

* Commands

① ls

⇒ List all folders and file

② date

⇒ display in day month date time IST year
format

③ cd

⇒ Enter in directory

④ cd ..

⇒ Exits from a directory

⑤ who

⑥ whoami

⑦ uname

⑧ man cd

⑨ cd --help

⑩ ls -r

⇒ List in reverse order

- (11) ls -s
⇒ display sizes
- (12) cal
⇒ display calendar
- (13) pwd
⇒ display present working directory
- (14) cp <filename> <path>
⇒ copy a file
- (15) cat > <filename> [file nu esctension
⇒ create a file nakihe to bhi chale]
- (16) ctrl + d
⇒ to leave and exit file
- (17) mkdir
⇒ make directory
- (18) help
- (19) mv

Outputs

① ls

→ Desktop Documents Downloads examples.desktop
Music Pictures Public Templates Videos.

② date

→ Mon Dec 2 12:10:37 IST 2019

③ who

→ 201806100110080 tty7 2019-12-02 12:02 (:0)

④ whoami

→ 201806100110080

⑤ ls -r

→ Videos Templates Public Pictures Music
examples.desktop Downloads Documents
Desktop

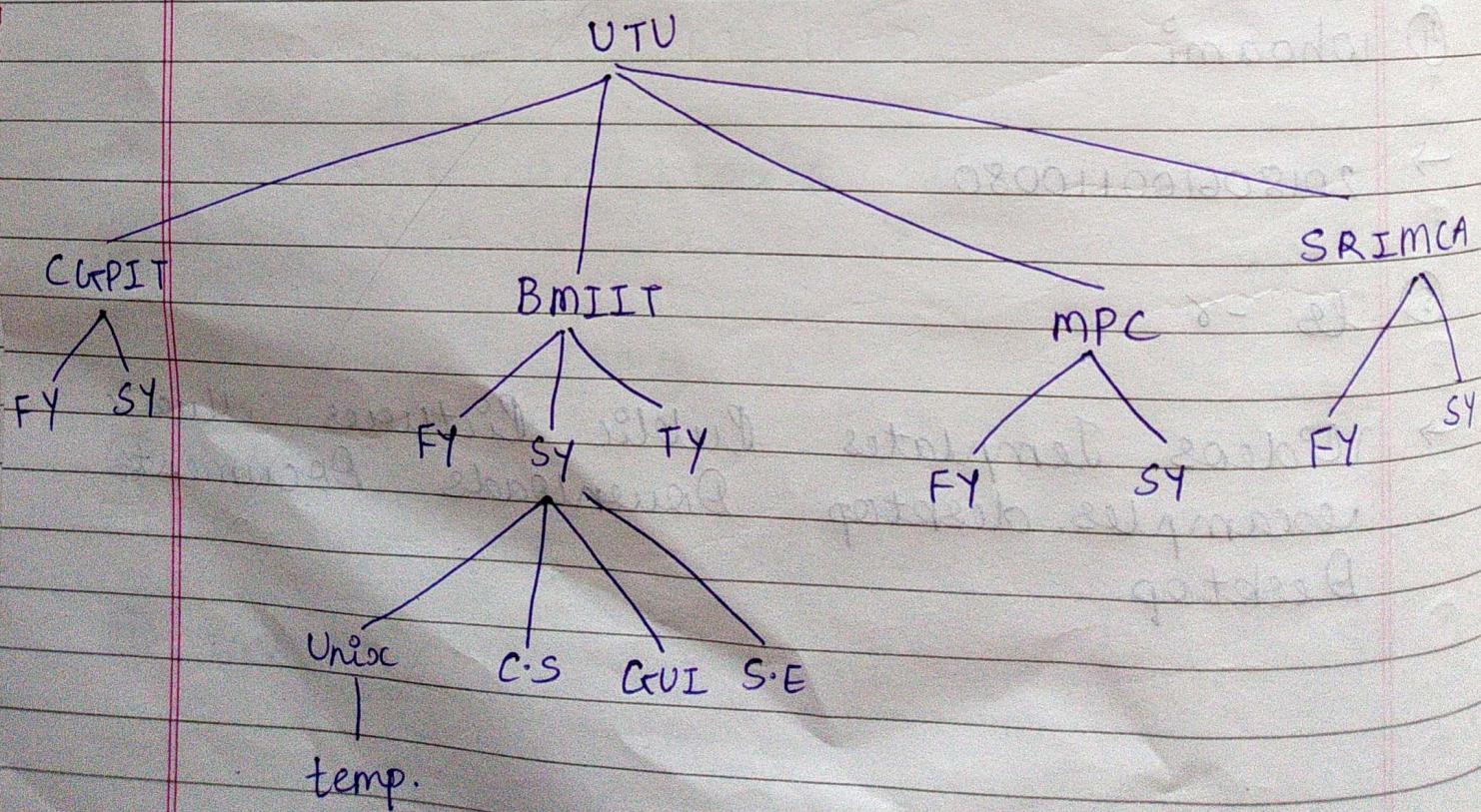
⑥ ls -s

→ total 44

4 Desktop 4 Documents 4 Downloads
 12 example.desktop 4 Music 4 Pictures 4 Public
 4 Templates 4 Videos

⑦ cp oop ~/Desktop/UTU/GPIT/SY

→ copy oop file in SY directory



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* Purpose of Unix

- ① Multiple access [less interference in case]
- ② Security

• Introduction:-

→ Unix is a multitasking, multi user operating system. It was developed by Ken Thompson, Dennis Ritchie, Rudd Canady, Doug McIlroy. It was developed in 1969 - 1970.

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(20) `ls -R`
⇒ shows directory and subdirectories

(21) `ls -a`
