OS Project Final Report

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Features and Use Cases:

- Move in and out of Directories
- Fetch the Size of Directories
- Visually display the contents of Directories as well as their respective sizes
- Enter Specific Directories for Analysis
- Delete Directories

Illustrations:

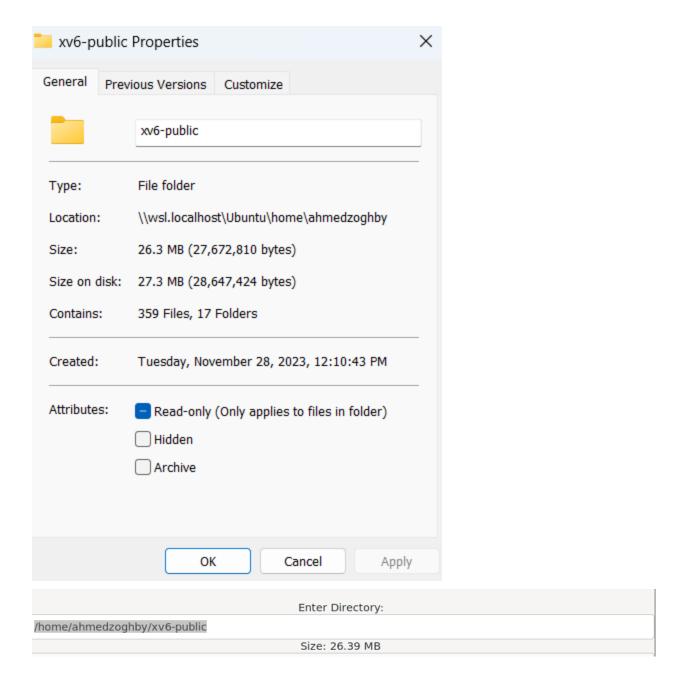
Enter Directory:

Using GTK a textbox is declared this text box can be manually filled or automatically by clicking on a visible Folder on the Screen.

Fetch Size:

The file scanners.rs provides the code to calculate the size of our current directory or file. It is imported to our main program where it is modelled to a button upon clicking on the button the size is returned. Below is an example where both the properties section, as well as the app, showcase the same folder size for xv6.

```
addDirectory.connect_clicked(move |_ | {
    let path = textClone.text().to_string();
    let path2 = Path::new(&path);
    if path2.is_dir() {
        let size = scanner::display_total_size(&path2)
        let label_text = format!("Size: {}", size);
        directoryLabelClone.set_text(&label_text);
    } else {
        let size = scanner::displayFileSize(&path2);
        let label_text = format!("Size: {}", size);
        directoryLabelClone.set_text(&label_text);
    }
});
```



Delete:

The file delete_file.rs has the functionality for deleting a file it is imported to our main program and modelled to a button upon clicking the button the file or folder available in our text box is deleted. An example is provided below where an Excel file "Delete Me" is deleted upon pressing the button Delete

```
deleteButton.connect clicked(move | | {
    let path = textBoxCloneDelete.text().to_string();
    let path2 = Path::new(&path);
    if path2.is_dir() {
         println!("This is a folder");
         //delete_file::delete_folder(&path2);
    else{
         println!("This is a file");
         delete_file::delete_file(&path2);
});
     Name
                                Date modified
                                                Type
                                                             Size
    Project
                                12/10/2023 2:14 AM
                                                File folder
    Delete Me
                                12/10/2023 2:46 AM
                                                Microsoft Excel W...
                                                                  7 KB
      Project
                                      12/10/2023 2:14 AM
                                                      File folder
```

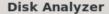
Display Contents:

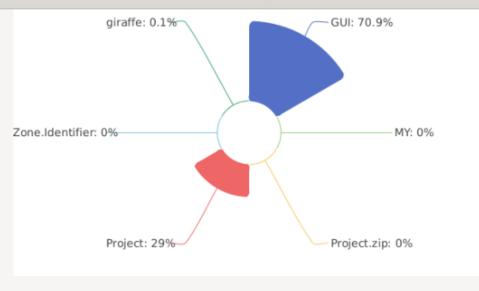
Upon clicking this button 2 vectors of buttons are created one for the folders and another for the files. After iterating through the contents of the current folder which is

