

# Outline

- Introduction - history
- Command line basics – getting help
- File system
  - Working with files and directories
- More file handling
- The shell revisited
- Monitoring resources

## Working with Files and Directories

# Naming

- **Do not use spaces.**  
You can use - or \_ instead
- **Do not begin the name with - (dash).**  
Commands treat names starting with - as options.
- **Stick with letters, numbers, . (dot), - (dash) and \_ (underscore).**  
Many other characters have special meanings on the command line.
- **Meaningful name.**
- **File extension or not.**  
Is just a convention, in Linux file extensions are not necessary. Files contain bytes. However, two-part names are used to help keep different kinds of files apart.

## Creating files: text editing



## Text editor

- Tool to create and edit files.
- There is no best text editor; it depends on personal taste.
- Text-only text editors
  - Simplicity first:
    - nano
  - With a steep learning curve: (needed for sysadmins and great for power users)
    - vi, vim
    - emacs
- Graphical text editors
  - Gedit: general purpose GUI based text editor



## Primitive text editing

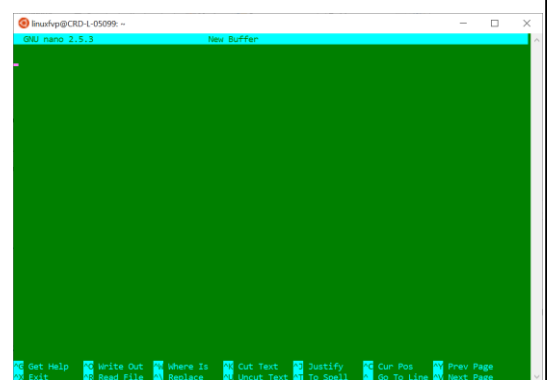
- Combine Redirection and Viewing
- use `cat` to direct stdin to a text file
  - `$ cat > my_text.txt`
  - Enter text.
  - To end the text input, press **Ctrl-D**.
- Check with `cat my_text.txt`
- Try adding another line of text to the existing file
  - `$ cat >> my_text.txt`

# Primitive text editing

- Create an empty file
- `>filename`: Use redirection to create an empty file filename.
- `touch filename`: create an empty file, if the file does not exist yet.

## nano

- Entering text: nano is a "modeless" editor. This means that all keystrokes, with the exception of Control and Meta sequences, enter text into the file being edited.
- Commands (lower part) are given by using the Control key (Ctrl, shown as ^) or the Meta key (Alt or Cmd, shown as M-).
  - A control-key sequence is entered by holding down the Ctrl key and pressing the desired key.
  - A meta-key sequence is entered by holding down the Meta key (normally the Alt key) and pressing the desired key.
- Manual: <https://www.nano-editor.org/dist/v4/nano.pdf>
- Cheat sheet: <https://www.nano-editor.org/dist/latest/cheatsheet.html>





## vi

- Text-mode text editor available in all Linux systems.
- Created before computers with mice appeared.
- Very productive for power users.
- Check the web for tutorials:
  - [https://upload.wikimedia.org/wikipedia/commons/d/d2/Learning\\_the\\_vi\\_Editor.pdf](https://upload.wikimedia.org/wikipedia/commons/d/d2/Learning_the_vi_Editor.pdf)
  - <ftp://ftp.vim.org/pub/vim/doc/book/vimbook-OPL.pdf>



## vi

- 2 basic modes of operation:
  - *command mode* and *editing mode*.
  - Within Command Mode, signals from the terminal are interpreted as editing commands.
  - Editing mode: letters typed at the keyboard are inserted into the editing buffer.
- Pressing **Esc** on the keyboard activates command mode.

Key(s)	Function	Key(s)	Function
:w	Save	A	Append text after
:x	Save and exit	r	Replace text before cursor
:q	Quit	R	Replace text after cursor
I	Insert text after	i	Insert text before
P	Paste copied text	yy	Copy current line
a	Append text before	/[TEXT]	Search for the specified text



## vi

- 2 modes
  - Input mode
    - ESC to back to cmd mode
  - Command mode
    - Cursor movement
      - h (left), j (down), k (up), l (right)
      - ^f (page down)
      - ^b (page up)
      - ^ (first char.)
      - \$ (last char.)
      - G (bottom page)
      - :1 (goto first line)
    - Switch to input mode
      - a (append)
      - i (insert)
      - o (insert line after)
      - O (insert line before)
  - Delete
    - dd (delete a line)
    - d10d (delete 10 lines)
    - d\$ (delete till end of line)
    - dG (delete till end of file)
    - x (current char.)
  - Paste
    - p (paste after)
    - P (paste before)
  - Undo
    - u
  - Search
    - /
  - Save/Quit
    - :w (write)
    - :q (quit)
    - :wq (write and quit)
    - :q! (give up changes)