⇒ list all files

Note:
command - option
for using options

* command " +\cdot operator"
for using \cdot operators.

Eg: `date "+%s-%d-%Y"`

(22) `cp <filename> <path>\ <newfilename>`
⇒ To rename the copy file.

(23) `cp <source path>\ <destination path>\ <file name>`
↓
`<file name>\` optional
⇒ To copy from directory without going into subdirectory

(24) `cat >> <file name>`
⇒ To append a file

(25) `rm <filename>`
 ⇒ To delete a file

(26) `rmdir <directoryname>`
 ⇒ To delete a directory

[folder ni andar koi file ho to e
 directory delete kro nai]

[agar delete kro to directory
 empty ho jie]

(27) `more <filename>`
 ⇒ Show content of file

(28) `mv`
 ⇒ rename file name

Eg: `mv <old file name> <new file name>`

(29) `ln`

(30) `rm/rmdir`

`rmdir` ⇒ remove directory
`rm` ⇒ remove file

(31) `find`

(32) `ls -l`

Practical List 1

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① whoami

Output: 201806100110080

② date "%%R" date "+Today date is %R"

Output: Today date is 8/10/55

③ date "+%d/%m/%Y"

Output: 06/12/2019

④ date "+Today's date is %d.%m.%Y. Current time is : %R"

Output: Today's date is 06/12/2019. Current time is : 10:58

⑤ date "+%j"

Output: 340

⑥ date "+Happy %A"

Output: Happy Friday

⑦ cal

Output: December 2019

Su	Mo	Tu	We	Th	Fr	Sa
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

⑧ date "+%W"

Output: 48

⑨ cal 2019

Output :

⑩ who

Output: 201806100110080 tty7 2019-12-06
08:35 (:0)

⑪ who -uH

Output: NAME LINE TIME IDLE PID COMMENT
201806100110080 tty7 2019-12-06 08:35 02:36 166

⑫ cat --help

Output:

⑬ tty

Output: /dev/pts/2

⑭ more -v

Output: more from util-linux 2.34

⑮

Work

Linux

Java

C Sharp

Program

Script

Program

applications

data

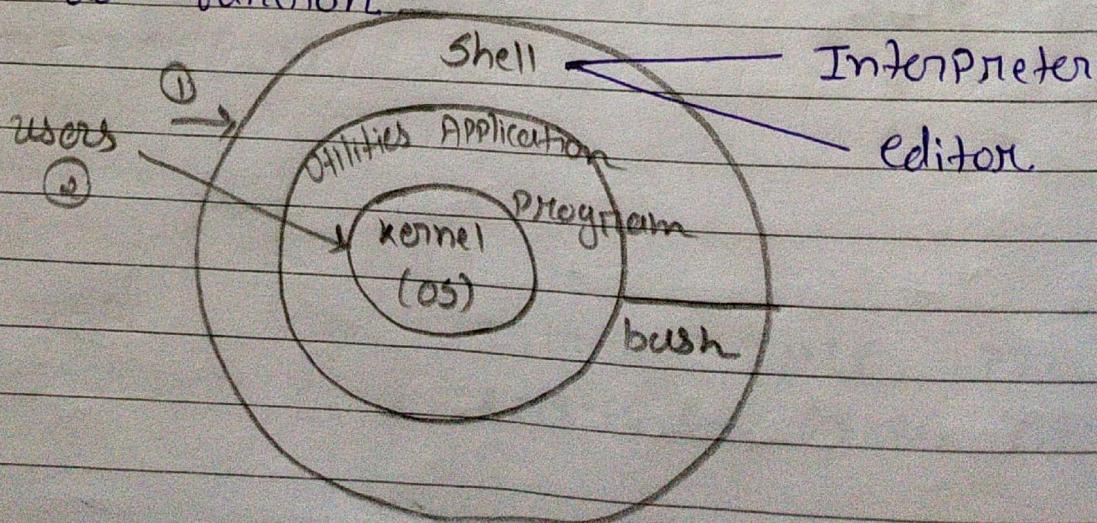
Directory Making → mkdir

making test file → cat > friendlist.txt

Copy → cp -r friendlist.txt / bmiss / Stud /
201806100110073 / work / CSharp / application

