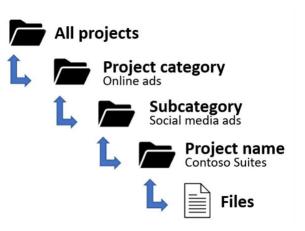
# File System Review

## Navigating your computer is required for data science

Files are stored in folders

Folders may be stored in other folders

hierarchical organization

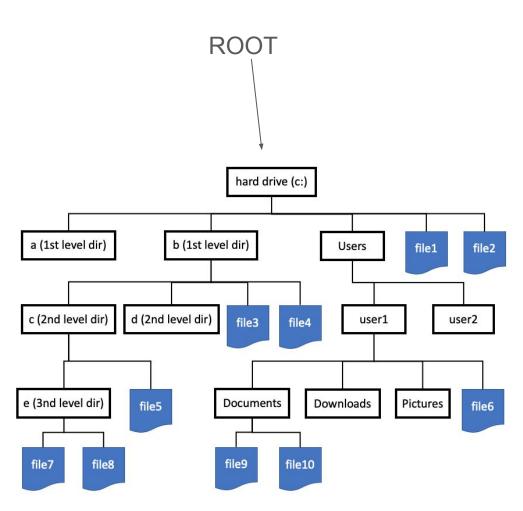


# Hierarchy from root

Folders have parents and children

Folders may contain folders and files

Only root has no parent



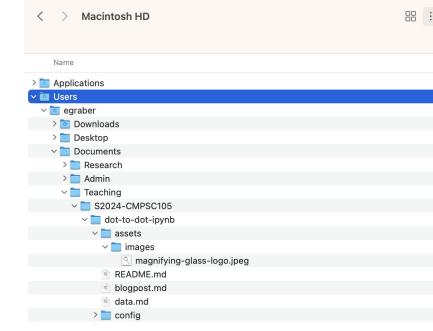
# Terminology

Directory == folder

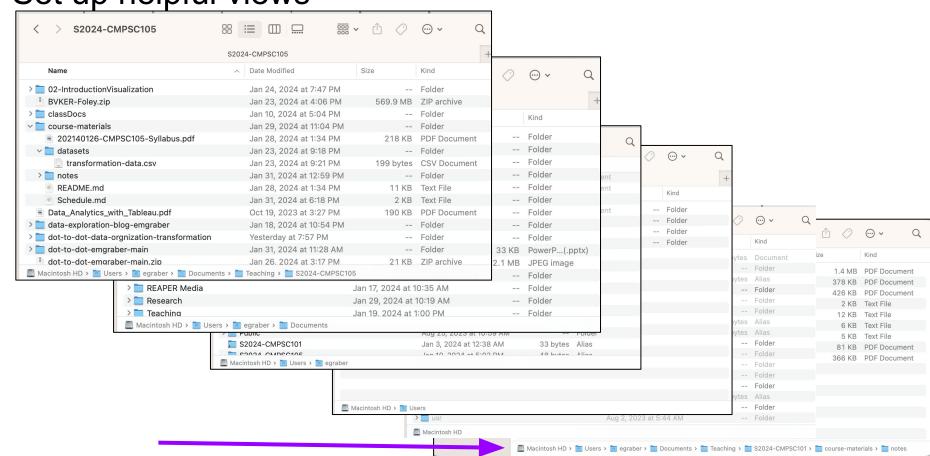
Root == highest directory

#### Path

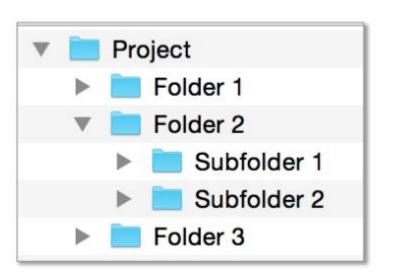
- a path gives directions to a location on your computer
- separated by / (mac) \ (windows)
- /Users/egraber/Documents/Teaching/S2024-CMPSC105/dot-to-dot-ipynb/assets/images

