LINUX REFRESHER COURSE

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- Operating System
- Linux Development
- Fundamental Components of Linux
- Linux File System
- File permission in Linux
- File manipulation commands
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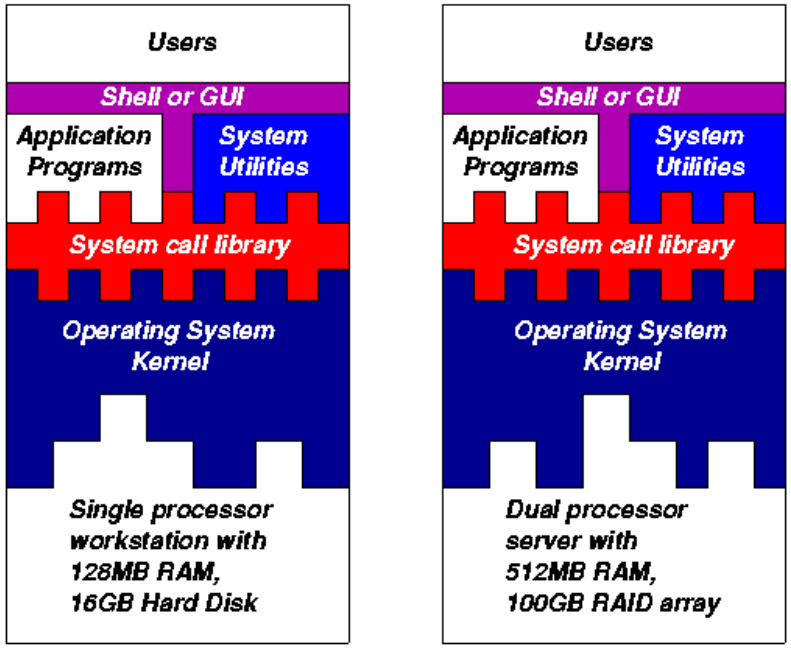
- An operating system (OS) is a resource manager. It takes the form of a set of software routines that allow users and application programs to access system resources (e.g. the CPU, memory, disks, modems, printers network cards etc.) in a **safe, efficient** and **abstract** way.



- Kernel: The operating system kernel is in direct control of the underlying hardware

- System calls Library: Basic hardware-independent kernel services are exposed to higher-level programs through a library of system calls

- Application programs (e.g. word processors, spreadsheets) and system utility programs (simple but useful application programs that come with the operating system). They are executed using a shell or GUI

- Linux is a free open source UNIX OS for PCs that was originally developed in 1991 by Linus Torvalds

- The open source nature of Linux means that the source code for the Linux kernel is freely available so that anyone can add features and correct deficiencies.

- several different development streams or distributions have emerged, e.g. Redhat, Mandrake, Debian, Ubuntu etc
- A distribution comprises a prepackaged kernel, system utilities, GUI interfaces and application programs.

SOME LINUX DISTRIBUTIONS

- Linux has all of the components of a typical OS

1. Kernels

The Linux kernel includes device driver support for a large number of PC hardware devices (graphics cards, network cards, hard disks etc.), advanced processor and memory management features

2. Shells and GUI

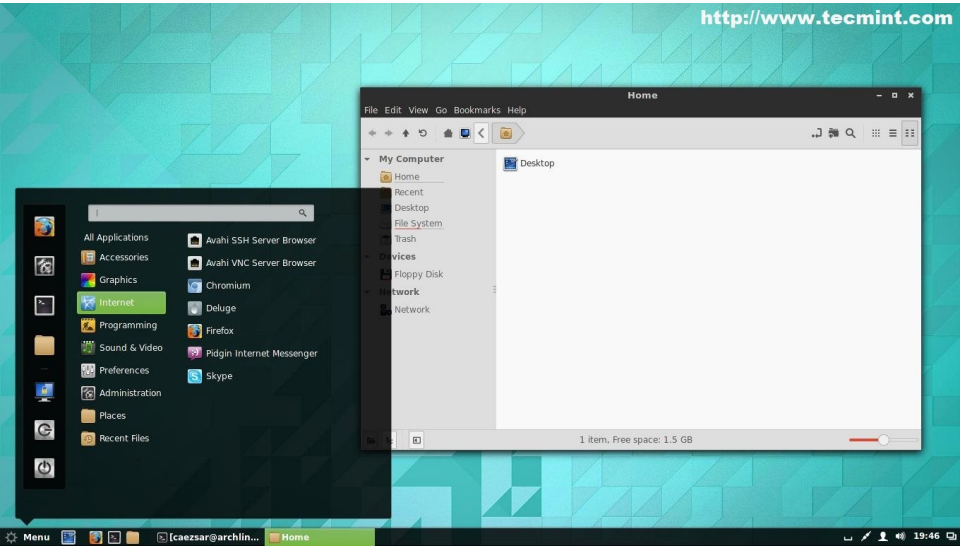
Linux supports two forms of command input: through textual command line shells similar to those found on most Linux systems (e.g. sh - the Bourne shell, bash - the Bourne again shell and csh - the C shell) and through graphical interfaces (GUIs) such as the KDE and GNOME window managers