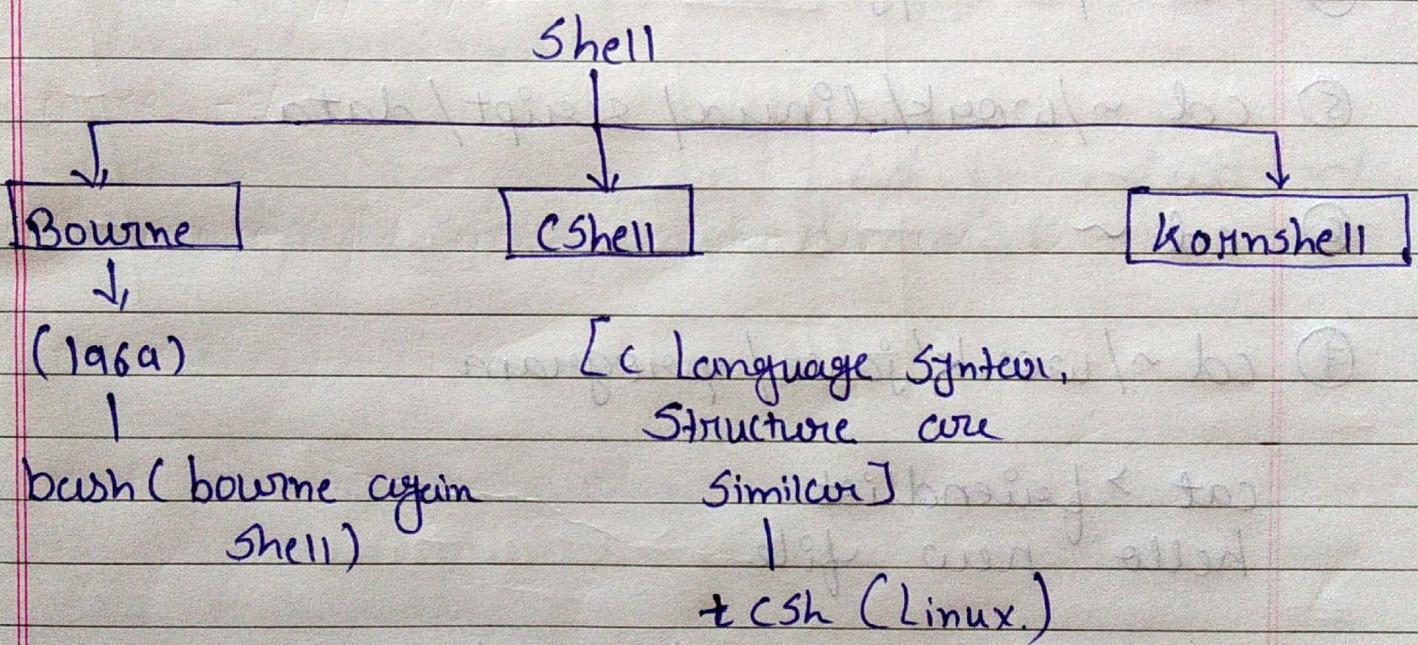
* Unix Structure :-

- It reduces the load on cost of CPU in hardware. It is also help hardware to do function.



Request → Response

- ① users → Shell → Kernel
- ② users → kernel → (directory users can connect with kernel or os)



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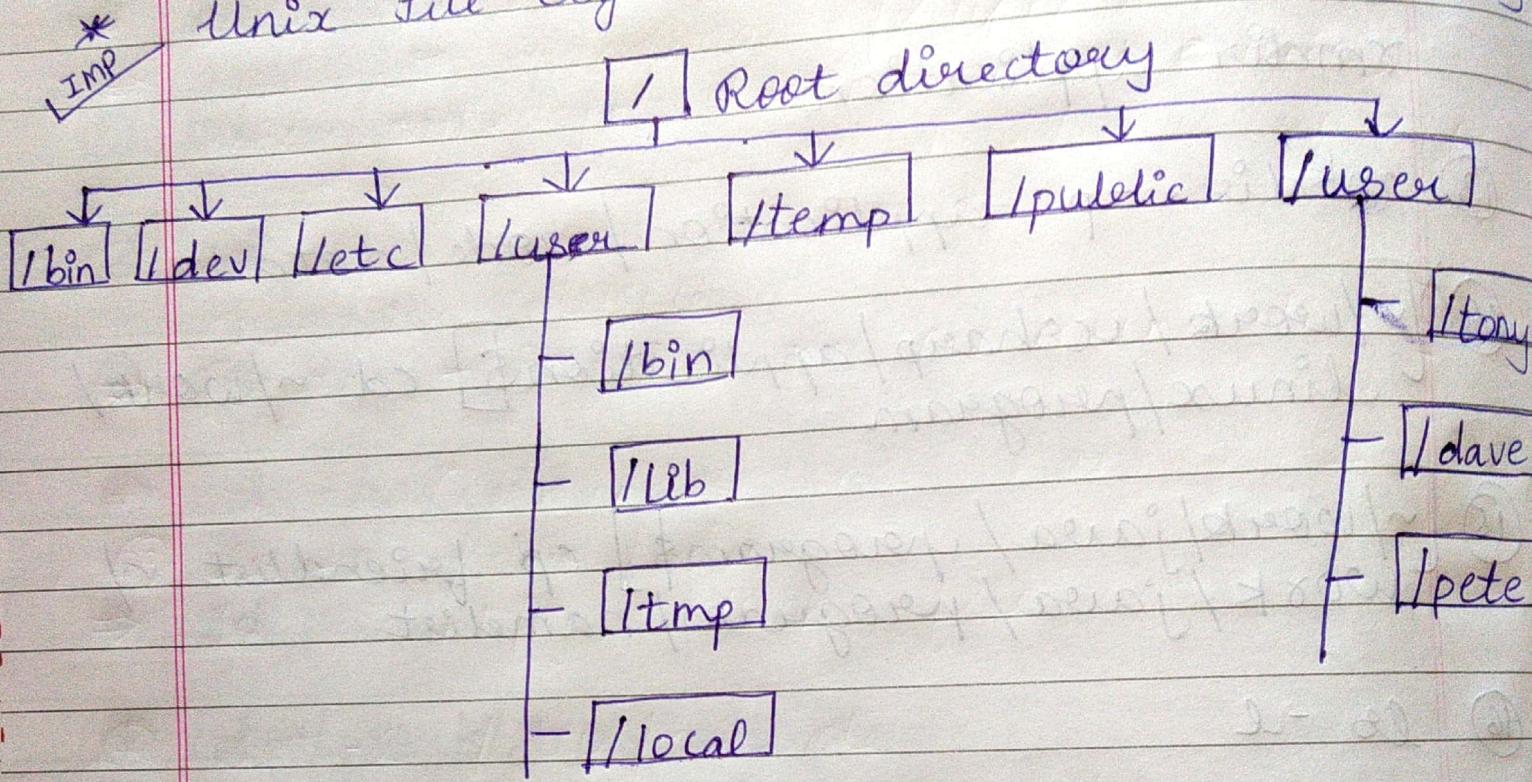
Practical List 2

