



## The Unix and GNU/Linux commands

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# Unix file system

## Almost everything in Unix is a file!

- ❑ Regular files
  - ❑ Directories : Directories are just files listing a set of files
  - ❑ Symbolic links : Files referring to the name of another file
- 
- ❑ Devices and peripherals
  - ❑ Read & write from devices  
As with regular files
  - ❑ Pipes Used to cascade programs  
(e.x ) cat \*.log | grep error
  - ❑ Sockets ( Inter process communication)

## File names

### File names

- **Case sensitive**

- No obvious length limit

Can contain any character (including whitespace, except /).

File types stored in the file (“magic numbers”).

File name extensions not needed and not interpreted. Just used for user convenience.

Examples: *README .bashrc*  
*Windows Buglist index.htm*  
*index.html index.html.old*

# File paths

A path is a sequence of nested directories with a file or directory at the end, separated by the / character

## Relative path:

documents/fun/microsoft.html

Relative to the current directory

## Absolute path:

/home/bill/bugs/crash94020311

/ : root directory.

Start of absolute paths for all files on the system (even for files on removable devices or network shared).

**/tmp/** Temporary files

**/usr/** Regular user tools (not essential to the system)

e.x /usr/bin/, /usr/lib/, /usr/sbin...

/usr/local/ Specific software installed by the sysadmin (preferred to /opt/)

**/var/** Data used by the system/system servers

/var/log/, /var/spool/mail (incoming mail), /var/spool/lpd (print jobs)...

The Unix filesystem structure is defined by the Filesystem Hierarchy Standard (FHS):

<http://www.pathname.com/fhs/>

# GNU / Linux file system structure

Not imposed by the system. Can vary from one system to the other, even between two GNU/Linux installations!

/	<b>Root directory</b>
/bin/	<b>Basic, essential system commands</b>
/boot/	<b>Kernel images, initrd and configuration files</b>
/dev/	<b>Files representing devices</b>
/dev/hda:	<b>First IDE hard disk</b>
/etc/	<b>System configuration files</b>
/home/	<b>User directories</b>
/lib/	<b>Basic system shared libraries</b>
/lost+found	<b>Corrupt files the system tried to recover</b>
/media	<b>Mount points for removable media: /media/usbdisk, /media/cdrom</b>
/mnt/	<b>Mount points for temporarily mounted filesystems</b>
/opt/	<b>Specific tools installed by the sysadmin</b>
/usr/local/	<b>often used instead</b>
/proc/	<b>Access to system information (/proc/cpuinfo, /proc/version ...)</b>
/root/	<b>root user home directory</b>
/sbin/	<b>Administratoronly commands</b>
/sys/	<b>System and device controls (cpu frequency, device power)</b>

## Shells and file handling

- Shells: tools to execute user commands
- Called “shells” because they hide the details on the underlying operating system under the shell's surface.
- Commands are input in a text terminal, either a window in a graphical environment or a text-only console.
- Results displayed on the terminal. No graphics needed at all.
- Shells can be scripted: provide all the resources to write complex programs (variable, conditionals, iterations...)

## Well known shells

Most famous and popular shells

**sh:** The Bourne shell (obsolete)  
Traditional, basic shell found on Unix systems, by Steve Bourne.

**csh:** The C shell (obsolete)  
Once popular shell ( Clike syntax )

**tcsh:** The TC shell (still very popular)  
A C shell compatible implementation with evolved features(command completion, history editing & more...)

**bash:** The Bourne Again shell (most popular) An improved implementation of sh with lots of added features too.

## ls command

Lists the files in the current directory, in alphanumeric order, except files starting with the “.” character.

### ls -a (all)

Lists all the files (including .\* files)

### ls -l (long)

Long listing (type, date, size, owner, permissions)

### ls -t (time)

Lists the most recent files first

### ► ls -S (size)

Lists the biggest files first

### ► ls -r (reverse)

Reverses the sort order

### ► ls -ltr (options can be combined)

Long listing, most recent files at the end

Better introduced by examples!

### ls \*txt

The shell first replaces \*txt by all the file and directory names ending by txt (including .txt), except those starting with ., and then executes the ls command line.

### ls -d .\*

Lists all the files and directories starting with -d tells ls not to display the contents of directories.

### cat ?.log

Displays all the files which names start by 1 character and end by .log

# Special directories

**./**

The current directory. Useful for commands taking a directory argument. Also sometimes useful to run commands in the current directory .

So ./readme.txt and readme.txt are equivalent.

**../**

The parent (enclosing) directory. Always belongs to the . directory (see ls a). Only reference to the parent directory.

Typical usage:  
cd ..

**~/**

Not a special directory indeed. Shells just substitute it by the home directory of the current user.

Cannot be used in most programs, as it is not a real directory.