3. System Utilities

This includes commands such as ls, cp, grep, awk, sed, bc, wc, more, and so on. These system utilities are designed to be powerful tools that do a single task extremely well (e.g. grep finds text inside files while wc counts the number of words, lines and bytes inside a file

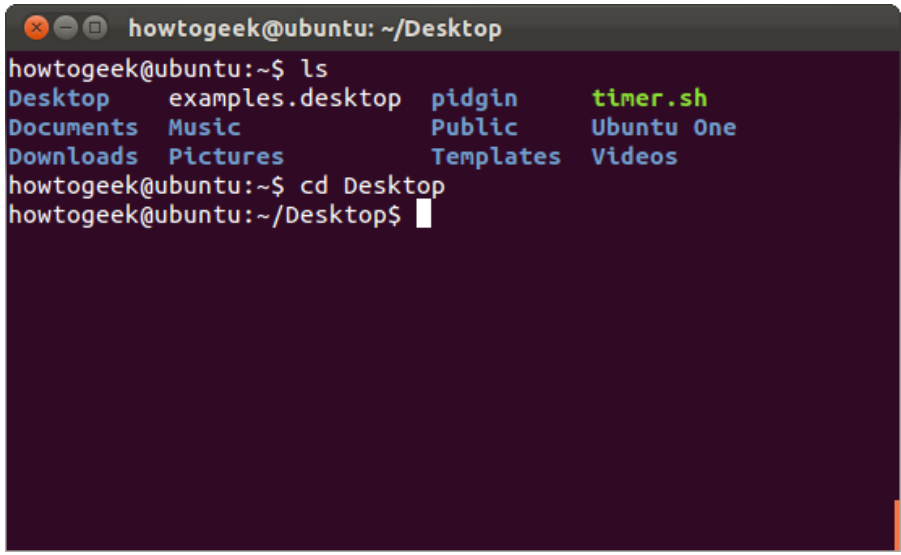
4. Application and Programs

several useful application programs as standard. Examples include the emacs editor, xv (an image viewer), gcc (a C compiler), g++ (a C++ compiler), xfig (a drawing package), latex (a powerful typesetting language) and soffice



Desktop Enviornment

Linux Terminal



- The Linux operating system is built around the concept of a file system
- Every item stored in a file system belongs to one of four types:

1. **Ordinary files**

   Ordinary files can contain text, data, or program information.

2. **Directories**

   Directories are containers or folders that hold files, and other directories.

