

Notes 5

MKDIR

DESCRIPTION

- makes directories

USAGE

- `mkdir +option +name of directories`

EXAMPLES

- create a directory called wallpapers in the current directory: *`mkdir wallpapers`
- create a directory and a subdirectory in the current directory:
 - `mkdir -p games/gta/guides`
- create 2 directories using absolute path :
 - `mkdir -p ~/project/script/js ~/documents/homework/`

TOUCH

DESCRIPTION:

- Used to create an empty file or update the time stamp of a already made file

USAGE:

- `touch +options+file-name`

EXAMPLE:

- Create a new empty file:
 - `touch file.txt`
- Update the timestamp of a existing file :
 - `touch essayfile.txt`
- create multiple files at once :
 - `touch file1.txt file2.txt file3.txt`

RM

DESCRIPTION:

- removes files or directories from file system

USAGE:

- `rm+options+file-name`

EXAMPLE:

- remove a single file
 - `rm file.txt`
- Remove multiple files
 - `rm file1.txt file2.txt`
- remove a directory and its contents
 - `rm -r Down`

RMDIR

DESCRIPTION:

- used to delete empty directories

USAGE:

- `rmdir+name of directory`

EXAMPLE:

- To remove an empty directory
 - `rmdir games_folder`
- to remove multiple directories
 - `rmdir dir1 dir2 dir3`
- To remove directory with a specific name
 - `rmdir name`

MV

DESCRIPTION:

- To move or rename files

USAGE:

- `mv+source+destination`

EXAMPLE:

- rename a file to a new file
 - `mv file.txt greatfile.txt`
- to move and rename file in one command
 - `mv cat.png pictures/cuteimage.jpg`
- to move file into directory
 - `mv hw.pdf archives/`

CP

DESCRIPTION:

- used to copy files and directories

USAGE:

- `cp+options+source+destination`

EXAMPLE:

- to copy entire directory to a new location
 - `cp -r data/ storage/`
- to copy a file to a new file
 - `cp document.txt copy_document.txt`
- to copy a file to a different directory
 - `cp image.jpg images/`

FILE

DESCRIPTION:

- to identify the type of file based on its content

USAGE:

- `file +name of file`

EXAMPLE:

- to check the type of file
 - `file games.pdf`
- to check a txt file
 - `file games.txt`
- to check a jpg file
 - `file games.jpg`