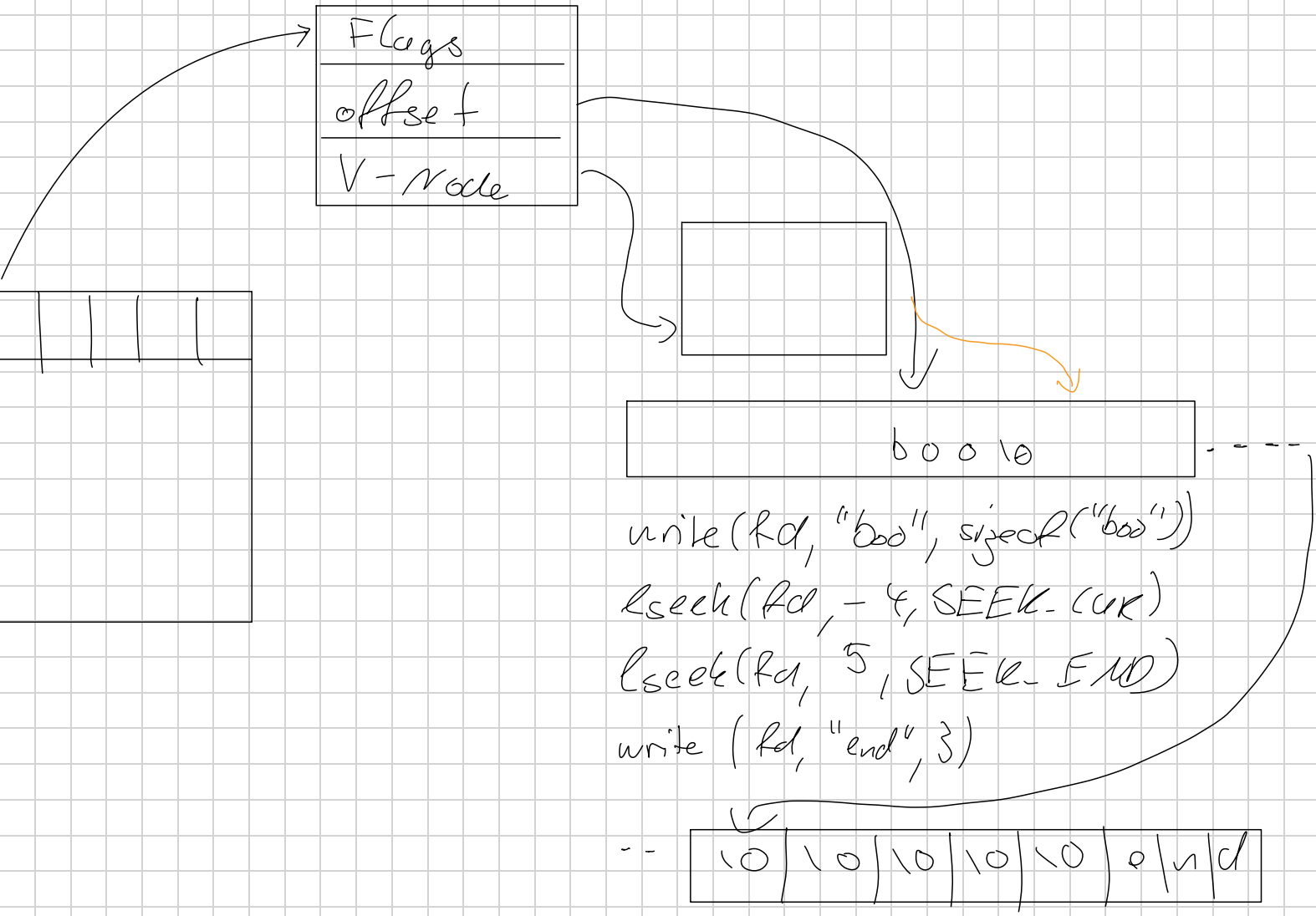
System FD table



off_t lseek(int fd, off_t howfar, int whence);

change offset

SEEK_CUR ← current location

SEEK_SET ← start of file

SEEK_END ← end of file

returns: old location or -1 on error

FILESYSTEMS:

A filesystem is a collection of

- files - a collection of stuff
- directories - a file that knows where other files are.

  a collection of (name, inode) links

The Filesystem a collection of mounted filesystems

only the kernel can write directory files

-> be sure that it has a link

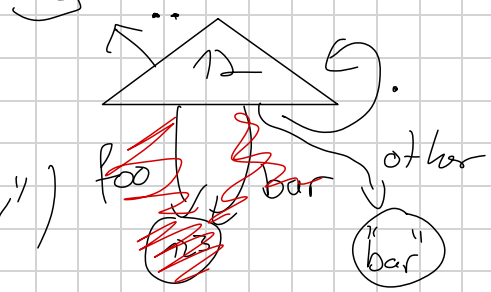
-> be sur it does not create a cycle

LINK -> connects name to inode number

SYMLINK -> connects name to name

renamed the file

```
link("foo", "bar")
unlink("foo")
symlink("foo", "other")
unlink("bar")
```



Directory

12	.
2	..
~~2~~ 0	foo
~~23~~ 0	bar
"foo"	other

int link(const char *old, const char *new)

↳ create a new link

↳ returns 0 on success -1 on failure

int unlink(const char *victim)

↳ removes a link

↳ 0 on success -1 on failure

int symlink(const char *old, const char *new);

int readlink(const char *link, char *buf, size_t siz);