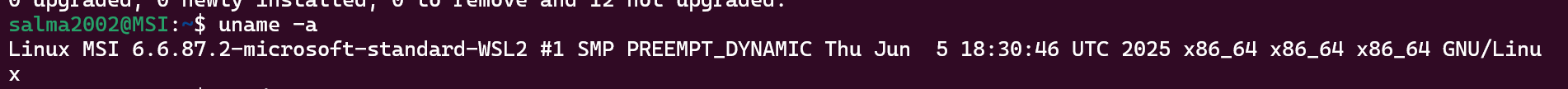
Day 1 – Phase 1: System Update & Directory Setup  
  
**Tasks:   
• Refresh package lists and upgrade the system.**   
A screenshot of a computer

AI-generated content may be incorrect.  
**• Verify system details: kernel version, user, time.**

  
**• Create /home//iot\_logger with subdirectories: logs, scripts, data.**

A computer screen with white text

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**Open-Ended Questions:  
• Draw or describe the Linux architecture layers (hardware → kernel → shell → user space). Where do system calls fit?**

**Linux Architecture Layers**

Linux is structured into several layers that work together, starting from the physical hardware to the applications you interact with:

1. **Hardware**At the base of the Linux system is the hardware layer, which includes all physical components of a computer such as the CPU, RAM, hard disk, motherboard, network devices, and peripherals. This layer provides the foundation for all higher layers.
2. **Kernel**The kernel sits directly above the hardware. It is the core component of the Linux operating system, managing critical tasks like process scheduling, memory allocation, disk operations, and hardware communication.
   * Linux uses a monolithic kernel, meaning it bundles device drivers, file system management, and system calls into one large binary.
   * System calls act as the interface between user applications and the kernel, enabling programs to request services such as file access, process control, or network communication.
3. **Shell**The shell is a user interface that enables interaction with the kernel. Typically, this takes place through a command-line interface (CLI).
   * Users enter commands, which the shell interprets and passes to the kernel.
   * Popular shells include Bash, C Shell (csh), and Z Shell (zsh), each offering different syntax and features.
4. **Applications**At the top layer are applications — the software tools and programs that users directly work with, such as text editors, browsers, or file managers.
   * Applications depend on the kernel for hardware access and often use the shell for command execution.
   * For example, running a command to open a file involves the shell parsing the command, the kernel retrieving data from storage, and the application displaying it to the user.

**Summary:** Together, the hardware, kernel, shell, and applications create a layered structure where system calls serve as the critical bridge between user space and the kernel.

***Reference:*** [***Medium: Linux Architecture***](https://medium.com/@pragnapcu/linux-architecture-ed3ed126b58d?utm_source=chatgpt.com)

**A diagram of a computer hardware

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**• Explain the purpose of these directories: /, /bin, /sbin, /usr, /etc, /var.**

*Linux uses a hierarchical file system where each directory serves a distinct role in system operation and organization. Below are the purposes of important directories:*

* ***/ (Root Directory):****The top-level directory from which the entire Linux file system hierarchy starts. Every other directory and file branches from here.*
* ***/bin:****Contains essential binary executables needed for basic system operations. These commands (like ls, cp, mv) are required for both normal users and during system startup.*
* ***/sbin:****Stores system binaries mainly used for administrative tasks and system management (e.g., ifconfig, reboot). These tools are typically executed by the root user.*
* ***/usr:****Holds user-related programs, utilities, libraries, and documentation that are not essential for booting but are necessary for day-to-day operations.*
* ***/etc:****Contains configuration files for system and application settings. These are usually plain text files, often with a .conf extension, that define how services and software behave.*
* ***/var:****Designed for files that change frequently during normal system use. Examples include system logs, cache data, spool files, and temporary data generated by applications.*
* ***/root:****The home directory of the root (superuser) account, separate from the general /home directory used for regular users.*
* ***/mnt:****A temporary mount point used for attaching external file systems, such as USB drives, network shares, or other storage devices.*

***Reference:*** [***Baeldung: Linux Directories***](https://www.baeldung.com/linux/differences-bin-sbin-usr-local?utm_source=chatgpt.com)

**• Why does Linux treat everything as a file? Explain the difference between a program and a process.**

Linux follows the philosophy that everything is represented as a file, whether it’s data on disk, a hardware device, or even a network socket. This design choice provides several benefits:

* **Convenience:** Programs can interact with hardware in the same way they interact with files. For example, sending commands to a mouse or keyboard can be done through simple read/write operations. Permissions can also be applied consistently, just as they are with regular files.
* **Unification:** Instead of having different mechanisms for handling files, devices, sockets, or processes, Linux uses a single unified interface — the file abstraction.
* **Consistency:** Regardless of what you are accessing (a hard disk, USB, keyboard, or memory info), the same basic operations apply: open, read, write, and close.
* **Flexibility:** Because everything is treated like a file, it becomes easy to connect different system components. For example, input from a device can be redirected directly into another program using simple file-like operations.

**Difference Between a Program and a Process**

1. **Program**
   * A program is a set of instructions stored on disk, usually in the form of an executable file.
   * It is a passive entity — simply code waiting to be run.
   * Example: /bin/ls is a program that lists directory contents.
2. **Process**
   * A process is an active instance of a program in execution.
   * It has its own memory space, CPU state, environment variables, and open file descriptors.
   * Example: When you type ls in the terminal, the kernel loads the /bin/ls program into memory and runs it as a process.

**Key Distinction:**

* A program is static (code on disk).
* A process is dynamic (a running execution of that code).