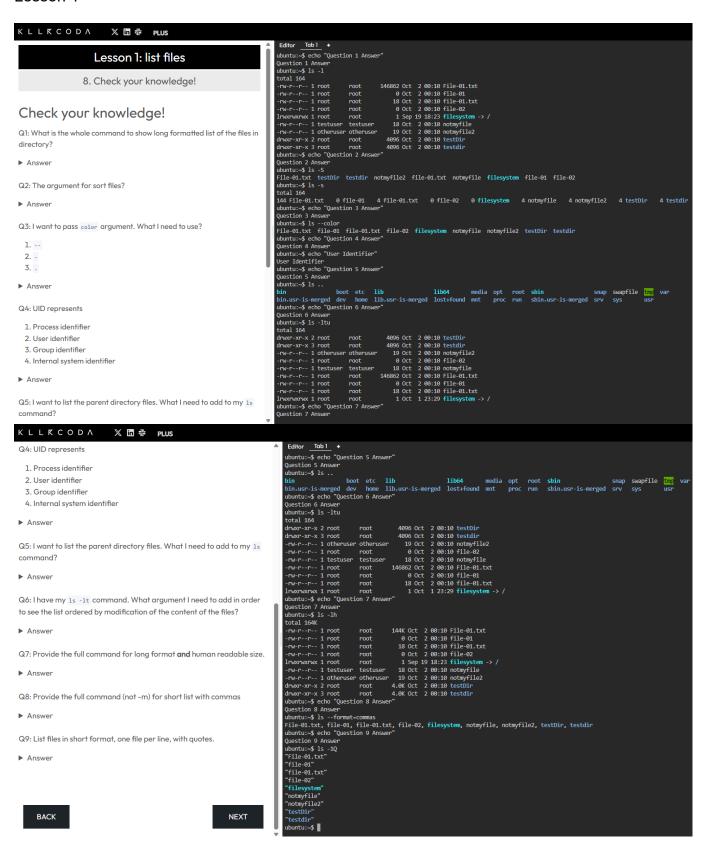
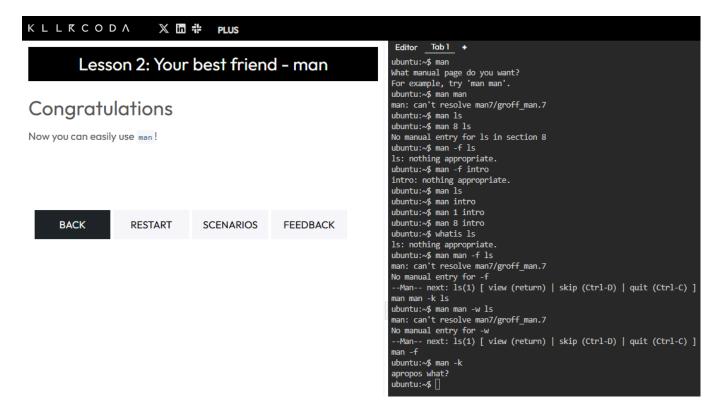
Homework Week 3 Killercoda Lesson 1-10





```
Lesson 3: Work with directories

Congratulations

Directories don't have any mystery for you now!

BACK

RESTART

SCENARIOS

FEEDBACK

