

# Day 1: Linux Systems

## Task 1:

**Kernel Architecture Diagram - Draw a detailed diagram of the Linux kernel architecture.**

**Label and write a short description (2-3 sentences) for each major component like Scheduler, File System, Network Stack, etc.**

User Space	
User Applications	System Libraries
System Call Interface	
Kernel Space	
Process Management	Memory Management
Scheduler	Virtual Memory
Inter-Process Communication (IPC)	Physical Memory Management
File Systems	Network Stack
Device Drivers	Architecture Dependent Code
Hardware	

### User Space:

- **User Applications:** Programs and applications run by the users.
- **System Libraries:** Libraries like glibc that provide standard functionalities to applications and interact with the kernel via system calls.

### System Call Interface:

- A boundary between user space and kernel space. It provides a set of interfaces (system calls) for applications to interact with the kernel, requesting services such as I/O operations, process management, etc.

### Kernel Space:

- **Process Management:**

- **Scheduler:** Manages the execution of processes, determining which process runs at any given time, ensuring efficient CPU usage and process prioritization.
- **Inter-Process Communication (IPC):** Mechanisms for processes to communicate and synchronize with each other, including signals, pipes, message queues, shared memory, and semaphores.
- **Memory Management:**
  - **Virtual Memory:** Provides an abstraction of memory, giving each process the illusion of having a large, contiguous address space. It handles paging and swapping.
  - **Physical Memory Management:** Manages the actual physical memory (RAM), tracking which parts are free, allocated, and handling memory allocation and deallocation.
- **File Systems:**
  - Manages the storage and retrieval of data on disk drives. It provides a hierarchical structure of directories and files, and supports multiple file system types like ext4, XFS, and NTFS.
- **Network Stack:**
  - Implements networking protocols (TCP/IP stack) to handle data transmission over network interfaces, providing functionalities for socket communication, packet routing, and network device management.
- **Device Drivers:**
  - Abstractions that allow the kernel to communicate with hardware devices. Each type of hardware (e.g., storage devices, network adapters, graphics cards) has its corresponding driver.
- **Architecture Dependent Code:**
  - Contains code specific to the hardware architecture (e.g., x86, ARM) for low-level operations such as context switching, interrupt handling, and I/O operations.

## Task 2:

Use command-line tools to perform the following tasks in Linux:

Create a directory structure /tmp/myfiles and navigate into it.

Create three text files, write sample content in them, and list the files in the directory.

Change the permissions of one file to read-only for the group.

```
rps@rps-virtual-machine: ~/tmp/myfiles
rps@rps-virtual-machine:~$ mkdir -p tmp/myfiles
rps@rps-virtual-machine:~$ cd tmp/myfiles
rps@rps-virtual-machine:~/tmp/myfiles$ echo "This is the content of file1." > file1.txt
rps@rps-virtual-machine:~/tmp/myfiles$ echo "This is the content of file2." > file2.txt
rps@rps-virtual-machine:~/tmp/myfiles$ echo "This is the content of file3." > file3.txt
rps@rps-virtual-machine:~/tmp/myfiles$ ls
file1.txt file2.txt file3.txt
rps@rps-virtual-machine:~/tmp/myfiles$ chmod g=r file1.txt
rps@rps-virtual-machine:~/tmp/myfiles$ ls -l
total 12
-rw-r--r-- 1 rps rps 30 Jul  3 16:06 file1.txt
-rw-rw-r-- 1 rps rps 30 Jul  3 16:06 file2.txt
-rw-rw-r-- 1 rps rps 30 Jul  3 16:06 file3.txt
rps@rps-virtual-machine:~/tmp/myfiles$
```