

```
#include "type.h"

/*
Tries to get inode of pathname
if exists:
Changes access time

if not exists:
Creates file

Puts inode back on disk
*/

void touch_file(char path[124])
{
    int ino;
    int newmode = 0;
    MINODE *mip = running->cwd;
    MINODE *touchmip = NULL;
    INODE *ip = NULL;
    char fullpath[128];
    strcpy(fullpath, path); //copy the path into a holding variable

    if (!strcmp(path, "")) //checks to see if a file name was entered
    {
        printf("No file name given.\n"); //no file was entered thus error out
        return;
    }

    ino = get_Inode(running->cwd, path); //
    if (ino != 0) //inode is not zero, thus it exists
    {
        touchmip = iget(dev, ino);
        ip = &touchmip->INODE; //sets the inode pointer to the memory inode
        pointer that touch file is

        ip->i_mtime = time(0L); //set the modify time to the current time
        touchmip->dirty = 1; //set dirty to 1 for the touch memory inode

        iput(touchmip); //disuper_pose of the memory inode
        return;
    }
    else //file does not exist, hence we need to create it
        creat_file(fullpath); //create the file, pass in the full path that we
        saved earlier

    return;
}
```