

fs/open.c

```
do_sys_open(){  
    return do_sys_openat2(dfd, filename, &how);  
}  
  
do_sys_openat2(int dfd, const char __user *filename,  
               struct open_how *how)  
{  
    int fd = build_open_flags(how, &op);  
    fd = get_unused_fd_flags(how->flags);  
    struct file *f = do_filp_open(dfd, tmp, &op);  
}
```

fs/namei.c

```
do_filp_open(int dfd, struct filename *pathname,  
             const struct open_flags *op)  
{  
    set_nameidata(&nd, dfd, pathname, NULL);  
    filp = path_openat(&nd, op, flags, ...)   
    restore_nameidata();  
    return filp;  
}
```

fs/namei.c

```
path_openat(struct nameidata *nd,  
            const struct open_flags *op, unsigned flags)  
{  
    file = alloc_empty_file(op->open_flag,  
                           current_cred());  
    const char *s = path_init(nd, flags);  
    while (!(error = link_path_walk(s, nd)) &&  
           (s = open_last_lookups(nd, file, op)) != NULL)  
        ;  
    if (!error)  
        error = do_open(nd, file, op);  
    terminate_walk(nd);  
  
    if (likely(file->f_mode & FMODE_OPENED))  
        return file;  
}
```