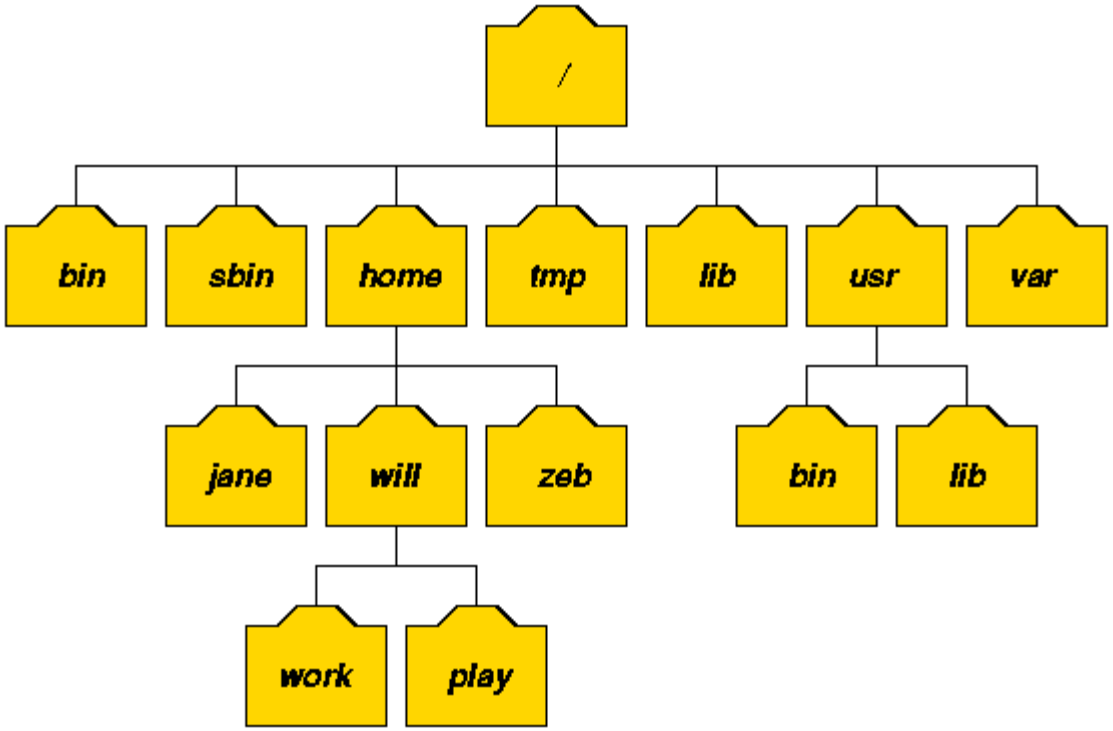
3. **Devices**

   To provide applications with easy access to hardware devices

4. **Links**

   A link is a pointer to another file

Linux File System



Directory	Typical Contents
/	The "root" directory
/bin	Essential low-level system utilities
/usr/bin	Higher-level system utilities and application programs
/sbin	Superuser system utilities (for performing system administration tasks)
/lib	Program libraries (collections of system calls that can be included in programs by a compiler) for low-level sy
/usr/lib	Program libraries for higher-level user programs
/tmp	Temporary file storage space (can be used by any user)
/home or /homes	User home directories containing personal file space for each user. Each directory is named after the login of
/etc	UNIX system configuration and information files
/dev	Hardware devices
/proc	A pseudo-filesystem which is used as an interface to the kernel. Includes a sub-directory for each active prog

- **Some widely used directory and file handling commands**

1. pwd:displays the full absolute path to the your current location in the filesystem.

2. ls: lists the contents of a directory.

3. others: cd, cp,mv,rm,cat ….

- File Details

- *type* is a single character specifying type of file
- *permissions* is a set of characters describing access rights.
- *links* refers to the number of filesystem links pointing to the file/directory
- *owner* is usually the user who created the file or directory.
- *group* denotes a collection of users who are allowed to access the file
- *size* is the length of a file.
- *date* is the date when the file or directory was last modified (wr
- *name* is the name of the file or directory.

- three types of permissions, describing what operations can be performed on it.
  1. read (r),
  2. write (w)
  3. execute (x)
- three categories of users to perform these operations
  1. user/owner (u)
  2. group (g)
  3. others (o)

- File and directory permissions can only be modified by their owners using chmod (change mode) command

  chmod *options files*

- chmod accepts options in two forms. Firstly, permissions may be specified as a sequence of 3 octal digits (octal is like decimal except that the digit range is 0 to 7 instead of 0 to 9).

Octal Value	Read	Write	Execute
7	r	w	x
6	r	w	-
5	r	-	x
4	r	-	-
3	-	w	x
2	-	w	-
1	-	-	x
0	-	-	-

- For example the command:

  $ chmod 600 private.txt

  sets the permissions on private.txt to rw------- (i.e. only the owner can read and write to the file).

- Permissions may be specified symbolically, using the symbols u (user), g (group), o (other), a (all), r (read), w (write), x (execute), + (add permission), - (take away permission) and = (assign permission)

- Symbolically setting file permission

chmod ug=rw,o+rw,a+x *.txt

sets the permissions on all files ending in *.txt to rw-rw---- (i.e.

the owner and users in the file's group can read and write to the file, while the general public do not have any sort of access)

- chmod also supports a -R option which can be used to recursively modify file permissions, e.g.

