

• Ints vs. Chars?

→ Memset writes a byte value to memory  
→ but it tries to do it as fast as possible for that architecture \*datatype doesn't make a dif. for memset

#InScript //header/printing stuff

#8) rm \*1[0-9]\* \*2[0-5]\* -rf or -f

Permissions

r-x--x--x yo //want everyone to read it

⇒ chmod a+r yo //a is all, r is read

//want rwx r-xr-x yo

↳ chmod 755 yo

Ownership:

chown mike yo //change owner \*Have to be root to change ownership

chgrp Elite yo //change group

chown mike.Elite yo

\*usr/lib/ //No requirements?

Packages

• Debian derived:

uses apt. /dpkg "depackage" - does actual install/format

"apt" - manages install

aptitude - provides "half-decent" output

[sudo apt-get update]

//apt-get upgrade //updates all pack.  
dist-upgrade //removes packages  
outdated

[apt-cache search tux  
or  
aptitude search tux] → lists

\*rehash?

⇒ dpkg -L xtux (just directories)

sudo apt-get remove xtux (read output!)

⇒ dpkg -L tux

ls /wc (in usr/bin)

→ lines, words, characters

dpkg -S /usr/bin (ghostscript!)

dpkg -l ghostscript (try -s)

\*PostScript  
(adobe - renders  
pages for  
HP printers)  
→ it's a language

\*Print random  
maze

apt-get source arrduide (moves sourcecode  
to current directory) [//error for sources.list]

[dpkg-buildpackage -us -uc //unsigned source & changes]

\* Build dependencies  
apt-get build-dep package

--commit (patching)

\* then rebuild

~~1/2~~ for using kernel, don't upgrade!! (need to match)

armhf  
hard float  
armv7l - ???

links hard → have a second name for the same data  
"point" to same data

symbolic → ref a filename/contents from other directories

ln i.e. ln x y  
existing file new file  
ln x z -rw.... 3 pi pi

\* deleting file is 'unlinking' - link count goes to 0

[ls -al /sant -k2 -n]  
↑ numerically  
2nd column

ls -i pscd s2p  
~~132~~ 1442153 pscd 1442153 s2p

\* same man page: (stream editor)

⇒ argv[0] will determine how the ~~program~~ program runs!  
(pscd or s2p)

cyen is a link → to something

ln -s x y

rm x

// y don't exist

yacc : bison

# File system: FS

Ext 4 fs → newer

Ext 2 fs

HD - Partition  
look @ partition

## Directory

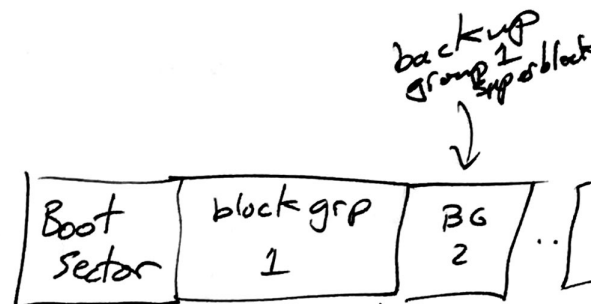
inode #	entry len.	name len	filename
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\* When you look for a file, you match name, get inode, and go look to see if you have permissions, etc. and so on...

4 2 1 x

4 2 1 x

↑  
a hard link!



FS Metadata

if any inode is free or not

if DATA blocks are used

only a part of the entire inode table

(size, name, permission, type, time, owner, group, etc.)  
data block maps

inode contains metadata of a file