FEEDBACK

RESTART

SCENARIOS

FEEDBACK

RESTART

SCENARIOS

FEEDBACK

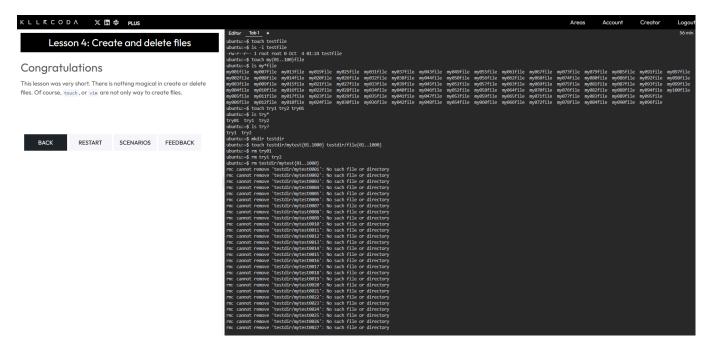
RESTART

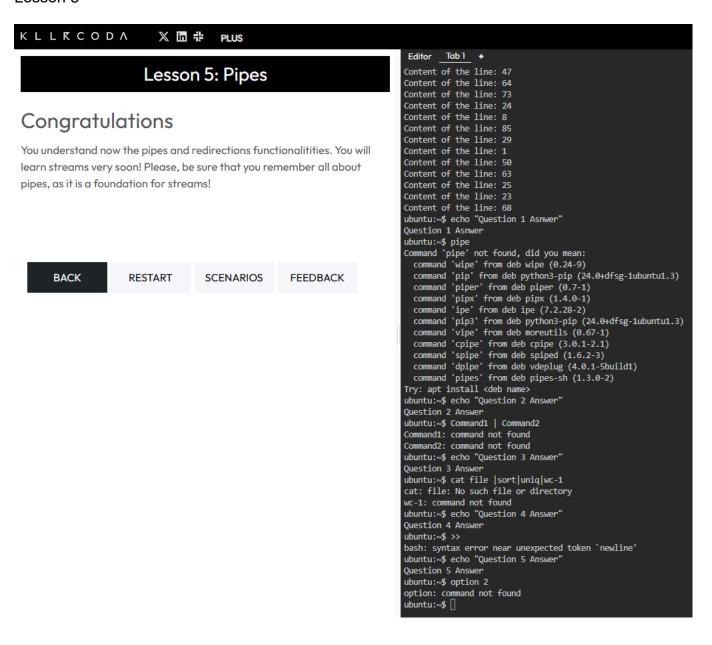
SCENARIOS

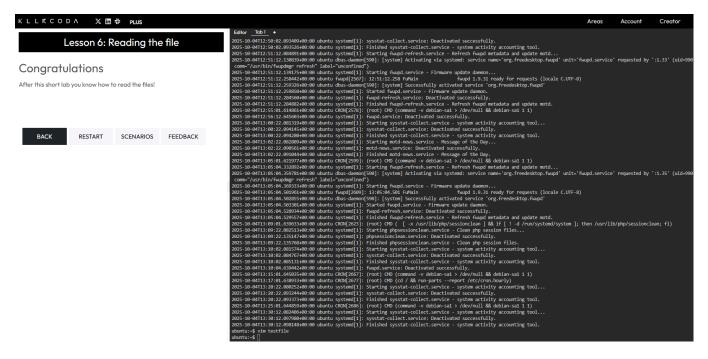
FEEDBACK

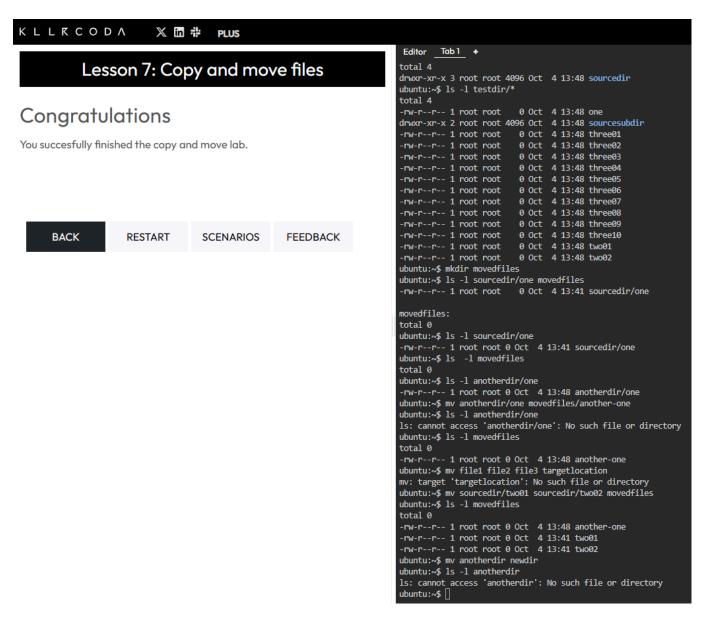
F
```