**~sydney/**

Similarly, substituted by shells by the home directory of the sydney user.

**cd <dir>**

Changes the current directory to <dir>.

**cd -**

Gets back to the previous current directory.

**pwd**

Displays the current directory ("working directory").

## The cp command

**cp <source\_file> <target\_file>**

cp file1 file2 file3 ... dir

Copies the files to the target

**cp -I (interactive)**

Asks for user confirmation if the target file already exists

**cp -r <source\_dir> <target\_dir>**

**(recursive)**

Copies the whole directory.

## Creating and removing directories

**mkdir dir1 dir2 dir3 ... (make dir)**

Creates directories with the given names.

rmdir dir1 dir2 dir3 ... (remove dir)

Removes the given directories

Safe: only works when directories are empty.

Alternative: rm -r

(doesn't need empty directories).

## mv and rm commands

mv and rm commands

**mv <old\_name> <new\_name> (move)**

Renames the given file or directory.

**mv -i (interactive)**

If the new file already exists, asks for user confirm

rm file1 file2 file3 ... (remove)

Removes the given files.

**rm -i (interactive)**

Always ask for user confirm.

**rm -r dir1 dir2 dir3 (recursive)**

Removes the given directories with all their contents

## Displaying file contents

Displaying the contents of files.

➤ **cat file1 file2 file3 ... (concatenate)**

Concatenates and outputs the contents of the given files.

➤ **more file1 file2 file3 ...**

After each page, asks the user to hit a key to continue. Can also jump to the first occurrence of a keyword (/ command).

➤ **less file1 file2 file3 ...**

Does more than more with less.

Doesn't read the whole file before starting.

Supports backward movement in the file (?) command).

## The head and tail commands

➤ **head [<n>] <file>**

Displays the first <n> lines (or 10 by default) of the given file. Doesn't have to open the whole file to do this!

➤ **tail [<n>] <file>**

Displays the last <n> lines (or 10 by default) of the given file. No need to load the whole file in RAM! Very useful for huge files.

➤ **tail -f <file> (follow)**

Displays the last 10 lines of the given file and continues to display new lines when they are appended to the file.

▪ Examples

1) **head windows\_bugs.txt**

2) **tail -f outlook\_vulnerabilities.txt**

## grep command

### ➤ **grep <pattern> <files>**

Scans the given files and displays the lines which match the given pattern.

### ➤ **grep error \*.log**

Displays all the lines containing error in the \*.log files

### ➤ **grep -i error \*.log**

Same, but case insensitive.

### ➤ **grep -ri error .**

Same, but recursively in all the files in . and its subdirectories

### ➤ **grep -v info \*.log**

Outputs all the lines in the files except those containing info.

## The sort command

### **sort <file>**

Sorts the lines in the given file in character order and outputs them.

### **sort -r <file>**

Same, but in reverse order.

### **sort -ru <file>**

u: unique. Same, but just outputs identical lines once.

More possibilities described later!

# Symbolic links

A symbolic link is a special file which is just a reference to the name of another one (file or directory): Useful to reduce disk usage and complexity when 2 files have the same content.

Example:  
anakin\_biography > darth\_biography

How to identify symbolic links:  
ls -l displays -> and the linked file name.

GNU ls displays links with a different color.

## Creating symbolic links

To create a symbolic link (same order as in cp):

➤ ln -s file\_name link\_name

To create a link with to a file in another directory, with the same name:

➤ ln -s ../README.txt

To create multiple links at once in a given directory:

➤ ln -s file1 file2 file3 ... dir

To remove a link:

➤ rm link\_name

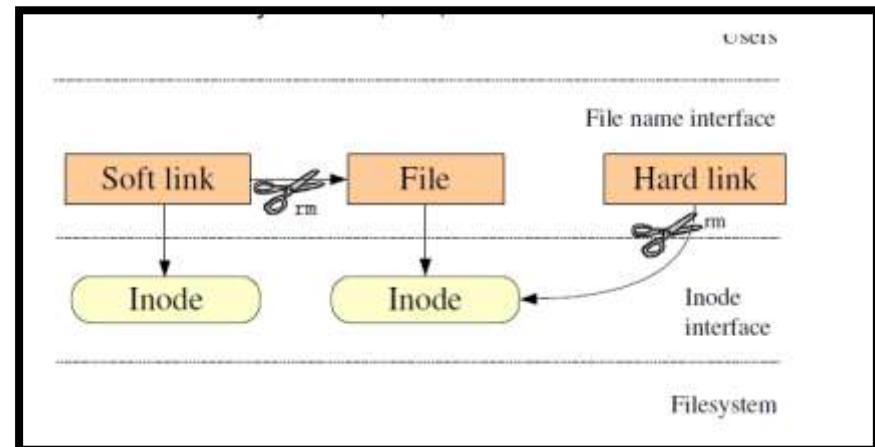
Of course, this doesn't remove the linked file!

