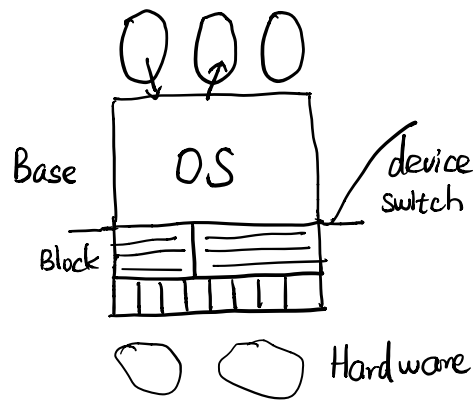


File types

- * ordinary
- * directory
- * symbolic links
- * Special files

- Device files
 - * blocks
 - * character (raw)
- no blocklist
major, minor #



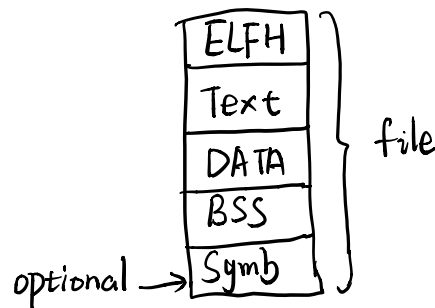
§ 1.1~29, 56~59. ← read

Programs & Processes

- * A program is an executable binary file in ELF format
(".out" Format)
 - extended loader format

- * ELF header has
 - magic number → architecture ++
 - section sizes

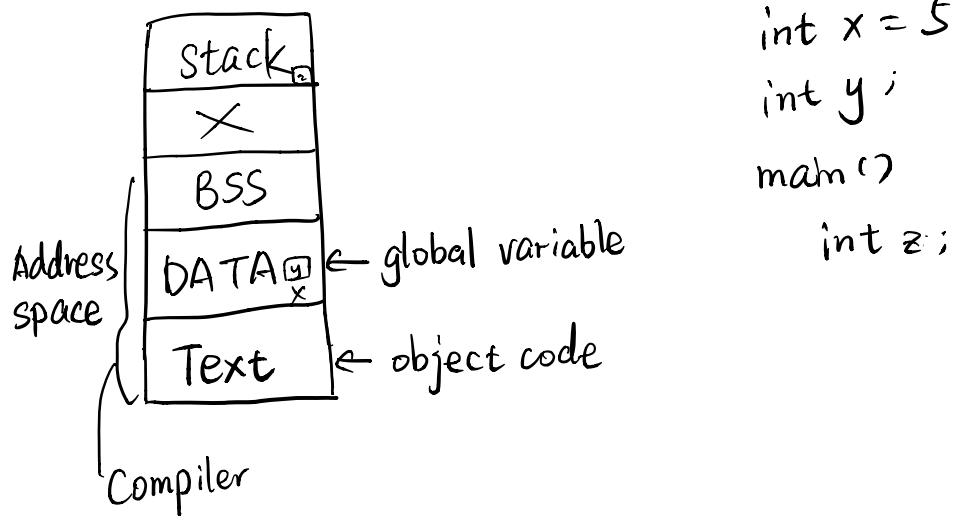
- * sections {
 - Text
 - Data
 - BSS
 - Symbols



\$ file tripleprime

\$ size tripleprime

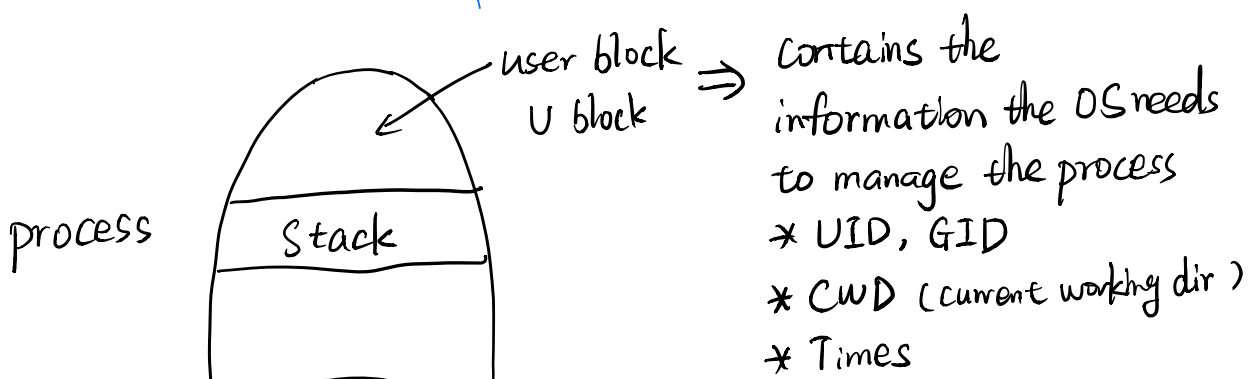
\$ file /usr/bin/vi → \$ file /etc/alternatives/vi

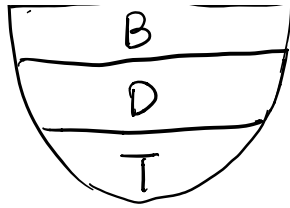


- When you execute a program, the OS allocates an address space, large enough for the program and loads the AS from the elf file.
- sets SP to the bot of stack
- sets PC to main → process start

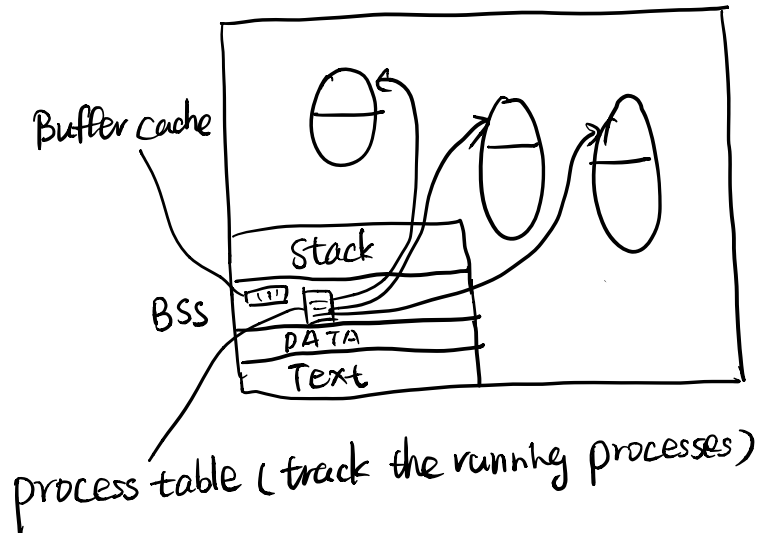
A process is a program in execution

* envelope for all the resources of the running program.





- * PID (process ID)
- * PPID (parents process ID)
- * File Table
- * Other info



\$ ps ← OS actually doing what

\$ ps -l ← print out all my processes