Lesson 4









Our first administrative command - top

At this moment we know a lot of commands. We are ready to look on some administrative side of the work with system. We will learn how to take a basic look on it. But don't be fooled, basic doesn't mean this command is very simple. It is not. The data collected is very vast and informative.

top

We talk here about top command. Let's execute it and then we will go through the displayed information line by line.

top

First line

```
top - 19:38:28 up 2 days, 20:47, 0 users, load average: 0.52, 0.58, 0.59
```

In the first line we see something similar to the example above. Let's go through it one by one.

```
top - program name

19:38:28 - current hour, obvious:)

up 2 days, 20:47 - uptime. Another words, the time from last start of the system.

0 users - number of active users. Here we can see similar information, like with command who . Let's try. First, we need to quit the top:
```

q

and now we can run who command:

who

The main purpose of who is to show who is logged in. We will touch this command in the future labs.

Let's come back to top screen.

top

The last part, the load average, is very important, yet very often misunderstood.

```
load average: 0.52, 0.58, 0.59
```

Let's go through it.

We see here three numbers. They are representing the load average for the system in last 1, 5 and 15 minutes. These shows the average number of processes **running** and **waiting for CPU** time.

It is **crucial** to understand, that these values need to be evaluated very closely with the number of CPUs, Cores, Threads. The number 10 means massive overload when your system has 1 core, but is quite ok when your system has 12 cores. We will learn how to see number of cores in top a little bit later. This is the most basic explanation of load average, and please, be sure, you understand it.

This first line is exactly the same like we have in w command. Let's see.

q for exit the top command,

W

This command shows logged users too, but the first line is exactly the same like in top.

Ok, let's come back to our top command.

Second line

```
Tasks: 6 total, 1 running, 5 sleeping, 0 stopped, 0 zombie
```

Second line shows us information about processes in our system. What every type means?

- total shows all processes in the system
- running currently active processes. It means, these processes are using CPU right now
- sleeping generally process is waiting for something. It may be I/O operation for example.
- stopped Stopped processes (for example by ctrl+z)
- zombie Very important state to understand. It is a process which had finish his job but still
 has entry in the process table. In simple way, these processes are waiting for exit(). It
 may happen, when parent process deteriorated somehow. Sometimes we are able to kill
 zombie (by killing the parrent), but in may cases it will not work. But it is not a place to talk
 about it:)

You will notice very shortly, that total doesn't repesent all processes. For example, you will not find idle state here.

Third line

So far so good. Now it is time for the third line.

```
%Cpu(s): 13.9 us, 9.5 sy, 0.0 ni, 76.3 id, 0.0 wa, 0.4 hi, 0.0 si, 0.0 st
```

This line shows the CPU(s) utilization, splitted to specific types. Let's go through them one by one.

- us user All user processes are combined in this number. So, our sessions too.
- sy system processes owned by system (kernel)
- ni nice this is important to understand. nice allows us to change the priority of the process. The standard value for processes is 0, but we can modify it from 19 (lowest) to -20 (highest) priority. This statistic here shows all processes with the niceness set abow 0.
 So, the processes which will be executed by the system, when "systemm will have time for it".
- id idle idle time means that the system is bored and do nothing.
- wa iowait the number repspresents the time (which is a subset of idle time) when the process is waiting for input/output operation. This statistic is very important, because it may show the issue outside the CPU, in other hardware (but not only) components.

- hi hardware interrupts. These are physical interrrupts from hardware and are handled by CPU itself.
- si software interrupts. These are generated by software and are handled by kernel.
- st steal time very important to understand, especially when we are working on virtualized environment. This number represents the time "stealed" from the virtual machine by hypervisor. Another words, how long our system needs to wait for resources from hypervisor.

Fourth and fifth lines

```
MiB Mem : 16217.5 total, 6184.9 free, 9808.7 used, 224.0 buff/cache
MiB Swap: 49152.0 total, 48436.2 free, 715.8 used. 6278.3 avail Mem
```

We will go through these two lines together, as both represent the memory information. The only one difference is that the first line is about physical memory and second is about swap. We will talk about swap in future lesson.

```
total, free and used is obvious.
```

buff/cache is a combine value of *buffer* memory, used by kernel and *cache*, memory by page cache.

