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#include "type.h"

/*
Load inode of file source pathname
Change (Bitmask) the permissions of the file to the given permissions
*/

void chmod_file(char path[124])
{
    int ino = 0;
    int newmode = 0;
    MINODE *mip = running->cwd;
    INODE *ip = NULL;

    if (!strcmp(third, ""))//user did not provide a mode
    {
        printf("Error, there was no mode given!\n");
        return;
    }

    newmode = (int) strtol(third, (char **)NULL, 8);//converts to octal int

    printf("Path = %s\n", path);
    ino = get_Inode(mip, path);//get inode number from file path provided

    if (ino)//if the inode is occupied
    {
        mip = iget(dev, ino);
    }
    else//if the inode is not occupied
    {
        strcpy(third, "");
        return;
    }
    ip = &mip->INODE;//set the inode to the memory inode pointer

    ip->i_mode = (ip->i_mode & 0xF000) | newmode;//set the mode of the inode

    mip->dirty = 1;//set dirty to one for the memory inode
    iput(mip);//put the memory inode back
    strcpy(third, "");
}
```