

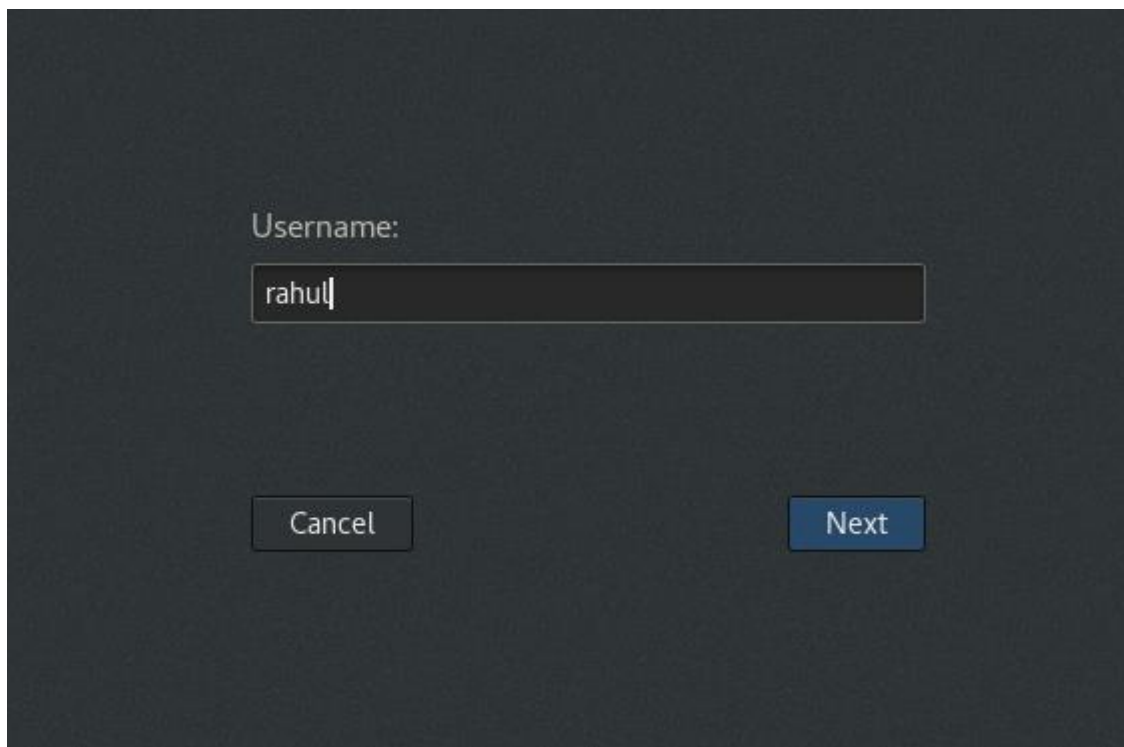


## Basic Linux Commands Assignments

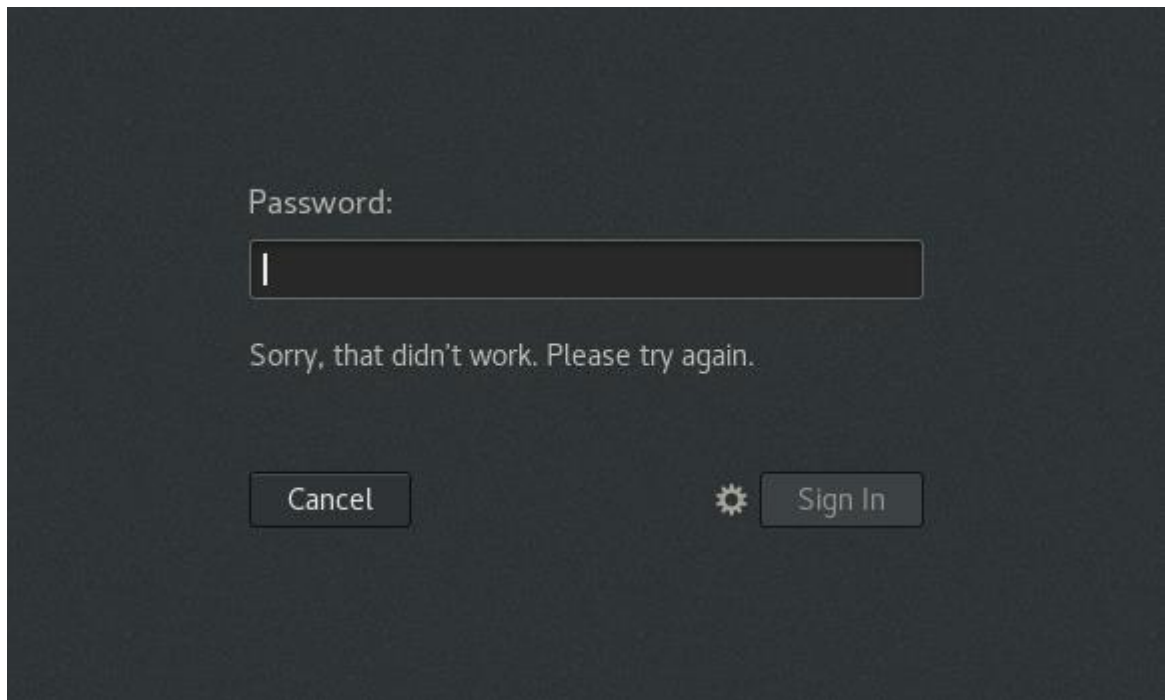
### Assignment-1

Connect and disconnect with login Access