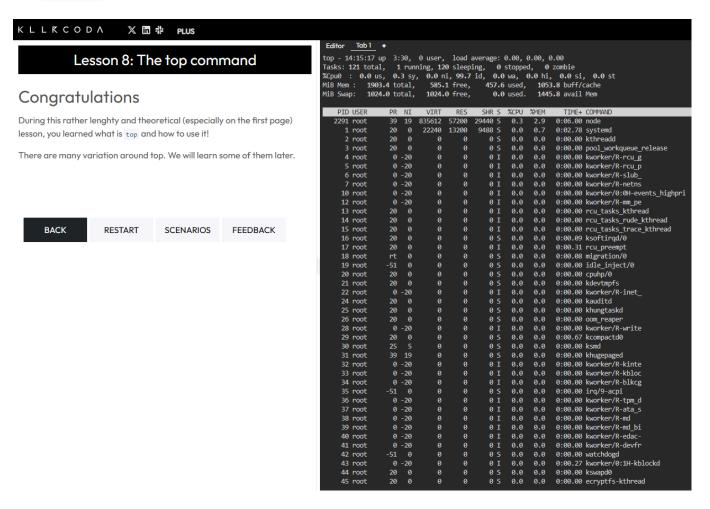
available simply means that the new starting program, application, etc can use max this size of memory for its to be run.

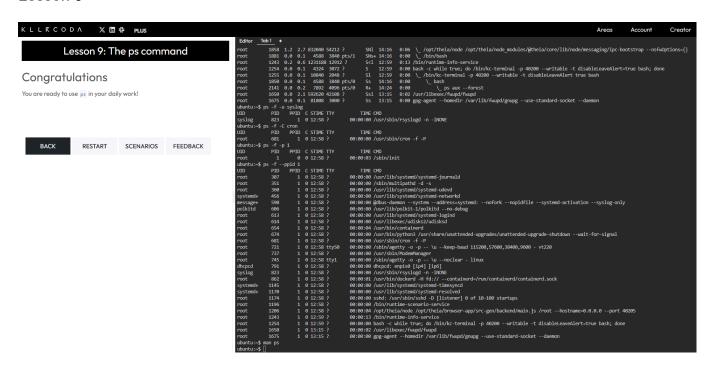
Processes list

Below these five lines we have processes list. This list contains fields, so let's go through them to better understand the meaning.

- PID Process ID number. It is unique number of the process in the system.
- USER process' owner. The process is started by this user.
- PR default priority of the process, scheduled by kernel when process was started.
- NI nice. Shows the value, if nice was performed against the process.
- VIRT total amount of memory used by the process.
- RES RAM memory used by process.
- SHR amount of memory shared with other processes.
- S process state (we discussed it above).
- %CPU what amount of available CPU is used by the process.
- %MEM like for CPU, but this value represents memory usage.
- TIME+ total time of CPU usage by the process.

COMMAND - quite obvious, this process is executed.





Lesson 10: Create aliases

Congratulations

You know now how to create aliases.

BACK RESTART SCENARIOS FEEDBACK

```
Editor Tab 1 +
 # some more ls aliases
 alias ll='ls -alf'
alias la='ls -A'
alias l='ls -CF'
# ~/.bash_aliases, instead of adding them here directly.

if [ -f ~/.bash_aliases ]; then

. ~/.bash_aliases
  . ~/.bash_alias
alias lh='ls -alh'
 ubuntu:~$ source ./.bashrc
 ubuntu:~$ alias
alias egrep='egrep --color=auto'
alias fgrep='fgrep --color=auto'
alias grep='grep --color=auto'
alias l='ls -CF'
alias la='ls -A'
alias lh='ls -alh'
alias ll='ls -alF'
alias ls='ls --color=auto'
 ubuntu:~$ cat .bash_aliases
 cat: .bash_aliases: No such file or directory
 ubuntu:~$ source ./.bashrc
ubuntu:∼$ alias
alias egrep='egrep --color=auto'
alias fgrep='fgrep --color=auto'
alias grep='grep --color=auto'
alias l='ls -CF'
alias la='ls -A'
alias lh='ls -alh'
alias ll='ls -alF'
alias ls='ls --color=auto'
ubuntu: 

$ 1h1

Command 'lh1' not found, did you mean:

command 'lha' from deb jlha-utils (0.1.6-5)

command 'lha' from deb lhasa (0.4.0-1)
Try: apt install <deb name>
ubuntu: $ echo "alias lh2='ls -alh'" >> /etc/profile.d/99-aliases.sh
ubuntu: $ sudo -i
ubuntu:~$ alias
alias egrep='egrep --color=auto'
alias fgrep='fgrep --color=auto'
alias grep='grep --color=auto'
alias l='ls -CF'
alias la='ls -A'
alias lh='ls -alh'
alias lh2='ls -alh'
alias ll='ls -alF'
alias ls='ls --color=auto'
ubuntu:~$ []
```