$ chmod -R go+r play

will grant group and other read rights to the directory play and all of the files and directories within play.

- **file** *filename(s)* file analyzes a file's contents for you and reports a high-level description of what type of file it appears to be:

```
$ file myprog.c letter.txt webpage.html
myprog.c:      C program text
letter.txt:    English text
webpage.html:  HTML document text
```

- **head, tail** *filename* head and tail display the first and last few lines in a file respectively. You can specify the number of lines as an option, e.g.

```
 $ tail -20 messages.txt
$ head -5 messages.txt
```

- **find**, to search the path for a particular file

$ find *directory* -name *targetfile*

You can also execute commands on the files you find, e.g.

$ find . -name "*.txt" -exec wc -l '{}' ';'

counts the number of lines in every text file in and below the current directory.

- **grep** (General Regular Expression Print)

$ grep *options pattern files*

grep searches the named files (or standard input if no files are named) for lines that match a given pattern. The default behaviour of grep is to print out the matching lines.

- grep example

$ grep hello *.txt

searches all text files in the current directory for lines containing "hello“

- **tar** (tape archiver) tar backs up entire directories and files onto a tape device or (more commonly) into a single disk file known as an archive

To create a disk file tar archive, use

$ tar -cvf *archivenamefilenames*

$ tar -tvf *archivename* (To list the contents of a tar archive)

$ tar -xvf *archivename (*To restore files from a tar archive)

- Every program we run on the command line automatically has three data streams connected to it.

1. STDIN (0) - Standard input (data fed into the program)
2. STDOUT (1) - Standard output (data printed by the program, defaults to the terminal)
3. STDERR (2) - Standard error (for error messages, also defaults to the te

- redirection is the means by which one may connect these streams between programs and files to direct data in interesting and useful ways.

Output Redirection Example 1: Redirect output to file myoutput

Terminal

```
1.  user@bash: ls
2.  barry.txt bob example.png firstfile foo1 video.mpeg
3.  user@bash: ls > myoutput
4.  user@bash: ls
5.  barry.txt bob example.png firstfile foo1 myoutput video.mpeg
6.  user@bash: cat myoutput
7.  barry.txt
8.  bob
9.  example.png
10. firstfile
11. foo1
12. myoutput
13. video.mpeg
14. user@bash:
```

Output Redirection Example 2:overwrite myoutput file with the output of command wc -l barry.txt

Terminal

```
1.  user@bash: cat myoutput
2.  barry.txt
3.  bob
4.  example.png
5.  firstfile
6.  foo1
7.  myoutput
8.  video.mpeg
9.  user@bash: wc -l barry.txt > myoutput
10. user@bash: cat myoutput
11. 7 barry.txt
12. user@bash:
```

Output Redirection Example 3 : append myoutput file with output of command ls

Terminal

```
1.  user@bash: cat myoutput
2.  7 barry.txt
3.  user@bash: ls >> myoutput
4.  user@bash: cat myoutput
5.  7 barry.txt
6.  barry.txt
7.  bob
8.  example.png
9.  firstfile
10. foo1
11. myoutput
12. video.mpeg
13. user@bash:
```

Input Redirection Example

via it's STDIN stream.

Terminal

```
1. user@bash: wc -l myoutput
2. 8 myoutput
3. user@bash: wc -l < myoutput
4. 8
5. user@bash:
```

Input Output Redirection combined Example

Terminal

```
1. user@bash: wc -l < barry.txt > myoutput
2. user@bash: cat myoutput
3. 7
4. user@bash:
```

Save error message from terminal in error.txt file

Terminal

```
1. user@bash: ls -l video.mpg blah.foo
2. ls: cannot access blah.foo: No such file or directory
3. -rwxr--r-- 1 ryan users 6 May 16 09:14 video.mpg
4. user@bash: ls -l video.mpg blah.foo 2> errors.txt
5. -rwxr--r-- 1 ryan users 6 May 16 09:14 video.mpg
6. user@bash: cat errors.txt
7. ls: cannot access blah.foo: No such file or directory
8. user@bash:
```