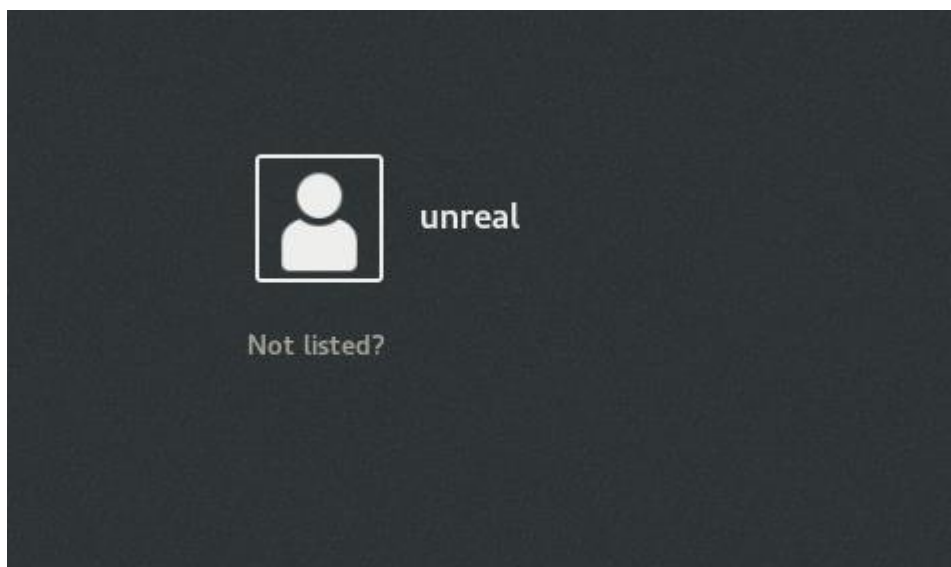
- What happens when you login a non-existent users or username?
  - Provide Screenshot and What you understand, explain in short brief?