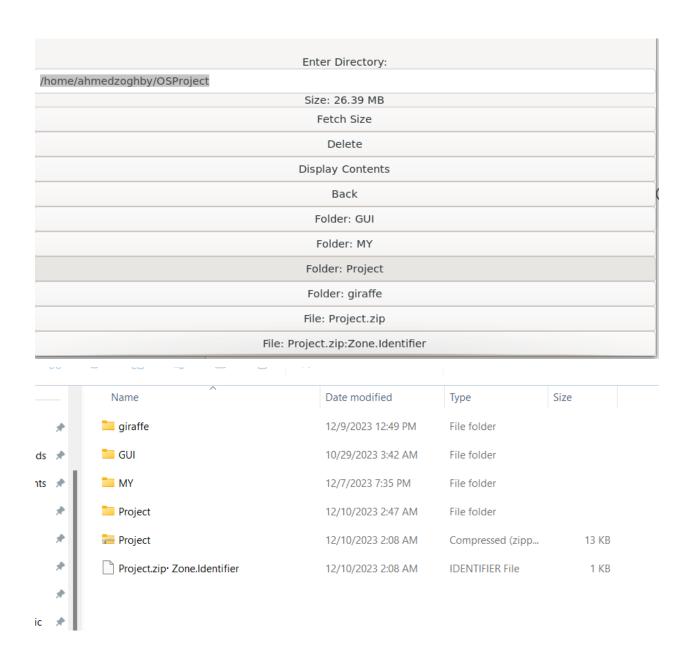
written in the text box. Buttons are created and displayed. Upon clicking on any of the newly formed buttons the text available in our text box changes allowing us to move into another directory or delete it. Also, a Pie chart is presented which showcases the sizes of the files/folders as a percentage of the total directory size.

```
display.connect_clicked(move |_| {
    let path = textClone2.text().to_string();
    let path2 = Path::new(&path);
    let data: Vec<(PathBuf, String, u64)> = scanner::display_file_sizes(&path2);
    let mut folder_buttons: Vec<Button> = Vec::new();
    let mut file_buttons: Vec<Button> = Vec::new();
    let mut totalSize = scanner::display_total_size_unformatted(&path2);
    let d2 = data.clone();
    let iClone1 = iClone.clone();
    for entry in data {
        if entry.1 == "Folder" {
            let new_button: Button = gtk::Button::builder()
            .label(&format!("Folder: {}", entry.0.file_name().unwrap().to_string_lossy()))
            .build();
            let s = sizeClone.clone();
            let t = textClone4.clone();
            let mainClone = mainBoxClone.clone();
            let 1 = directoryLabelClone1.clone();
            let textB = textClone4.clone();
            let addDir = addClone.clone();
            let delete = delClone.clone();
            let remove = removeButtonClone.clone();
            let dis = displayClone.clone();
            let iClone2 = iClone1.clone();
            new_button.connect_clicked(move |_| {
                t.set_text(&entry.0.display().to_string());
                unsafe {
                    while (mainClone.last_child().is_some()) {
                        mainClone.remove(&mainClone.last_child().unwrap());
```

```
TOTUEL _DUCCOUS. PUSH(HEW_DUCCOIL),
} else if entry.1 == "File" {
    let new_button: Button = gtk::Button::builder()
     .label(&format!("File: {}", entry.0.file_name().unwrap().to_string_lossy()))
    let t = textClone4.clone();
    let mainClone = mainBoxClone.clone();
    let 1 = directoryLabelClone1.clone();
    let textB = textClone4.clone();
    let addDir = addClone.clone();
    let delete = delClone.clone();
    let remove = removeButtonClone.clone();
    let dis = displayClone.clone();
    let s = sizeClone.clone();
    let iClone2 = iClone1.clone();
    new_button.connect_clicked(move |_| {
        t.set_text(&entry.0.display().to_string());
        unsafe {
            while (mainClone.last_child().is_some()) {
                mainClone.remove(&mainClone.last_child().unwrap());
```







Back:

Upon clicking on the button back the section of the text in the textbox after the \ will be deleted. Ultimately allowing us to backtrack to previous directories.

```
removeButton.connect_clicked(move |_| {
    let text = textBoxCloneback.text().to_string();

let t = textBoxClone3.clone();
    let 1 = directoryLabelClone2.clone();
    let textB = textBoxCloneback.clone();
    let addDir = addDirectoryClone.clone();
    let delete= deleteButtonClone.clone();
    let dis = displayCl.clone();
    let iClone = imageClone.clone();

if let Some(index) = text.rfind('/') {
        let modified_text = &text[0..index];
        textBoxCloneback.set_text(modified_text);
    } else {
        textBoxCloneback.set_text("");
}
```

	Enter Directory:
/home/ahmedzoghby)SProject/Project
	Size: 26.39 MB
	Fetch Size
	Delete
	Display Contents
	Back

Enter Directory:
/home/ahmedzoghby/OSProject
Size: 26.39 MB
Fetch Size
Delete
Display Contents
Back

Justification Based on the Survey:

We tried to mix all the positive features we found during our survey period

- 1 we opted for a Pie chart similar to the one on Baobab rather than the bar graph approach in QDirStat
- 2- We opted for a delete file feature available in ncdu and QDirStat but not available in Baobab
- 3- Also all of the applications studied during our survey could move in and out of directories, display the files and folders inside a directory, and fetch sizes of directories so implementing such features was essential.

Needed Libraries:

```
[dependencies]
gtk4 = "0.7.3"
charts-rs = "0.2.0"
```

Gtk4 is used for the UI implementation Charts-rs os used for the Pie chart

Compilation Procedure:

After entering the correct directory where our code is stored a cargo run command will initiate the program.

```
ahmedzoghby@LAPTOP-JONC2K0C:~/OSProject/Project$ ls

Cargo.lock delete_file.rs main.rs

Cargo.lock:Zone.Identifier delete_file.rs:Zone.Identifier main.rs:Zone.Identifier

Cargo.toml directory_operations.rs: Sone.Identifier scanner.rs

Cargo.toml:Zone.Identifier directory_operations.rs:Zone.Identifier scanner.rs:Zone.Identifier

chart.svg 'main (1).rs:Zone.Identifier' target

chart.svg:Zone.Identifier 'main (1).rs:Zone.Identifier:Zone.Identifier'

ahmedzoghby@LAPTOP-JONC2K0C:~/OSProject/Project$ cargo run
```

Contributions:

Sara Naseef : implemented the code for the following functionalities : Delete file , Scanning operations, and all the directory operations. Focus on Backend and provided support for the Frontend

Carol Michail: implemented the pie chart feature, as well as the UI of the Application. Focus on Frontend and provided support for Backend

Ahmed El Zoghby: implemented the moving out of directories feature, as well as the Ul of the Application.