Save both output of ls and error message in myoutput

Terminal

```
1. user@bash: ls -l video.mpg blah.foo > myoutput 2>&1
2. user@bash: cat myoutput
3. ls: cannot access blah.foo: No such file or directory
4. -rwxr--r-- 1 ryan users 6 May 16 09:14 video.mpg
5. user@bash:
```

- Piping provides the mechanism for sending data from one program to another. Operator used for this purpose is (|)

```
Terminal
1.  user@bash: ls
2.  barry.txt bob example.png firstfile foo1 myoutput video.mpeg
3.  user@bash: ls | head -3
4.  barry.txt
5.  bob
6.  example.png
7.  user@bash:
```

```
Terminal
1.  user@bash: ls | head -3 | tail -1
2.  example.png
3.  user@bash:
```

- **top** View real-time data about processes running on the system.

Terminal

```
user@bash: top
Tasks: 174 total, 3 running, 171 sleeping, 0 stopped
KiB Mem: 4050604 total, 3114428 used, 936176 free
Kib Swap: 2104476 total, 18132 used, 2086344 free

 PID USER %CPU %MEM COMMAND
6978 ryan 3.0  21.2 firefox
  11 root 0.3   0.0 rcu_preempt
6601 ryan 2.0   2.4 kwin
...
```

- **ps:** shows the processes running on the current terminal, to get a complete list add **aux (auxilary)**

```
Terminal
1. user@bash: ps aux | grep 'firefox'
2. ryan 6978 8.8 23.5 2344096 945452 ? Sl 08:03 49:53 /usr/lib64/firefox/firefox
3. user@bash:
```

- **kill :** to terminate a process

```
Terminal
1. user@bash: kill 6978
2. user@bash: ps aux | grep 'firefox'
3. ryan 6978 8.8 23.5 2344096 945452 ? Sl 08:03 49:53 /usr/lib64/firefox/firefox
4. user@bash:
```

```
Terminal
1. user@bash: kill -9 6978
2. user@bash: ps aux | grep 'firefox'
3. user@bash:
```

- A shell is a program which reads and executes commands for the user.

- Shells also usually provide features such job control, input and output redirection and a command language for writing *shell scripts*.

- Different shells available on Linux(e.g. sh, bash, csh, ksh, tcsh etc.), and they each support a different command language.

Shell scripts Examples

Terminal

```
1.  user@bash: cat variableexample.sh
2.  #!/bin/bash
3.  # A simple demonstration of variables
4.  # Ryan 12/10/2015
5.
6.  name='Ryan'
7.  echo Hello $name
8.  user@bash:
9.  user@bash: ./variableexample.sh
10. Hello Ryan
11. user@bash:
```

Terminal

```
1.  user@bash: cat morevariables.sh
2.  #!/bin/bash
3.  # A simple demonstration of variables
4.  # Ryan 12/10/2015
5.
6.  echo My name is $0 and I have been given $# command line arguments
7.  echo Here they are: $*
8.  echo And the 2nd command line argument is $2
9.  user@bash:
10. user@bash: ./morevariables.sh bob fred sally
11. My name is morevariables.sh and I have been given 3 command line arguments
12. Here they are: bob fred sally
13. And the 2nd command line argument is fred
14. user@bash:
```

- **$0** - The name of the script.
- **$1 - $9** - Any command line arguments given to the script. $1 is the first argument, $2 the second and so on.
- **$#** - How many command line arguments were given to the script.
- **$*** - All of the command line arguments.

- vi ("vee-eye", short for visual, or perhaps vile) is a display-oriented text editor based on an underlying line editor called ex.

- It also uses standard alphanumeric keys for commands, so it can be used on almost any terminal or workstation without having to worry about unusual keyboard mappings.