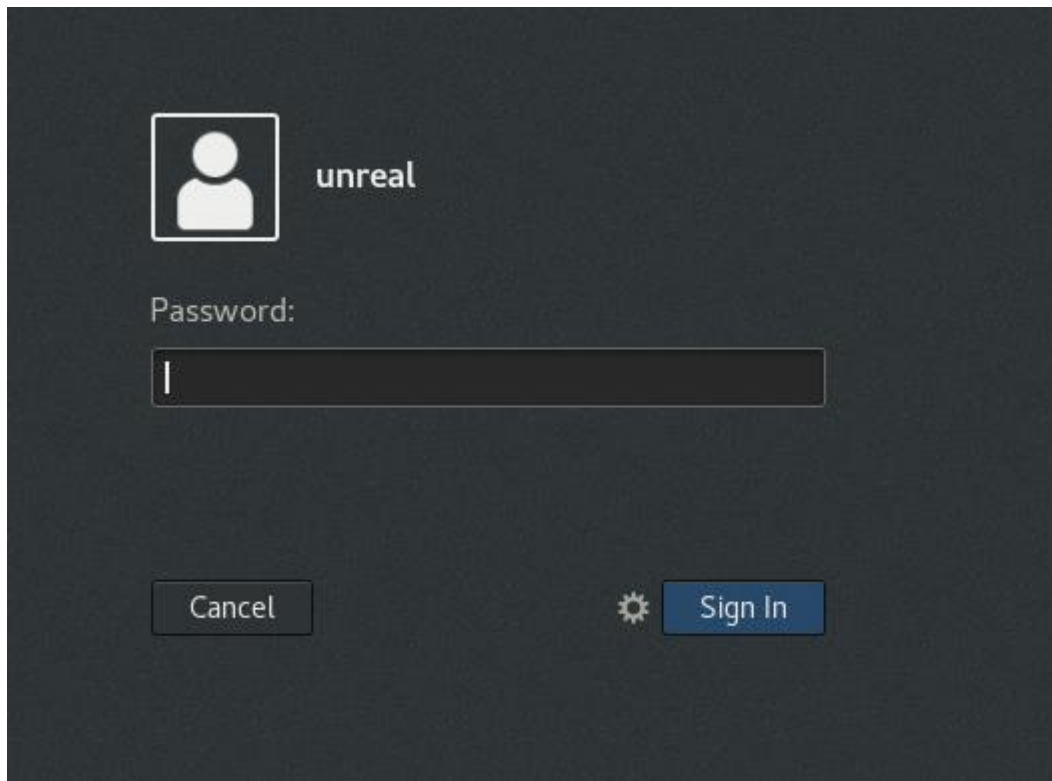
It will take the username without any checks.



But it will check for password and now allow to login as the user is not exist. It will allow to enter the password 3 times and then redirect to screen where actual user is.



After you click on the user you have, it will ask to enter the password



After you enter right password, it will redirect you to home screen of CentOS

## Assignment-2

### Password changing

- Login into your account and then change password?
  - Change your password into **IneuR0n#42** and hit the **Enter** key
    - Explain what happen and give screenshot?

```
File Edit View Search Terminal Help
[unreal@10 ~]$ passwd
Changing password for user unreal.
Changing password for unreal.
(current) UNIX password:
New password:
Retype new password:
passwd: all authentication tokens updated successfully.
[unreal@10 ~]$
```

**Passwd is the command to change the password. First it asks for current password if that is current then only you will be able to set new password otherwise don't.**

**if you enter correct password, it will ask you to enter new password and you have to retype the password as well, both passwords should match.**

- Try again to change password but use like password **1234** or **abcd**
  - Explain what happen and give screenshot?

```
File Edit View Search Terminal Help
[unreal@10 ~]$ passwd
Changing password for user unreal.
Changing password for unreal.
(current) UNIX password:
New password:
BAD PASSWORD: The password is shorter than 8 characters
New password:
BAD PASSWORD: The password is shorter than 8 characters
New password:
BAD PASSWORD: The password is shorter than 8 characters
passwd: Have exhausted maximum number of retries for service
[unreal@10 ~]$
```

As 1234 and abcd is weak password so it will not allow to change the password, your password length should be 8 characters log.it will give 3 change to enter strong password

- Try again to change password but now don't use any password just hit **Enter** key
  - Explain what happen and give screenshot?

```
File Edit View Search Terminal Help
[unreal@10 ~]$ passwd
Changing password for user unreal.
Changing password for unreal.
(current) UNIX password:
New password:
BAD PASSWORD: No password supplied
New password:
BAD PASSWORD: No password supplied
New password:
BAD PASSWORD: No password supplied

passwd: Have exhausted maximum number of retries for service
[unreal@10 ~]$
[unreal@10 ~]$
```

When you don't provide any password, it will give an error saying no password supplied. As previous it will give 3 chance to enter password

## Assignment-3

### Working with Directories

- Enter the command **cd /** and then **ls** and then hit **Enter** key
  - Take screenshot and explain what output we got?

```
unreal@10:/  
File Edit View Search Terminal Help  
[unreal@10 ~]$ cd /  
[unreal@10 /]$ ls  
bin  dev  home  lib64  mnt  proc  run  srv  tmp  var  
boot etc  lib   media  opt  root  sbin sys  usr  
[unreal@10 /]$
```

**Cd /** command change the current working directory to **root** directory and then **ls** command print all the directory of current working directory root

- Enter the command now **cd /home** and then hit **Enter** key
  - Do **ls**, provide screenshot and explain what is **/home** directory used for?

```
unreal@10:/home  
File Edit View Search Terminal Help  
[unreal@10 /]$ cd /home  
[unreal@10 home]$ ls  
unreal  
[unreal@10 home]$
```

**Cd /home** change the current working directory to home directory. Home directory is to manage the user information and files.