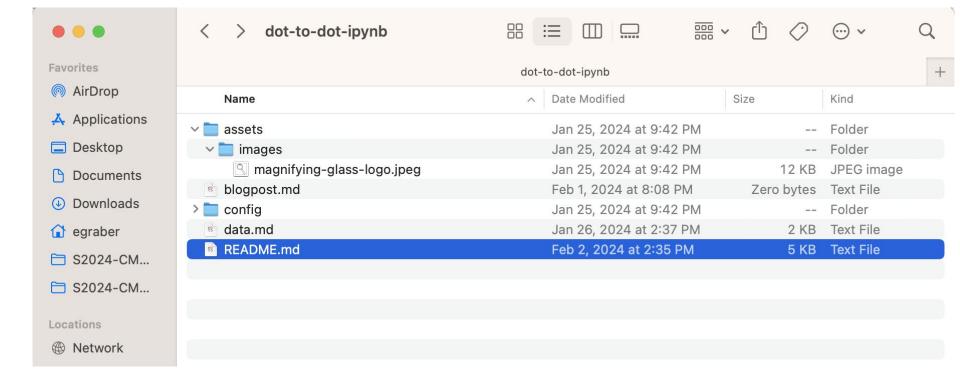


Set up helpful views



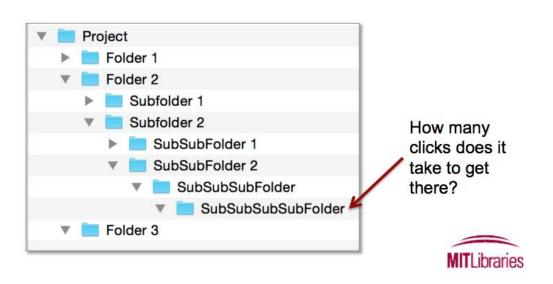
If my current location is Project, what is the path to Subfolder 2?





what is the path to the .jpeg file from the top-level directory in the current view?

#### Too much vs too little



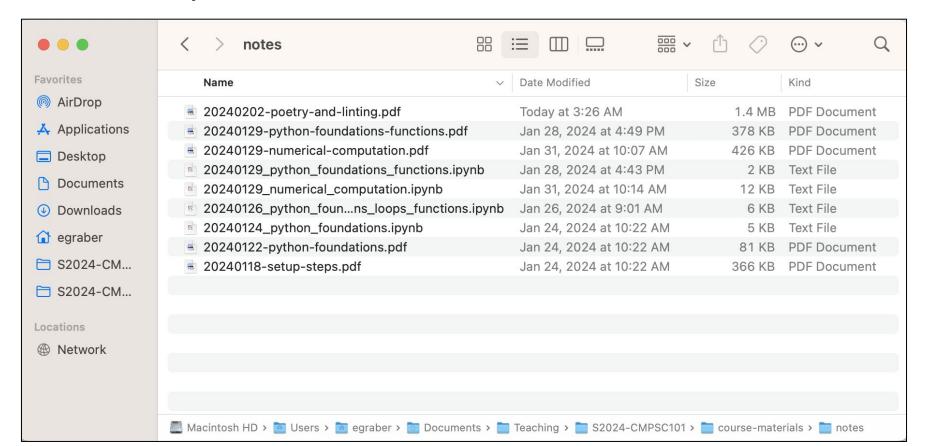


https://library.ucmerced.edu/node/66751

#### Good File Naming Habits

- Be consistent!
- Determine a file naming convention before you gather data.
- Limit file names to 32 characters or less (usually less). Keep it short, but make sure to
  provide all necessary information. If you use abbreviations, define them in a README file
  (and keep the README file linked to the files it describes).
- With sequential numbering (e.g., 1, 2, 3, etc.), use leading zeros to accommodate multi-digit versions. For example, use 01-10 for 1-10, 001-100 for 1-100, and so on.
- Avoid special characters like & , \* % # ; ( ) ! @ \$ ^ ~ ' { } [ ] ? < >
- Use underscores \_ rather than spaces!
- Use descriptive names that document the important aspects of your project. These can differ across projects. Put the most important information first.
- Keep names easy to read (and consider case sensitivity).
- Use a consistent date and time convention. For dates, YYYYMMDD will result in your files being sorted chronologically.

#### Real Example of file names



# "FINAL".doc



FINAL. doc!





FINAL\_rev.2.doc



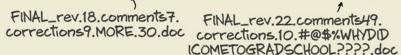
FINAL\_rev.6.COMMENTS.doc



FINAL\_rev.8.comments5. CORRECTIONS. doc







#### File extensions

- Containers: TAR, GZIP, ZIP
- Databases: XML, CSV
- Geospatial: SHP, DBF, GeoTIFF, NetCDF
- Moving images: MOV, MPEG, AVI, MXF
- Sounds: WAVE, AIFF, MP3, MXF
- Statistics: ASCII, DTA, POR, SAS, SAV, R
- Still images: TIFF, JPEG 2000, PDF, PNG, GIF, BMP
- Tabular data: CSV
- Text: XML, PDF/A, HTML, ASCII, UTF-8
- Web archive: WARC