- ① cd work
- ② cd ~ / work / csharp / application
- ③ cd .. (2nd program) ← back ← command
(2nd program)
- ④ cd ~ / work / java
- ⑤ cd ~ / work / linux / script / data
- ⑥ cd ~
- ⑦ cd ~ / work / java / program
- ⑧ cp friendlist ~ / work / csharp / application
- ⑨ cp friendlist ~ / work / java / program / persons
- ⑩ cp -r ~ / work / linux / script / data ~ / work / linux / program
- ⑪ cd ~ / work
ls -R

- (12) rm friendlist
cd ..
mkdir application
- (13) mkdir -p application/node/data
- (14) [~/work/csharp/application\$] cd ~/work/linux/program
- (15) [~/work/java/program\$] cp friendlist ~/work/java/program/namelist
- (16) ls -l
- (17) mv namelist name
- (18) cat >.mydata
name: poreja Maldikar
Sem: 4 th
enrollement number: 201806100110080
- (19) ls -a
- (20) ls -t
- (21)

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Unix File System [Diagram of unix library structure]



File Structure

- * File types in Unix [ls -l]
 - 7 types of file can be created
- ① Normal file (-)
- ② directory (d)
- ③ symbolic link (l)
- ④ named pipe (p)
- ⑤ block device (b)

⑥ character device (c)

⑦ socket (s)

• symbolic link (address)

⇒ stores reference path of another file.
like pointer in C.

+ hard link

F soft link

• named pipe & socket

⇒ used for communication

⇒ named pipe → half duplex only one way communication (i.e. data send than ka to receive)
resources are not kept on hold

⇒ socket → full duplex two way communication
resources are on hold until both communication are end

- block device
 - ⇒ use to manage hardware
(PC sathe je device connect kariye)
 - ⇒ [Laptop ni andar na hardware communication]
- character device
 - ⇒ [Laptop + Projector nu communication]

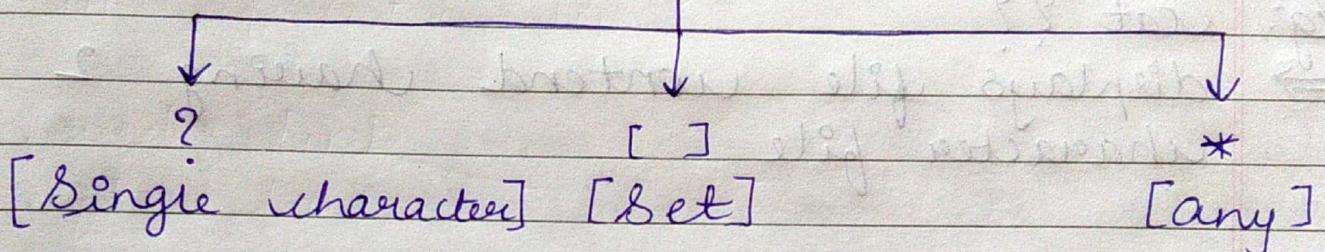
Commands

- ③③ ls -l /dev/sda
 - ⇒ To identify block file
- ③④ ls -l /dev/console
 - ⇒ To identify character file
- ③⑤ mkfifo <file name>
 - ⇒ Create a pipe
- ③⑥ ln <file name> <filename>
 - ⇒ Create symbolic link [hard]
 - original file
 - reference file nu name
- ③⑦ ln -s <file name> <filename>
 - ⇒ Create soft symbolic link
 - reference file
 - file
- ③⑧ echo
 - ⇒ display whatever provided in argument

* Metacharacters / wildcards

- Metacharacters are used with file name only.