- Enter **cd ..** and hit **Enter** key [ *Note: here we have space after cd then use double dot* ]
  - Check what happen and give screenshot?

```

unreal@10:/
File Edit View Search Terminal Help
[unreal@10 /]$ cd /home
[unreal@10 home]$ ls
unreal
[unreal@10 home]$ cd ..
[unreal@10 /]$ █

```

**Cd ..** change the current working directory to root directory because home directory is inside the root directory and .. is used to go back 1 directory in folder hierarchy.

- Now enter **cd /var/www/html** and then type **cd** and hit **Enter** key
  - Explain what happen and give screenshot?

```

unreal@10:/
File Edit View Search Terminal Help
[unreal@10 /]$ cd /var/www/html
bash: cd: /var/www/html: No such file or directory
[unreal@10 /]$ █

```

It is saying no such file or directory

- Now type **cd /root** and then hit **Enter** key
  - Do **ls**, check any output we have on screen if yes then take screenshot?

```

unreal@10:~
File Edit View Search Terminal Help
[unreal@10 ~]$ cd /root
bash: cd: /root: Permission denied
[unreal@10 ~]$ sudo cd /root
[sudo] password for unreal:
[unreal@10 ~]$ ls
Desktop Documents Downloads Music Pictures Public Templates Videos
[unreal@10 ~]$ █

```

Permission is denied for user. But I tried to do it with root but still it is not working

## Assignment-4

### Working with File Listing

- Go to **cd /etc** and type **ls**
  - Take screenshot and explain what files you have seeing?
  - Take screenshot and explain what different output you found compare to previous command you used?

```
[unreal@10 ~]$ cd /etc/
[unreal@10 etc]$ ls
abrt                  hosts.allow           profile
adjtime              hosts.deny            profile.d
aliases              hp                   protocols
alsa                idmapd.conf          pulse
alternatives         init.d               purple
anacrontab          inittab              python
asound.conf         inputrc              qemu-ga
at.deny             iproute2             qemu-kvm
audisp              ipsec.conf           radvd.conf
audit              ipsec.d              ras
avahi              ipsec.secrets        rc0.d
bash_completion.d   iscsi                rc1.d
bashrc              issue                rc2.d
binfmt.d            issue.net            rc3.d
bluetooth           java                 rc4.d
brltty              jvm                  rc5.d
brltty.conf         jvm-common           rc6.d
centos-release      kdump.conf           rc.d
centos-release-upstream kernel                rc.local
chkconfig.d         krb5.conf            rdma
chrony.conf         krb5.conf.d          redhat-release
chrony.keys         ksmtuned.conf        request-key.conf
cifs-utils          ld.so.cache          request-key.d
cron.d              ld.so.conf           resolv.conf
cron.daily           ld.so.conf.d         rpc
cron.deny           libaudit.conf        rpm
cron.hourly         libblockdev          rsyncd.conf
cron.monthly        libbverbs.d          rsyslog.conf
crontab             libnl                rsyslog.d
cron.weekly         libpaper.d           rwtab
crypttab            libreport            rwtab.d
csh.cshrc           libuser.conf         samba
```

It is showing so many different files and folders.