Cannot be viewed in text editor

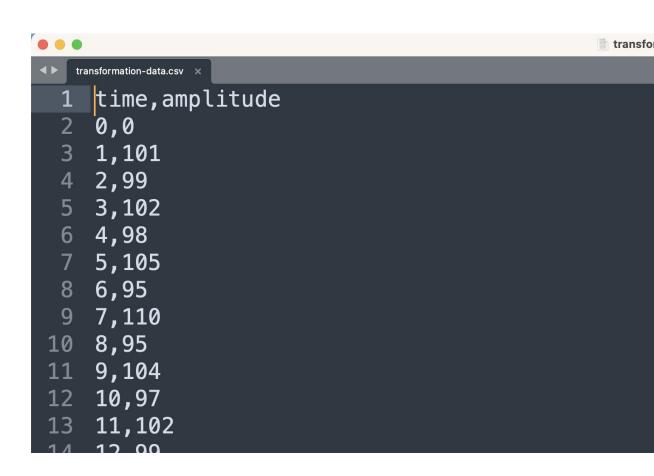
#### Binary vs Text

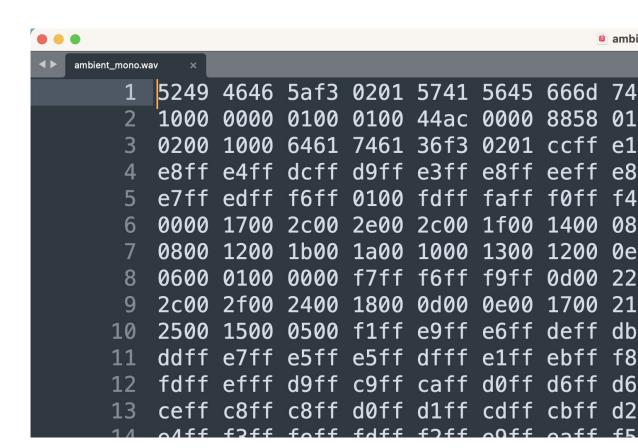
Binary files contain information in 8-bit format. But when you open a binary file (.png), you will see a massive load of garbage (accented characters with weird-looking characters here and there). These are chunks of bytes (8 bits) instead of bit information. If 1's and 0's were used instead, it would contain a gazillion characters inside a comparatively small-sized file. Hence, chunks are used. However, the data is stored as 0's and 1's, which is readable by computers.

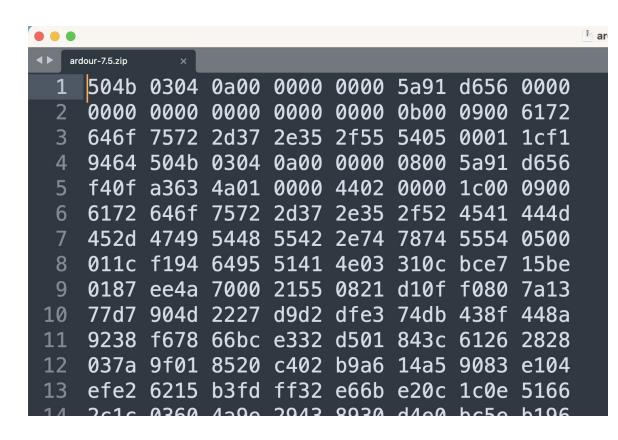
Text files are also binary files but the files are readable by the human eye as they are formatted according to ASCII (American Standard Code for Information Interchange). ASCII maps each character to a unique decimal number, which can be converted to binary to make computers know what character to display or not. For example, the letter 'A' has a unique decimal ASCII value of 65, which, when converted to binary, is represented by 01000001. So, the computer prints A when we type A on our keyboard. So, characters are stored as 7- or 8-bit bytes in a text file, and even numbers are read as characters — ASCII reads '0' as decimal 48, '1' as 49, and '9' as 57, 'A' as 65, 'a' as 98, and so on.

