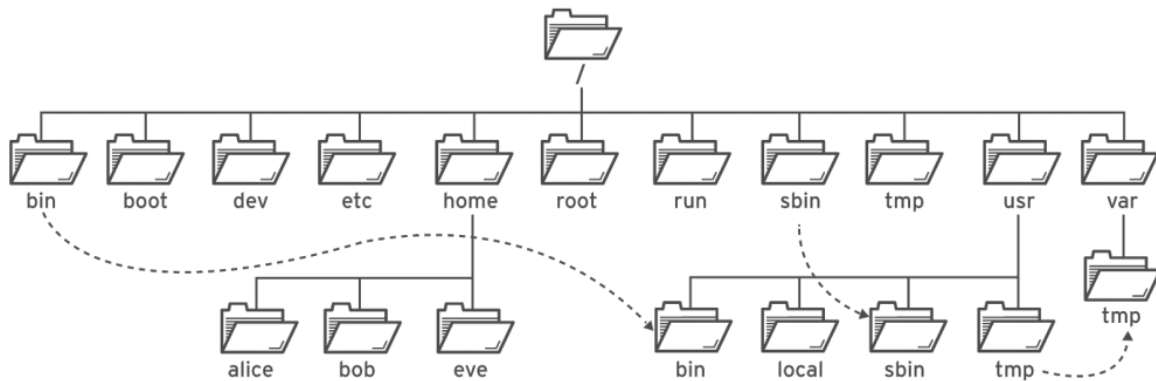


file system hierarchy



/: main root directory

/bin & /usr/bin: Contain all binary file and normal user commands

/boot : It stores all the files , which are needed at the time of boot

Eg: vmlinuz(kernel),initd,GRUB etc.

/dev: Special device files which are used by system to access H/W

Eg: hard disk ,cd

/etc: conf file

/home: it contain personal data of a normal user

/root: Home dir for super user

/run: It contain all Run time data for process started since last boot

It recreate after reboot

/sbin & /usr/sbin: contain all super user commands

/tmp: It's a world writable space for temporary file. The files will auto delete after 10 days

/var/tmp: timestamp of files are 30 days

/usr: contain all installed S/W, shared lib, etc.

/var : Contain all dynamic and variable file , like mail, web etc

Editing command line

ctrl+a -cursor moves to began

ctrl+e -cursor moves to end

ctrl+d -remove one letter

ctrl+u - erase from cursor to

ctrl+k – erase from cursor to

ctrl+r : search last executed commands by keywords.

Commands to access files and directory

\$mkdir : make directory

\$rmdir : remove empty dir

\$rm : remove files or dir having content

-r (Recursive)

-v (Verbosely)

-f (Force fully)

\$touch : create empty files

\$cat : (concatenation) to display the content of a file

\$tac : to display the content of a file from last line

\$cp : copy

\$mv : move & rename

Types of file

-	Normal file
d	Directory
l	link file (Backup or shortcut)
b	Block files (Hard disk)
c	Character files (keyboard and mouse)

Link

Soft link	Hard Link
Size of link file is equal to character of original file	Both file size are equal
Can be create across the Pat ⁿ	Can't
If original file delete, link will break.	It remain data
Inode No is diff	Same Inode No
Shortcut	Backup
\$ln -s <source> <dest>	\$ln <source> <dest>

Editors

An editor is a small piece of software which allows creating, appending, deleting& modifying the context of a file.

Types of Editors

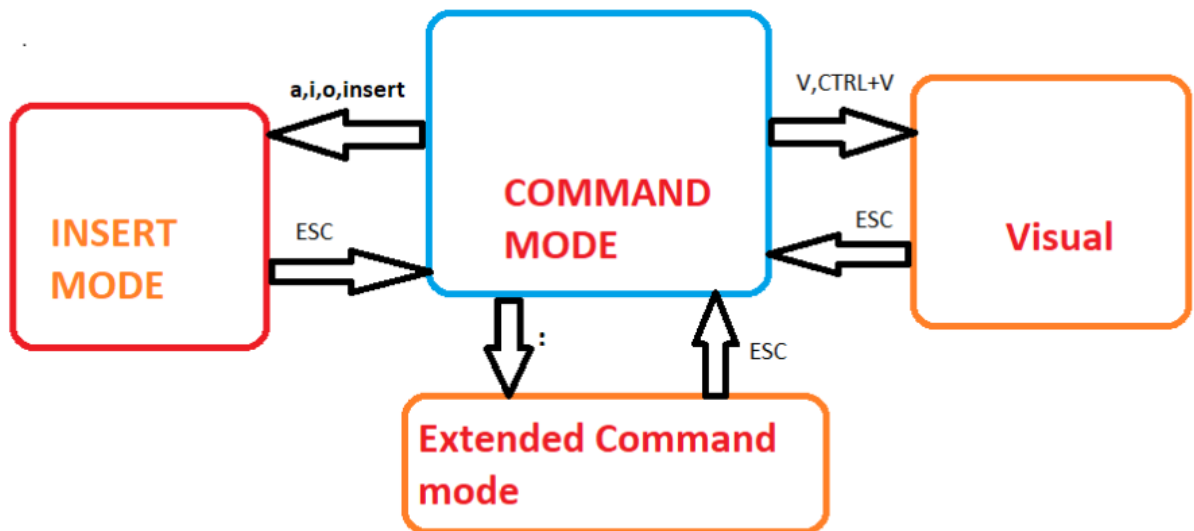
There are two types of editors

- Graphical Based Editor

- Text Based Editors

VI & VIM

Visual editor (Modified)



command mode to insert mode ---by pressing i,l,o,insert key,

insert mode to execution mode -- :q, :q! ,:wq ,:wq! ,:x

in command mode

G -to go to end line

gg- to go to the 1st line

yy -to copy the line

p-to paste the line

dd -to delete the single line

ndd -to delete the no of lines

x - it will delete the one character

u - to undo

yw -to copy a word

pw -to paste the word

dw - to delete the word

d2w -to delete 2 words

:seno - to see the no line

:se nonu - not to see the no line

:8 -you can jump to that no line

16/12/17

OPERATION OF COMMAND MODE:

In Command mode we can copy, paste, delete & undo.

- yy \Rightarrow To copy a line
- n yy \Rightarrow To copy 'n' number of lines.
- dd \Rightarrow To delete a line
- n dd \Rightarrow To delete 'n' number of lines.
- P \Rightarrow To paste
- U \Rightarrow To Undo
- yw \Rightarrow To copy a word
- n yw \Rightarrow To copy 'n' number of words.
- dw \Rightarrow To delete a word
- n dw \Rightarrow To delete 'n' number of words.

Note: These will done where the cursor points.

OPERATION OF EXECUTION MODE

In execution mode we can perform the operations like save, quit, with out saving, find, replace, set line number and unset the line number.

- :w! \Rightarrow To write forcefully
- :q! \Rightarrow To quit without saving forcefully
- :wq! \Rightarrow To write & quit forcefully
- :set nu \Rightarrow To set line numbers
- :set nonu \Rightarrow To unset line numbers.
- :wn \Rightarrow To write & switch to next file
- :rew \Rightarrow To switch back to first file.

Find & Replace:

