Q1. Write a program to find the inode number of an existing file in a directory. Take the input as a filename and print the inode number of the file.

```
#include <stdio.h>
#include <stdlib.h>
#include <sys/types.h>
#include <unistd.h>
#include <sys/stat.h>
int main (int argc, char *argv[])
{
       struct stat sb;
       int ret;
       if (argc < 2)
               fprintf(stderr, "usage: %s <file>\n", argv[0]);
               return 1;
       ret = stat(argv[1], \&sb);
       if (ret)
       {
               perror ("stat");
               return 1;
       printf("The inode number of %s is %ld\n", argv[1],sb.st_ino);
       return 0;
}
```

Q2. Write a program to print out the complete stat structure of a file.

```
#include <stdio.h>
#include <stdlib.h>
#include <svs/types.h>
#include <unistd.h>
#include <sys/stat.h>
#include <time.h>
int main (int argc, char *argv[])
       struct stat sb:
       int ret:
       if (argc < 2)
              fprintf(stderr, "usage: %s <file>\n", argv[0]);
              return 1;
       ret = stat(argv[1], \&sb);
       if (ret)
       {
              perror ("stat");
              return 1:
       printf("%s Status Information\n", argv[1]);
       printf("Device Node: %ld\n",sb.st_dev);
       printf("Inode Number: %ld\n",sb.st ino);
       printf("Mode Bytes: %d\n",sb.st_mode);
       printf("Number of Hard Links: %ld\n",sb.st_nlink);
       printf("Owner User ID: %d\n",sb.st_uid);
       printf("Owner Group ID: %d\n",sb.st gid);
       printf("File Size: %ld bytes\n",sb.st_size);
       printf("Preffered Block Size: %ld bytes\n",sb.st_blksize);
       printf("Number of Filesystem Blocks: %ld\n",sb.st_blocks);
       char* buff:
       strftime(buff, 20, "%Y-%m-%d %H:%M:%S", localtime(&sb.st atime));
       printf("Last Access Time: %s\n",buff);
       strftime(buff, 20, "%Y-%m-%d %H:%M:%S", localtime(&sb.st mtime));
       printf("Last Modification Time: %s\n",buff);
       strftime(buff, 20, "%Y-%m-%d %H:%M:%S", localtime(&sb.st_mtime));
       printf("Last Change Time: %s\n",buff);
       return 0;
}
```

```
180905380@prg08: ~/Desktop/Operating Systems/Week 4
File Edit View Search Terminal Help
180905380@prg08:~/Desktop/Operating Systems/Week 4$ ./o2 stat.c
stat.c Status Information
Device Node: 2054
Inode Number: 1580032
Mode Bytes: 33204
Number of Hard Links: 1
Owner User ID: 1003
Owner Group ID: 1003
File Size: 387 bytes
Preffered Block Size: 4096 bytes
Number of Filesystem Blocks: 8
Last Access Time: 2020-12-10 14:52:11
ast Modification Time: 2020-12-10 14:48:30
Last Change Time: 2020-12-10 14:48:30
180905380@prg08:~/Desktop/Operating Systems/Week 4$
```

Q3. Write a program to create a new hard link to an existing file and unlink the same. Accept the old path as input and print the newpath.

```
#include<stdio.h>
#include<stdlib.h>
#include<unistd.h>
#include<sys/types.h>
#include<wait.h>
#include<sys/stat.h>
#include<errno.h>
int main()
  char fPath[100],newPath[100]="tempLink";
  printf("Enter the file path:\n");
  scanf("%s",fPath);
  int status = link(fPath,newPath);
  if(status==-1)
  {
     printf("Error occured while linking\n");
     printf("Errno: %d\n",errno);
     exit(1);
  printf("New Path is: %s\n",newPath);
  status = unlink(newPath);
  if(status == -1)
  {
     printf("Error occured while unlinking\n");
     printf("Errno: %d\n",errno);
     exit(1);
  printf("Unlinking successful\n");
}
```

Q4. Write a program to create a new soft link to an existing file and unlink the same. Accept the old path as input and print the newpath.

```
#include<stdio.h>
#include<stdlib.h>
#include<unistd.h>
#include<sys/types.h>
#include<wait.h>
#include<sys/stat.h>
#include<errno.h>
int main()
  char fPath[100],newPath[100]="tempSymLink";
  printf("Enter the file path:\n");
  scanf("%s",fPath);
  int status = symlink(fPath,newPath);
  if(status==-1)
  {
    printf("Error occured while linking\n");
    printf("Errno: %d\n",errno);
    exit(1);
  printf("New Path is: %s\n",newPath);
  status = unlink(newPath);
  if(status == -1)
  {
    printf("Error occured while unlinking\n");
    printf("Errno: %d\n",errno);
    exit(1);
  printf("Unlinking successful\n");
}
```