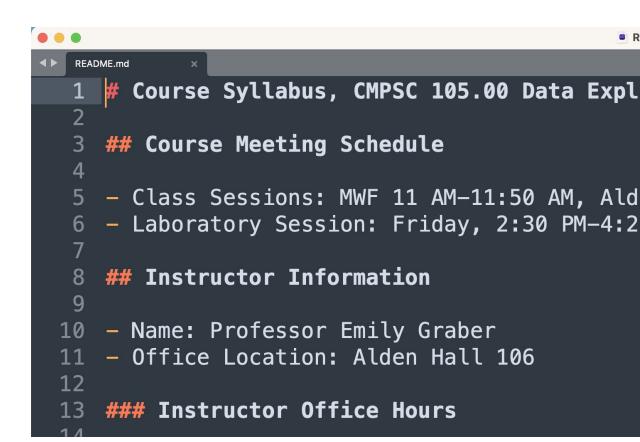
https://levelup.gitconnected.com/binary-files-vs-ascii-files-106a0 e07617d?qi=6caa0e1ef906

```
geogebra-export (1).pdf ×
          stream
        xϒšA<0x8f>Û6<0x10>...ÿŠŽí!<0x1b>Q"(ê~<0x02>r
         <0x0e>ùû™÷8|-x<0x0c>àl<0x90>•<0x02>{<0x17>6
         <0x08>ó<vwo>â"Wk><0x7f>qÿïë¿úîÕ;:}÷ÿ+<0x17
         ]÷<0x8f>÷<0x1a>Đkà¿õZÄ£z}Ùýñ§‰¿×ýö7ó4,c<0x
        f<0\times0f>N<0×1f>E>X'á[('<0×0f>Û©'-øû5á°...§
         <0x16>qð<0x1c>Dw<<0x07>±8Ñs<0x10>Ýñ<0x1c>Äá
         <0\times1c>\sim<0\times18>\mu=-\P...\dot{O}\check{z}J\hat{U}Bi\ddot{I}+mi'<0\times81>\mathbf{m}<0\times0b
        -\dot{s} < 0 \times 1 c > \pm (0 \pm \dot{c}) = 0 \times 1 c > \dot{c} = 0 \times 1
         <0\times07>\pmŽH<0\times1d><0\times12>9ÎfèŽó ºã<^î8<0\times0f>¢;
        DcAtCy<0\times10>\dot{Y}q<0\times1e>\ddot{a}e<0\times19>^{\circ}>*^{\circ}\cdot1\acute{o}I\acute{e}<0\times04
         <0x00>EG)Piãb%cD9Pt'<0x15><0x14>@Q9Pt"<0x0</pre>
        0ÁIÊ<0x81>d£<0x1c>(<0x1e>• r<0xa0>\ddot{0}: f<0x18>
```









# Things to avoid



PROTIP: NEVER LOOK IN SOMEONE. ELSE'S DOCUMENTS FOLDER.

# Things to avoid

Not knowing where your files are!

Using "recent" files instead of the hierarchy

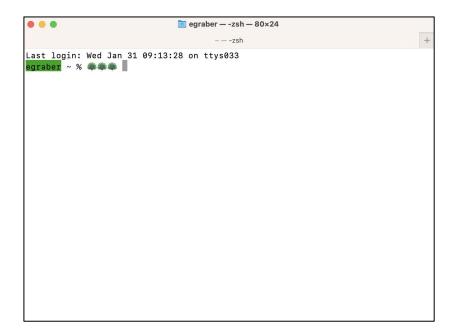
Using spaces in filenames

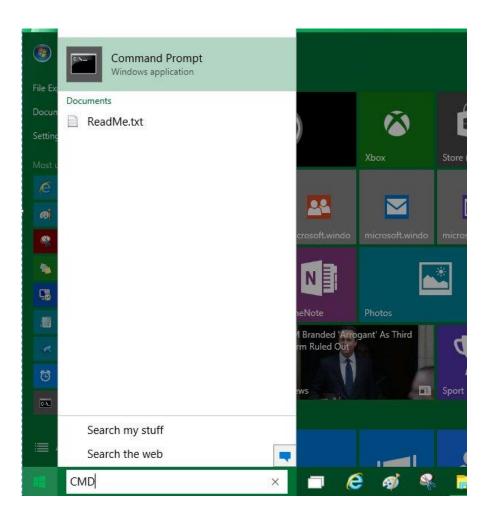
#### Before there were GUIs, there was the terminal



#### **Terminal**

 terminal is a program that allows you to access all the files, folders, and programs on your computer without a GUI







#### **Terminal**

#### In order to use the terminal

- need to know where your files are
  - "path"
  - a path is directions to a location on your computer
  - separated by / (mac) \ (windows)
  - ~/Documents/courses/cmpsc105/course-materials/README.md
- need to know the names of the files
  - "filename"
- need to call programs from the terminal
  - example programs next slide

#### **Terminal Programs**

- change directory: cd
  - cd path/hierarchy/structure/
  - o cd ...
  - windows: cd path\hierarchy\structure\
- list out everything in current location:
  - o macos / linux / bash shells: 1s
  - o windows: dir
- Go to home directory
  - o cd
  - o or macos / linux: cd ~/
  - windows cd ~\

### Please Install Spyder

https://www.spyder-ide.org/

For laptops with windows, linux, macos