- To start vi, enter:

  $ vi *filename*

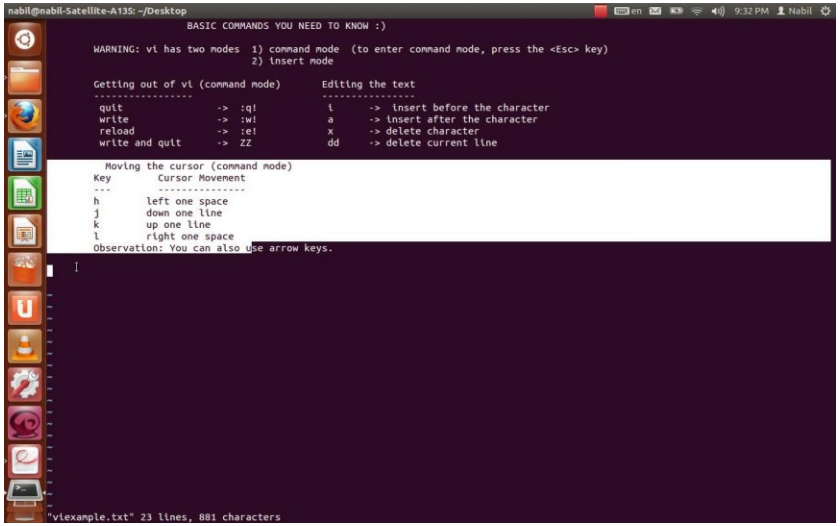
where *filename* is the name of the file you want to edit.

Some Useful Applications:Text editor vi

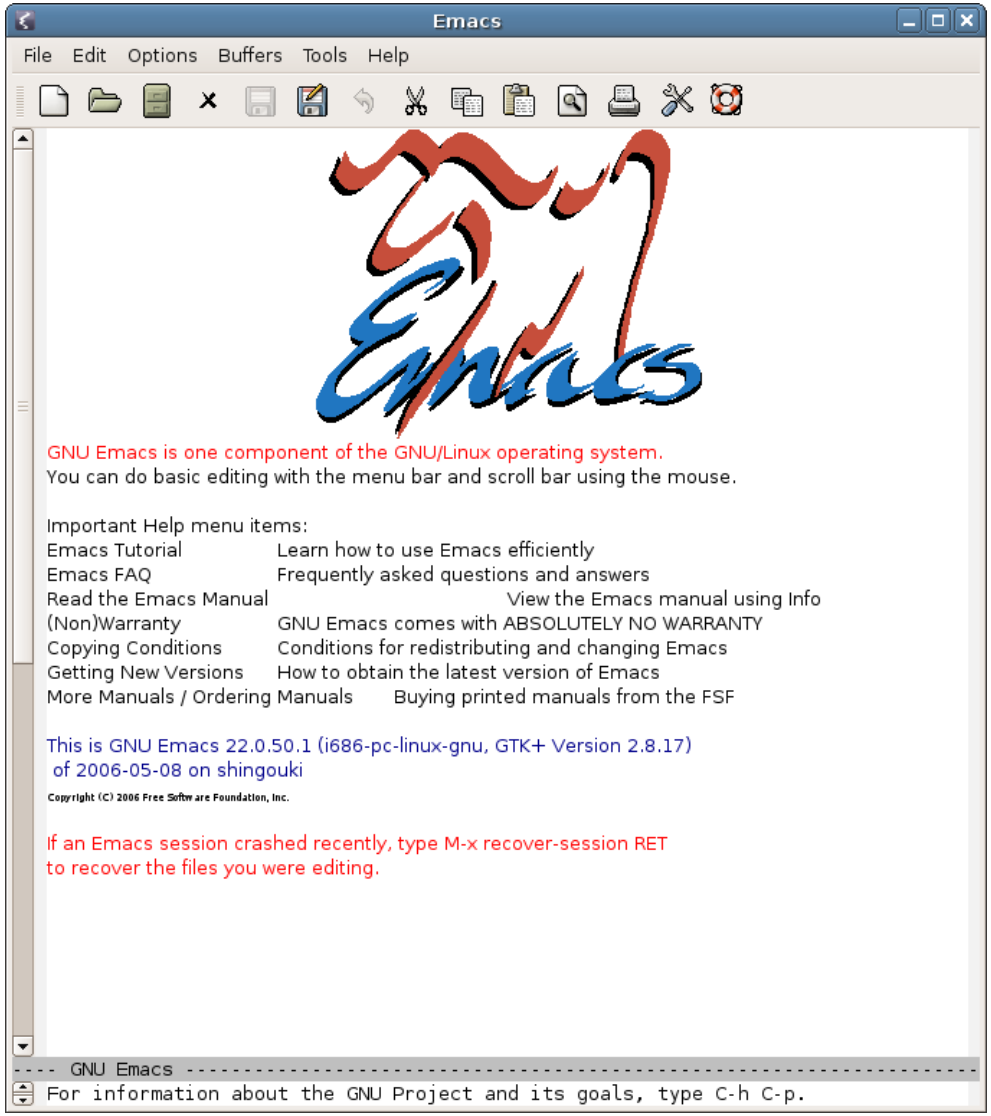
- mode-based operation:vi has two modes: command mode and input mode.