Metacharacters / wildcards



* Single character

Eg: echo ?

⇒ agar shell single character na file name ni replace kro.

Eg: agar directory ma f and d naam ni file hoi to echo ?

⇒ f d : [banew file na name replace krse]

⇒ ph agar file mai hoi to single character vali to "?" mark jo print hoi.

Eg: echo ???

→ display 4 character file name from current directory.

Note:

file name start with . are hidden files.

Eg: cat ??

→ displays file contend having 2 character file

* Set

Eg: echo f[0123456789]

↓
only one character j replace thaī

Eg: echo f[0-9]

Eg: echo [z-zA-Z]

aur lakhe to e z or - or A mathi
Select krse.

- Sequence maj lakhvanu ASCII na.

Eg: echo [A-Z a-z][4-za-z]

→ match 2 character file name

(*) any

Eg: echo *
replaces all files

Eg: echo *.*
→ file name having . will display

Eg: echo *[0-9]
→ all files from current directories
where last character is digits.

Commands

(1) touch

→ creates all files in one line.

Eg: touch a b c

→ It will create 3 files of a,b,c
with empty content.

(2) file *

→ List all information regarding file
(only show current directory files)

Commands

(41) echo ~

→ display current directory path

(42) passwd

→ for changing password

* Internal calculator in Unix

- bc decimal calculator

* Two ways of using

① pipe

② interactive mode

↓
write bc & to start

. to exit do ctrl d.

- Using pipe

$$x=10 \quad y=50$$

write: echo 10 + 50 | bc

write: echo "addition: 10 + 50" | bc

Eg: $x = 10$

$y = 50$

$\Rightarrow \text{echo } \$x + \$y | \text{bc}$

$\Rightarrow \text{echo } \$x \text{ } (*) \text{ } \$y | \text{bc}$

↓
wildcard tarike na use kro
eto agad slash karie.

- bc is a command for ~~execution~~ starting a calculator.
- It opens the default calculator in unles which is also known as the Deenck calculator.
- There are two ways to use the Deenck calculator
 - ① Invoke bc as a pipe of some other command
 - ② Invoke bc in interactive mode

Note:

- While using the Linux calculator as a pipe a backslash is used before asterisk sign to escape the asterisk or else it will be treated as a wild card character.

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* Shell

Shell act as

- ① Interpreter
- ② executing command
- ③ create script

3 shell: *

- ① Bash/(Default/standard shell)
Bourne

- The Shell is a command line interpreter it translates command entered by the user and converts them into a language.

understood by the kernel. It sees communicate with the kernel through unix shell.

* Shell Script

- A shell script means a file which contains a set of commands inside the file. If this file contains command it can be considered as an executable file.

① Bourne Shell [\$ bash]

- Created by Steve Bourne
- Extension = .sh

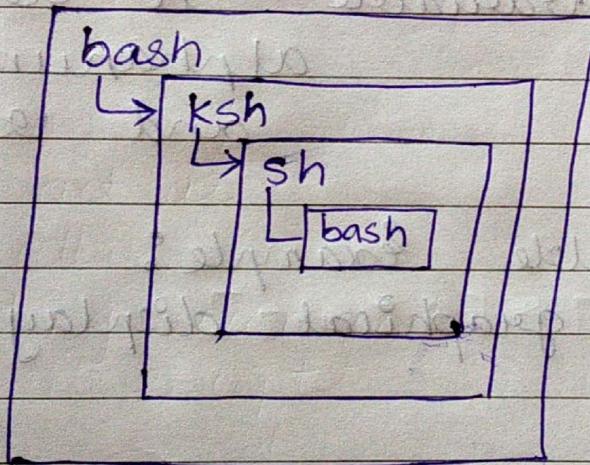
② C Shell [\$ csh]

- Created by Bill Joy
- Extension = .csh

③ Korn Shell [\$ ksh]

- Created by David Korn
- Extension = .ksh

- To exit from shell write exit in command prompt.
- To exit from parent directory shell write Logout command prompt.
- Logout is not used for child shell exit.