## Emacs

- Extremely powerful text editor features
- Great for power users
- Non standard shortcuts
- Much more than a text editor (games, e-mail, shell, browser).
- Some power commands have to be learnt.

```
1 // linux/arch/arm/pxa-pxa/generic.c
2
3 * Author:   Nicolas Pitre
4 * Created:  Tue 16, 2004
5 * Copyright: MontaVista Software Inc.
6
7 * Code common to all PXA machines.
8
9 * This program is free software; you can redistribute it and/or modify
10 * it under the terms of the GNU General Public License version 2 as
11 * published by the Free Software Foundation.
12
13 * Since this file should be linked before any other machine specific file,
14 * the _initcall() here will be executed first. This serves as default
15 * initialization stuff for PXA machines which can be overridden later if
16 * need be
17
18 #include <linux/module.h>
19 #include <linux/kernel.h>
20 #include <linux/init.h>
21 #include <linux/delay.h>
22 #include <linux/device.h>
23 #include <linux/pa.h>
24
25 #include <asm/hardware.h>
26 #include <asm/pxa.h>
27 #include <asm/pxa2xx.h>
28 #include <asm/pxa2xx.h>
29 #include <asm/pxa2xx.h>
30 #include <asm/pxa2xx.h>
31 #include <asm/pxa2xx.h>
32
33 #include "generic.h"
34 #include "drivers/serial/pxa-serial.h"
35
36 /*
37  * Handy function to set GPIO alternate functions
38  */
39
40 void pxa_gpio_mode(int gpio_mode)
41 {
42     unsigned long flags;
43     int pin = gpio_mode & GPIO_MODE_MASK_PIN;
44     int fn = (gpio_mode & GPIO_MODE_MASK_FN) >> 8;
45     int pinf;
46
47     local_irq_save(flags);
48     if (gpio_mode & GPIO_MODE_MASK_DIR) {
49         /* If output and active low, then first set the bit to make it inactive */
50         if (gpio_mode & GPIO_ACTIVE_LOW)
51             generic_c
52             PWDIO_H: 0x00000000;
53     }
54     Loading cc-mode done
```

# Emacs

- \$ emacs
- Cursor movement
  - ^f (forward one char.)
  - ^b (backward one char.)
  - ^a (begin of line)
  - ^e (end of line)
  - ^n (next line)
  - ^p (prev. line)
  - ^v (page up)
  - alt-v (page down)
- Deletion
  - ^d (delete one char)
  - alt-d (delete one word)
  - ^k (delete line)
- Paste
  - ^y (yank)
- Undo
  - ^/
- Load file
  - ^x^f
- Cancel
  - ^g
- Save/Quit
  - ^x^c (quit w/out saving)
  - ^x^s (save)
  - ^x^w (write to a new file)

## Viewing files



## Displaying file contents

Several ways of displaying the contents of files (without editing).

- `$ cat file1`  
displays the contents of the given file.
- `$ cat file1 file2 file3 ...` (concatenate)  
Concatenates and outputs the contents of the given files.
- `$ more file1`  
Display the output of a command or text file one page at a time.
  - Can also jump to the first occurrence of a keyword (`/ command`).



## Displaying file contents

- `$ less file1`
  - Does more than more (less is more ☺).
  - Doesn't read the whole file before starting.
  - Supports backward movement in the file (`? command`).
  - Search with `/`, next (`n` or `N`)
  - Press `q` to exit
- `$ display file1`  
Displays graphical file (simple image) (needs imagemagick)





## The head and tail commands

- `$ head [-<n>] <file>`  
Displays the first <n> lines (or 10 by default) of the given file.  
Doesn't have to open the whole file to do this!
- `$ tail [-<n>] <file>`  
Displays the last <n> lines (or 10 by default) of the given file.  
No need to load the whole file in RAM! Very useful for huge files.
- `$ tail -f <file> (follow)`  
Displays the last 10 lines of the given file and continues to display new lines when they are appended to the file.  
Very useful to follow the changes in a log file, for example.

## File manipulation

Move Copy Delete



## File Manipulation

- For all file manipulation commands relative of absolute paths can be used (or just files in the current directory when no extra path specified)
- Most of the commands are intuitive – shortcuts of English names



## Directories

- Create directories
  - The `mkdir` command is used to create directories
  - `$ mkdir dir1 dir2 dir3`
- Remove directories
  - The `rmdir` command removes directories
  - `$ rmdir dir1`
  - `rmdir` will only remove empty directories.  
To remove a non-empty directory, use  
`$ rm -r [DIRECTORY]` instead. (BE CAREFUL!)



## Copy a file

- The `cp` command copies files and directories
- The default behavior will overwrite any existing file(s). The `-i` option overrides this behavior and prompts the user before overwriting the destination file.
- **syntax:** `cp [OPTIONS] [SOURCE] [DESTINATION]`
  - `$ cp <source_file> <target_file>`  
Copies the source file to the target.
  - `$ cp file1 file2 file3 ... dir`  
Copies the files to the target directory (last argument).
  - `$ cp -i` (interactive)  
Asks for user confirmation if the target file already exists
  - `$ cp -r <source_dir> <target_dir>` (recursive)  
Copies the whole directory.
  - `$ cp -v` (verbose)  
Displays what has been copied



## Move or rename files

- Move or rename files and directories: `mv`
- The default behavior will overwrite any existing file(s).
- **syntax:** `mv [OPTIONS] [SOURCE] [DESTINATION]`
  - `$ mv old_name new_name`  
Renames the given file or directory.
  - `$ mv -i` (interactive)  
If the new file already exists, asks for user confirm
- The `mv` command can also be used to move or rename directories
  - `$ mv NewFiles/ OldFiles/`
  - `-r` option is not necessary





## Remove files

- The `rm` command removes files.
- `$ rm file1 file2 file3 ...`  
Removes the given files.
- `$ rm -i` (interactive)  
Always ask for user confirmation.
- `$ rm -r dir1 dir2 dir3` (recursive)  
Removes the given directories with all their contents.