- In command mode, characters you type perform actions (e.g. moving the cursor, cutting or copying text, etc.)

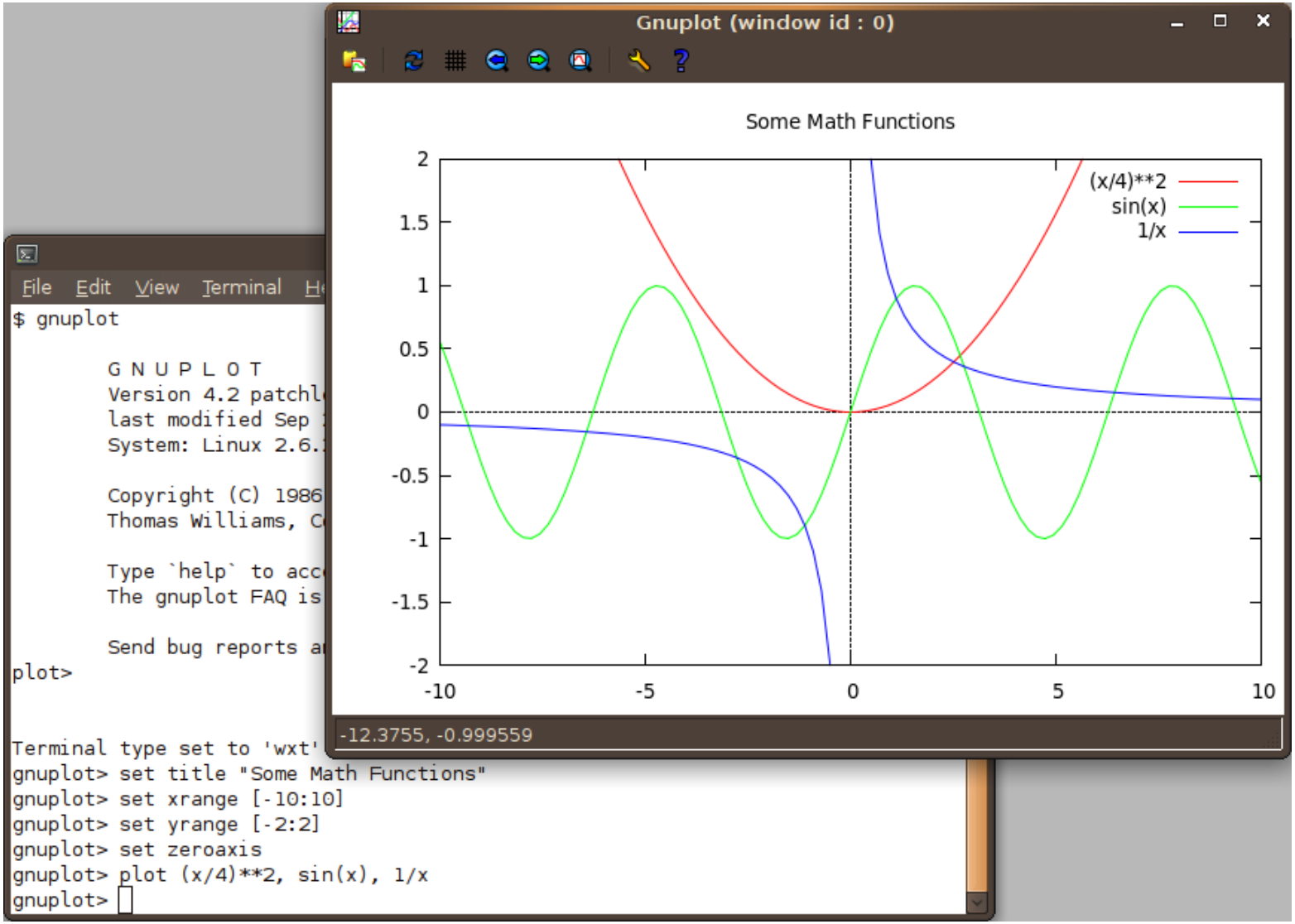
- In input mode, characters you type are inserted or overwrite existing text.



