Μονοπάτης Δημήτριος
4776

Άσκηση [1]

Λίστα τροποποιηθέντων αρχείων

/usr/src/servers/vfs/stadir.c

Τροποποιήσεις

/usr/src/servers/vfs/stadir.c

Line	Code
92	printf("Current dir -> ");
93	printf(fullpath);
94	printf("\n");

Screenshots αποτελεσμάτων

Άσκηση [2]

Λίστα τροποποιηθέντων αρχείων

/usr/src/lib/libc/sys-minix/chdir.c
/usr/include/minix/callnr.h
/usr/src/servers/vfs/stadir.c
/usr/src/servers/vfs/table.c
/usr/src/servers/vfs/proto.h
/usr/src/commands/ash/cd.c

Τροποποιήσεις

/usr/include/minix/callnr.h

Line	Code
68	#define MY_CHDIR 69

/usr/src/servers/vfs/table.c

Line	Code
87	do_my_chdir

/usr/src/servers/vfs/proto.h

Line	Code
304	_PROTOTYPE(int do_my_chdir, (void));

/usr/src/servers/vfs/stadir.c

Line	Code

59-64	PUBLIC int do_my_chdir()
	{
	/* Perform the chdir(name) system call. */
	
	  return my_change(&fp->fp_wd, m_in.name, m_in.name_length);
	}

106- 133	PRIVATE int my_change(iip, name_ptr, len)
	struct vnode **iip; /* pointer to the inode pointer for the dir */
	char *name_ptr; /* pointer to the directory name to change to */
	int len; /* length of the directory name string */
	{
	/* Do the actual work for chdir() and chroot(). */
	  struct vnode *vp;
	  struct vmnt *vmp;
	  char fullpath[PATH_MAX];
	  struct lookup resolve;
	  int r;
	
	  lookup_init(&resolve, fullpath, PATH_NOFLAGS, &vmp, &vp);
	  resolve.l_vmnt_lock = VMNT_READ;
	  resolve.l_vnode_lock = VNODE_READ;
	
	  /* Try to open the directory */
	  if (fetch_name(name_ptr, len, M3, fullpath) != OK) return(err_code);
	  if ((vp = eat_path(&resolve, fp)) == NULL) return(err_code);
	  printf("Current dir -> ");
	  printf(fullpath);
	  printf("\n");
	  r = change_into(iip, vp);
	  unlock_vnode(vp);
	  unlock_vmnt(vmp);
	  put_vnode(vp);
	  return(r);
	}

/usr/src/commands/ash/cd.c

Line	Code
206	if (updatepwd(badstat ? NULL : dest) < 0 || my_chdir(curdir) < 0) {
219	if (my_chdir(dest) < 0 || updatepwd(NULL) < 0) {