

Notes

Interfaces

Command Line Interface (Typing commands into a terminal emulator shell) Ex. Cmd, Gitbash
Graphical User Interface (interactive)

Interfaces - An interface is something designed to help people interact with an underlying system

Person>Operating system>Computer hardware (your browser is just another medium or interface designed to help you interact with the internet)

File manipulation with command line interface

Mkdir ~/test; touch ~/test/index.html

Touch(create file)

Test(Folder name)

Mkdir(make directory)

Commands input into the terminal get sent to the shell where the command is processed

User -> Terminal -> Shell

Terminal option in VScode

->New terminal (ctrl shift +)

VScode Terminal is by default running on windows powershell to change shell;

->Topright down arrow of terminal

->Select default profile

When you type a command into your terminal the shell is really just looking through a list of executables to see if any of their names match your typed command

Where does this list of executables come from? Usually one of two places:

1. The shells built in commands (controlled by the shell)
2. The PATH list of locations (modifiable by you)

Commands:

cd(change directory)

~ (this will move me into the supplied directory)

cd js (this will change you into the folder js as long as it exists in your current working directory)
cd .. (this will change the parent directory of the current directory. This is known as moving up a directory)

cd (when nothing is provided to your CD command it will put you in your home directory)

ls (short for list)(list all visible files and directories in your current directory)

pwd(print working directory)(handy for finding where you are)

mkdir (make directory)

rm (remove)

rm -r (-r stands for recursive and it tells the RM command to also delete directories and everything inside of them)

mv (move)(takes two inputs)

cat (will print a file to the terminal for you)(shows details)

echo

>(redirect)

Example:

Echo 'Hey there' > new.txt

>>(doesn't overwrite)