

## CS241 #32 – Files, Directories, symlinks #3

Warmup. What do the following do?

```
chmod 600 fileA
chown angrave fileB
chmod o-rwx fileC    # Hint : u=user,g=group,o=other
```

How do I find out if an inode is a regular file or directory or something else?

Problem: How do I recurse into subdirectories? (+ Fix any errors )

```
void dirlist(char*path) {
    struct dirent* dp;
    DIR* dirp = opendir(path);

    while ((dp = readdir(dirp)) != NULL) {
        char newpath[strlen(path)+strlen(dp->d_name)+1];
        sprintf(newpath,"%s/%s", newpath, dp->d_name);
        printf("%s%s \n", dp->d_name);

        dirlist(newpath);
    }
}
int main(int argc,
char**argv){dirlist(argv[1]);return 0;}
```

Fixes required / Notes:

> **Symbolic links?**

How do they work?

How do I make one?

How do I use readlink?

Why use lstat() instead of stat() ?

> **Symbolic vs Hard links Gameshow**

advantages?

disadvantages?

> Why would I want to set a directory's sticky bit?

> How do I set the sticky bit?

> Which directory will have the sticky bit set?

### > What does 'env' do?

### > Why do shell programs start with

```
#!/usr/bin/env python
```

### > How do I make 'hidden' files i.e. not listed by "ls"? How do I list them?

### > File permissions and directories

### > File system mounts and virtual file systems

### > Copying byte streams with dd

```
dd if=/dev/urandom of=~/.secret.txt bs=1k count=1024
```

```
dd if=/dev/zero of=~/.secret.txt bs=1k count=1024
```

```
dd if=/dev/zero of=/dev/null bs=1m count=1024
```

Examples of virtual files in /proc:

```
cat /proc/sys/kernel/random/entropy_avail
```

```
hexdump /dev/random
```

```
hexdump /dev/urandom
```

### > File Globbing

What is it?

How do you prevent it?

Who does it?

### > The impossible filesystem! Fun things to do with /proc (why does it exist?)

```
cat /proc/meminfo
```

```
cat /proc/cpuinfo
```

```
cat /proc/cpuinfo | grep bogomips
```

```
cat /proc/meminfo | grep Swap
```

```
cd /proc/self
```

```
cat maps
```