

## \* Understanding Absolute and Relative Paths

→ There are two ways to identify paths

### • Absolute Pathname

→ An absolute Pathname begins with the root directory (/) and follows the tree, branch by branch

→ until it reaches the desired directory of file.

→ Absolute paths always start with /.

### • Relative Pathname

→ A relative Pathname starts from the present working directory.

→ Relative Paths never start with /.

→ multiple slashes (//) between directories and files are allowed, but all but one slash between element in Pathname is ignored by the system.

→ //usr//bin is valid, it is seen as just /usr/bin by the system.

→ most of the time, It is most convenient to use relative paths, which require less typing.

→ usually, you take advantage of the shortcut provided by

- (present directory)
- .. (parent directory)
- ~ (home directory)

→ For example, suppose you are currently working in your home directory and wish to move to the /usr/bin directory.

There are two ways

- Absolute Pathname method

\$ cd /usr/bin

- Relative Pathname method

\$ cd ../usr/bin

## \* Exploring the File System

→ Traversing up and down the file system tree can get tedious.

→ The tree command is a good way to get bird's-eye view of the file system tree. Use `tree -d` to view just directories and to suppress listing file names.

Command	Usage
<code>cd /</code>	Change current directory to root(/) directory
<code>ls</code>	List the content of the present working directory.
<code>ls -a</code>	List all files including hidden files
<code>tree</code>	Display a tree view of the file system



\* What are links in Linux?

→ A connection between a file name and the actual data on the disk.

→ we call it a shortcut.

\* Difference between soft and hard link

• Soft link :- Link will be removed if original file removed or deleted.

\$ ln -s

• Hard link :- Renaming, Deleting or removing the file will not effect the link

\$ ln

\* Soft link

\$ ln -s original location

Linkname

↓  
If i don't give the link name then it will take filename

→ if you change anything inside

original value it will also change Linkname

→ It is actually like Pointer

## \* Hard link

In original file location      link name

## \* Navigating Through Directory History

→ The `cd` command remembers where you were last and lets you get back there with `cd-`.

→ For remembering more than just last visited you can use ~~`pushd`~~ `pushd` command and it will change directory also.

→ Using `popd` will then send you back to those directory.

## \* Working with files

### \* Viewing Files

Command	Usage
<code>cat</code>	used for viewing files that are not very long. It does not provide any scroll-back.
<code>tac</code>	used to look at file backwards starting with the last line.
<code>less</code>	→ used to view larger files because it is a Paging Program. It pauses at each screen full of text. Provides scroll back capability.

and lets you search and navigate within the file.

NOTE:- Use #/ to search for a pattern in forward direction ? for pattern in the backward direction.

tail

Used to Print the last 10 lines of a file by default. You can change the number of lines by doing -n 15 or just -15 if you wanted to look at the last 15 instead of the default.

head

The opposite of tail by default, it prints the first 10 line of a file.

### \* Touch

→ touch is often used to set or update the access, change and modify times of files.

→ By default it resets a file's timestamp to match the current time.

→ However, you can also create an empty file using touch

```
$ touch <filename>
```



→ touch provide several useful options. For example, the -t option allows you to set the date and timestamp of the file to a specific value as in

```
$ touch -t 12091600 myfile
```

→ This sets the myfile file's timestamp to 4.P.M, December 9th (12 09 1600)

### \* mkdir and rmdir

→ mkdir is used to create a directory

- mkdir sampdir

→ It creates a sample directory named sampdir under the current directory.

- mkdir /usr/sampdir

→ It creates a sample directory called sampdir under /usr.

→ Removing a directory is done with rmdir.

→ The directory must be empty or command will fail.

→ To remove a directory and all of its contents you have to do rm -rf.

## \* moving, Renaming or Removing a File

→ Note that mv does double duty, in that it can:

- Simply rename a file
- move a file to another location, while possibly changing its name at the same time.

→ If you are not certain about removing files that match a pattern you supply, it is always good to run rm interactively (rm -i) to prompt before every removal.

Command	Usage
mv	Rename a file
rm	Remove a file
rm -f	forcefully remove a file
rm -i	Interactively remove a file

useful commands



## \* Renaming or Removing a Directory

- `rmdir` works only on empty directories otherwise you get an error.
- while typing `rm -rf` is a fast and easy way to remove a whole filesystem tree recursively
- It is extremely dangerous and should be used with utmost care, especially when used by root.

Command	Usage
<code>mv</code>	Rename a directory
<code>rmdir</code>	Remove an empty directory
<code>rm -rf</code>	Forcefully remove a directory recursively

## \* Modifying the command line Prompt

- The `PS1` variable is the character string that is displayed as the Prompt on the command line.
- Most distributions set `PS1` to known default value, which is most suitable in most cases.

→ However, users may want custom information to show on the command line.

→ For Example some system administrators require the user and host name to show up on the command line as in

```
184 student@rg $
```

→ This could prove useful if you are working in multiple roles and want to be always reminded of who you are and what machine you are on.

→ The Prompt above could be implemented by setting the PS1 variable to: `|u@|h|$`.

For example

```
$ echo $PS1
```

```
|$
```

```
$ PS1 = "|u@|h|$"
```

```
student@rg $ echo $PS1
```

```
|u@|h|$
```

```
student@rg $
```

→ By convention, most systems are set up so that root user has Pound sign (#) as their Prompt