Etc folder is the central location for all system configuration files

- Then type **ls -al** and hit **Enter** key
  - Take screenshot and explain what new file or directory you found?

```
[unreal@10 etc]$ ls -al
total 1388
drwxr-xr-x. 140 root root    8192 Oct 12 10:19 .
dr-xr-xr-x.  17 root root    224 Oct 11 20:55 ..
drwxr-xr-x.   3 root root    101 Oct 10 15:50 abrt
-rw-r--r--.   1 root root     16 Oct 10 15:58 adjtime
-rw-r--r--.   1 root root   1529 Apr  1 2020 aliases
drwxr-xr-x.   3 root root     65 Oct 10 15:52 alsa
drwxr-xr-x.   2 root root   4096 Oct 11 21:04 alternatives
-rw-r--r--.   1 root root    541 Jan 13 2022 anacrontab
-rw-r--r--.   1 root root     55 Aug  8 2019 asound.conf
-rw-r--r--.   1 root root      1 May 18 21:24 at.deny
drwxr-xr-x.   3 root root     43 Oct 10 15:50 audisp
drwxr-xr-x.   3 root root     83 Oct 10 16:01 audit
drwxr-xr-x.   4 root root     71 Oct 10 15:52 avahi
drwxr-xr-x.   2 root root   4096 Oct 11 21:03 bash_completion.d
-rw-r--r--.   1 root root   2853 Apr  1 2020 bashrc
drwxr-xr-x.   2 root root      6 Sep  1 20:27 binfmt.d
drwxr-xr-x.   2 root root     23 Oct 10 15:50 bluetooth
drwxr-xr-x.   2 root root  12288 Oct 10 15:51 brltty
-rw-r--r--.   1 root root   21929 Apr 11 2018 brltty.conf
-rw-r--r--.   1 root root     37 Nov 23 2020 centos-release
-rw-r--r--.   1 root root     51 Nov 23 2020 centos-release-upstream
drwxr-xr-x.   2 root root      6 Oct 13 2020 chkconfig.d
-rw-r--r--.   1 root root   1108 Aug  8 2019 chrony.conf
-rw-r--r--.   1 root chrony   481 Aug  8 2019 chrony.keys
drwxr-xr-x.   2 root root     26 Oct 11 21:01 cifs-utils
drwxr-xr-x.   2 root root     54 Oct 11 20:58 cron.d
drwxr-xr-x.   2 root root     57 Oct 10 15:52 cron.daily
-rw-r--r--.   1 root root      0 Jan 13 2022 cron.deny
drwxr-xr-x.   2 root root     41 Oct 11 20:58 cron.hourly
drwxr-xr-x.   2 root root      6 Jun 10 2014 cron.monthly
-rw-r--r--.   1 root root    451 Jun 10 2014 crontab
drwxr-xr-x.   2 root root      6 Jun 10 2014 cron.weekly
```

It is showing different output than before as we used `-al` as parameter with `ls` command

-a → include the files starts with .(dot)

- l → include the permission, links, owner, group, size, time, name

- Then use **ls -i** and hit **Enter** key
  - Now see what different output it shows and take screenshot?

```

unreal@10:~
File Edit View Search Terminal Help
[unreal@i0 ~]$ ls -i
35192209 Desktop      52070252 Downloads      80015 Pictures      80014 Templates
35192210 Documents    52070253 Music       18131737 Public       18131738 Videos
[unreal@i0 ~]$ █

```

-i represent the inode number, The inode (index node) is a data structure in a Unix-style file system that describes a file-system object such as a file or a directory. Each inode stores the attributes and disk block locations of the object's data. File-system object attributes may include metadata (times of last change, access, modification), as well as owner and permission data.

- Then use **ls -help** and see other options about **ls** command
  - Explore it and try with other attribute we can use with **ls** command

```

unreal@10:~
File Edit View Search Terminal Help
try 'ls --help' for more information.
[unreal@10 ~]$ ls --help
Usage: ls [OPTION]... [FILE]...
List information about the FILES (the current directory by default).
Sort entries alphabetically if none of -cftuvSUX nor --sort is specified.

Mandatory arguments to long options are mandatory for short options too.
-a, --all                do not ignore entries starting with .
-A, --almost-all        do not list implied . and ..
--author                 with -l, print the author of each file
-b, --escape             print C-style escapes for nongraphic characters
--block-size=SIZE        scale sizes by SIZE before printing them; e.g.,
                          '--block-size=M' prints sizes in units of
                          1,048,576 bytes; see SIZE format below
-B, --ignore-backups     do not list implied entries ending with ~
-c                       with -lt: sort by, and show, ctime (time of last
                          modification of file status information);
                          with -l: show ctime and sort by name;
                          otherwise: sort by ctime, newest first
-C                       list entries by columns
--color[=WHEN]           colorize the output; WHEN can be 'never', 'auto',
                          or 'always' (the default); more info below
-d, --directory          list directories themselves, not their contents
-D, --dired              generate output designed for Emacs' dired mode