Q→ Justify the statement Unix shell follows a hierarchy while working on multiple shells.

Q→ Demonstrate the process of parent-child shell in Unix.

Q4

Show how unix shell implements hierarchy while working on multiple shells. [Diagram]

* Shell variables

- Two types of variable
 - ① System variable → always in capital
 - ② Userdefined variable → it can be alphanumeric and small letter
- System Variable Example:
DISPLAY → The graphical display to use
HOME
HOST
LOGNAME
PS1 [primary Prompt]
PS2 [secondary Prompt]
USER
GROUP
EDITOR
PATH

Eg: echo \$ SYSTEMVARIABLE_NAME

Elementary

- To create a variable:

\$ x = 100

\$ y = 50

\$ z = "Hello"

- To display:

echo \$ variableName

56) ans ③

67) ans ④

68) ans ⑤

69) ans ⑥

* [P-07] ans ⑦

[P-07] ans ⑧

[P-07] ans ⑨

[S-05-A] * [S-05-A] ans ⑩

. ans ⑪

*staff ans ⑫

~ + ~ * q) ⑬

man/girls for * 50 ans ⑭

data type ans ⑮

Practical 3

- ① echo *
- ② echo l *?
- ③ echo *l
- ④ echo ???
- ⑤ echo l[a,e,i,o,u]st.sh
- ⑥ echo [0-9]*
- ⑦ echo *[0-9]
- ⑧ echo [A-Za-z]*[A-Za-z]
- ⑨ echo *.*
- ⑩ echo ??st?*

- ① cp *.txt ~
- ② cp user0?* ~/Desktop/user
- ③ cat l?st.sh

- (4) `rm *prog*`
- (5) `rm [A-Za-z]*`
- (6) `mv data01 data1*1`
- (7) `mv [A-Za-z]* ~/Desktop/work`
- (8) `rm [A-Za-z][A-Za-z][0-9]`

Commands

- (43) echo \$0
→ shows in which shell it is.
- (44) echo \$ksh
→ moves to written shell
- (45) exit
→ It exits from the current shell.

- Uses of shell
 - 1. Customizing your work environment
 - 2. Automating your daily task
 - 3. Automating repetitive task
 - 4. Executing important system procedure like shutting down the system.
 - 5. Performing same operating on many files.

- Responsibilities of shell
 - 1. Program Execution
 - 2. Variable and file substitution
 - 3. I/O redirection
 - 4. Pipeline hookup
 - 5. Environment control

G. Interpreted Programming Language

- ④ `export variable_name - at top`
→ That variable is declared globally.
use in all shell

with alias for how to print
variable

alias printing variable

export printing variable

print-variable

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Date : / /

* cat man

① -A, --show-all

⇒ equivalent to -vet

② -b, --number-nonblank

⇒ nonempty output lines, overrides -n

③ -E, --show-ends

⇒ display \$ at end of each line

④ -n, --number

⇒ number all output lines

⑤ -s, --squeeze-blank

⇒ suppress repeated empty output lines

⑥ -T, --show-tabs

⇒ display TAB characters as ^I

Output

① cat - A

Output: abc anji [on prompt]
abc anji\$

② cat - b

Output: this is my first program [on prompt]
1 this is my first program.

③ cat --show-ends

Output: oop fop ds [on prompt]
oop fop ds\$
java [on prompt]
java\$

④ cat - n

Output: this is my first file [on prompt]
1 this is my first file

⑤ cat - s

Output: pooja [on prompt]
pooja

⑥ cat - T

Output: p o [on prompt]
p ^ I o

* echo man

① -n

⇒ do not output the trailing newline.

② -e

⇒ enables interpretation of backslash escapes

③ -E

⇒ disables interpretation of backslash escapes (default)