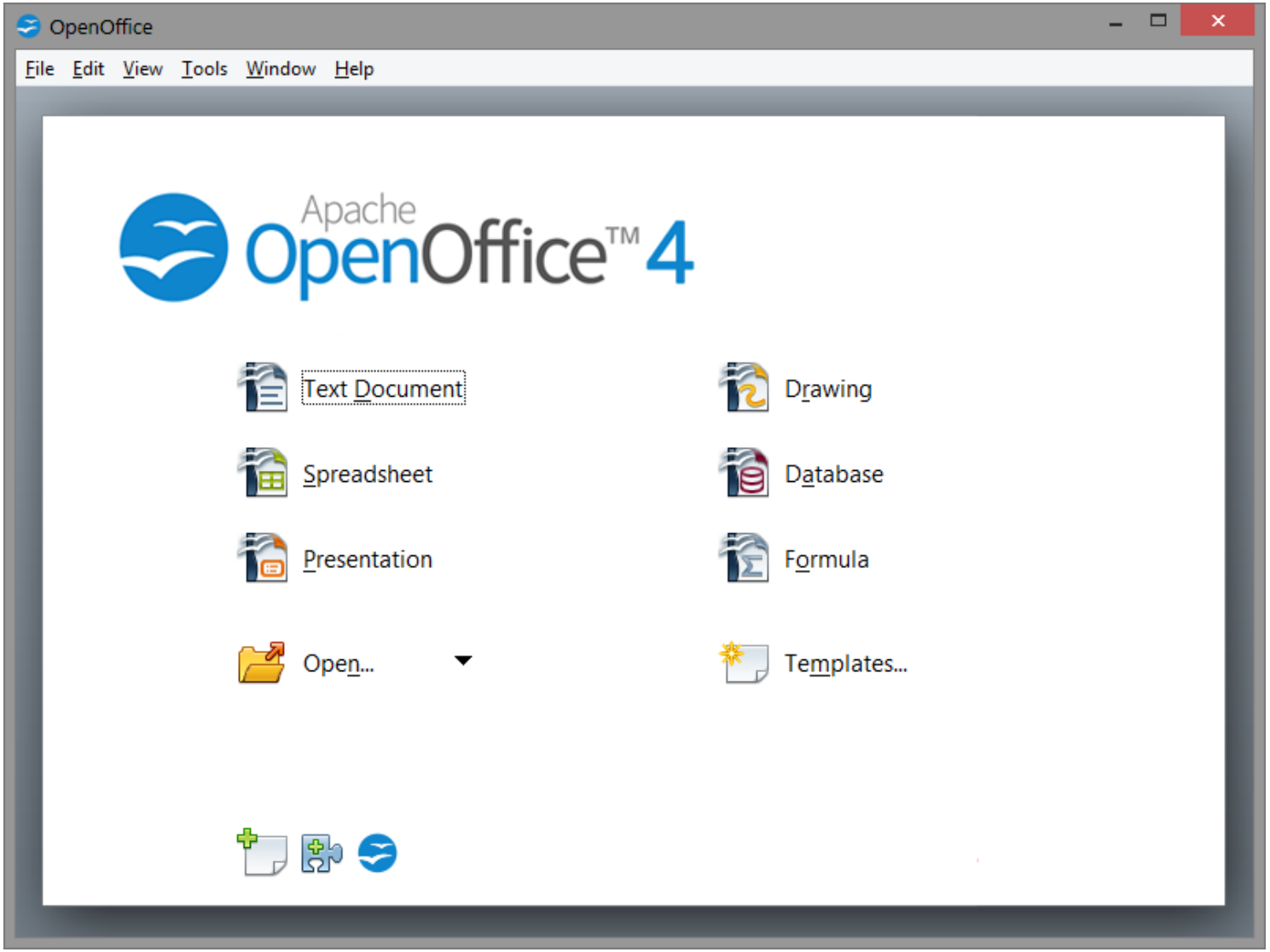
Some Useful Applications: emacs



Some Useful applications: Gnuplot



Some Useful applications: OpenOffice



Some Useful applications: Inkscape