```



	none (default), slash (-p), file-type (--file-type), classify (-F)
-i, --inode	print the index number of each file
-I, --ignore=PATTERN	do not list implied entries matching shell PATTERN
-k, --kibibytes	default to 1024-byte blocks for disk usage
-l	use a long listing format
-L, --dereference	when showing file information for a symbolic link, show information for the file the link references rather than for the link itself
-m	fill width with a comma separated list of entries
-n, --numeric-uid-gid	like -l, but list numeric user and group IDs
-N, --literal	print raw entry names (don't treat e.g. control characters specially)
-o	like -l, but do not list group information
-p, --indicator-style=slash	append / indicator to directories
-q, --hide-control-chars	print ? instead of nongraphic characters
--show-control-chars	show nongraphic characters as-is (the default, unless program is 'ls' and output is a terminal)
-Q, --quote-name	enclose entry names in double quotes
--quoting-style=WORD	use quoting style WORD for entry names: literal, locale, shell, shell-always, c, escape
-r, --reverse	reverse order while sorting
-R, --recursive	list subdirectories recursively
-s, --size	print the allocated size of each file, in blocks
-S	sort by file size
--sort=WORD	sort by WORD instead of name: none (-U), size (-S), time (-t), version (-v), extension (-X)
--time=WORD	with -l, show time as WORD instead of default modification time: atime or access or use (-u) ctime or status (-c); also use specified time as sort key if --sort=time
--time-style=STYLE	with -l, show times using style STYLE: full-iso, long-iso, iso, locale, or +FORMAT; FORMAT is interpreted like in 'date'; if FORMAT is FORMAT1<newline>FORMAT2, then FORMAT1 applies to non-recent files and FORMAT2 to recent files; if STYLE is prefixed with 'posix-', STYLE takes effect only outside the POSIX locale
-t	sort by modification time, newest first
-T, --tabsize=COLS	assume tab stops at each COLS instead of 8
-u	with -lt: sort by, and show, access time; with -l: show access time and sort by name; otherwise: sort by access time
-U	do not sort; list entries in directory order

## Assignment-5

Know where you are and where you working

*Here we use **pwd**, **cd** and **ls** as combine task to understand where you working on terminal and how you can switch from one directory to another one.*

- Open terminal after restart the linux
  - Check which location you working, type **pwd** and take screenshot

```

File Edit View Search Terminal Help
[unreal@10 ~]$ pwd
/home/unreal
[unreal@10 ~]$ █

```

- Now use **cd /var** and hit **Enter** key
  - Do **ls**, and see what output comes, give screenshot?

```

File Edit View Search Terminal Help
[unreal@10 ~]$ pwd
/home/unreal
[unreal@10 ~]$ cd /var/
[unreal@10 var]$ ls
account  adm  cache  crash  db  empty  games  gopher  kerberos  lib  local  lock  log  mail  nis  opt  preserve  run  spool  tmp  yp
[unreal@10 var]$

```

**/var** contains **variable data files**. This includes spool directories and files, administrative and logging data, and transient and temporary files. Some portions of **/var** are not shareable between different systems.

- Do explore other help options of each command to learn more other things we can do with these commands

```

File Edit View Search Terminal Help
[unreal@10 ~]$ pwd
/home/unreal
[unreal@10 ~]$ cd /var/
[unreal@10 var]$ ls
account  adm  cache  crash  db  empty  games  gopher  kerberos  lib  local  lock  log  mail  nis  opt  preserve  run  spool  tmp  yp
[unreal@10 var]$

```

## Live Class Assignment

Assignment 1 :- Install all the dependencies for making CentOS full screen

1<sup>st</sup> way

Sudo **yum install dkms gcc make kernel-devel bzip2 binutils patch libgomp glibc-headers glibc-devel kernel-headers -y**

Go to VirtualBox menu option ‘**devices**’ under that you will see ‘**insert guest additions cd image**’ and install it as **root**

2<sup>nd</sup> way

1)Enable EPEL repository

sudo rpm -Uvh <https://dl.fedoraproject.org/pub/epel/epel-release-latest-7.noarch.rpm>

2)Install all prerequisites by executing below command

sudo yum install perl gcc dkms kernel-devel kernel-headers make bzip2

Go to VirtualBox menu option ‘**devices**’ under that you will see ‘**insert guest additions cd image**’ and install it as **root**

Assignment 2 :- Please update your CentOS machine

```

unreal@10:~
File Edit View Search Terminal Help
[unreal@10 ~]$ sudo yum update
[sudo] password for unreal:
Loaded plugins: fastestmirror, langpacks
Loading mirror speeds from cached hostfile
 * base: centos.excellmedia.net
 * extras: centos.excellmedia.net
 * updates: centos.excellmedia.net
No packages marked for update
[unreal@10 ~]$

```