# Files names and inodes

## Hard links

- The default behavior for `ln` is to create *hard links*
- A *hard link* to a file is a regular file with exactly the same physical contents
- While they still save space, hard links can't be distinguished from the original files.
- If you remove the original file, there is no impact on the hard link contents.
- The contents are removed when there are no more files (hard links) to them.

Makes hard and symbolic (soft) links easier to understand!



# Command documentation

## Command help

Some Unix commands and most GNU / Linux commands offer at least one help argument:

**-h** (- is mostly used to introduce 1 character options)

**--help** ( -- is always used to introduce the corresponding “long” option name, which makes scripts easier to understand).

You also often get a short summary of options when you input an invalid argument.

## Manual pages

### **man <keyword>**

Displays one or several manual pages for <keyword>

### **man mans**

Most available manual pages are about Unix commands, but some are also about C functions, headers or data structures, or even about system configuration files!

### **man stdio.h**

### **man fstab (for /etc/fstab)**

Manual page files are looked for in the directories specified by the MANPATH environment variable.

## Use ls -l to check file access rights

### 3 types of access rights

**Read access (r)**

**Write access (w)**

**Execute rights (x)**

### Access right constraints

x is sufficient to execute binaries Both x and r are required for shell scripts. Both r and x permissions needed in practice for directories:

r to list the contents, x to access the contents.

You can't rename, remove, copy files in a directory if you don't have w access to this directory.

If you have w access to a directory, you CAN remove a file even if you don't have write access to this file (remember that a directory is just a file describing a list of files). This even lets you modify (remove + recreate) a file even without w access to it.

## Users and permissions

3 types of access levels

- User (u): for the owner of the file
- Group (g): each file also has a “group” attribute, corresponding to a given list of users
- Others (o): for all other users

### Access rights examples

**-rw-r—r** Readable and writable for file owner, only readable for others

**-rw-r-----** Readable and writable for file owner, only readable for users belonging to the file group.

**Drwx-----** Directory only accessible by its owner

**-----r-x**  
File executable by others but neither by your friends nor by yourself. Nice protections for a trap...

# chmod: changing permissions

## chmod <permissions> <files>

2 formats for permissions:

Octal format (abc):

a,b,c = r\*4+w\*2+x (r, w, x: booleans)

Example: chmod 644 <file>

(rw for u, r for g and o)

Or symbolic format. Easy to understand by examples:

chmod go+r: add read permissions to group and others.

chmod u-w: remove write permissions from user.

chmod a-x: (a: all) remove execute permission from all.

## chmod R a+rX linux/

Makes linux and everything in it available to everyone!

R: apply changes recursively

X: x, but only for directories and files already executable

Very useful to open recursive access to directories, without adding execution rights to all files.

## chmod a+t /tmp

t: (sticky). Special permission for directories, allowing only the directory and file owner to delete a file in a directory.

Useful for directories with write access to anyone, like /tmp.

Displayed by ls -l with a t character.

## File ownership

Particularly useful in (embedded) system development when you create files for another system.

➤ **chown –R sco /home/linux/src**  
(R: recursive)

Makes user sco the new owner of all the files in /home/linux/src.

**chgrp –R empire /home/skywalker**  
Makes empire the new group of everything in /home/skywalker.

chown R borg:aliens usss\_entreprise/  
chown can be used to change the owner and group at the same time.

## Beware of the dark side of root

- root user privileges are only needed for very specific tasks with security risks: mounting, creating device files, loading drivers, starting networking, changing file ownership, package upgrades...
- Even if you have the root password, your regular account should be sufficient for 99.9 % of your tasks (unless you are a system administrator).
- In a training session, it is acceptable to use root. In real life, you may not even have access to this account, or put your systems and data at risk if you do.

## Using the root account

In case you really want to use root...

➤ If you have the root password:

**su - ( Switch User )**

➤ in modern distributions, the sudo command gives you access to some root privileges with your own user password.

Example: sudo mount /dev/hda4 /home

## Standard I/O, redirections, pipes

More about command output

- All the commands outputting text on your terminal do it by writing to their *standard output*.
- Standard output can be written (redirected) to a file using the > symbol
- Standard output can be appended to an existing file using the >> symbol

### Standard output redirection examples

```
ls ~adam/* > ~gwb/debug.txt
cat obiwan_kenobi.txt > starwars_biographies.txt
cat han_solo.txt >> starwars_biographies.txt
echo "README: No such file or directory" > README
Useful way of creating a file without a text editor.
```

# Standard input

More about command input

Lots of commands, when not given input arguments, can take their input from *standard input*.

sort

windows

linux

[Ctrl][D]

linux

Windows

sort takes its input from the standard input: in this case, what you type in the terminal (ended by [Ctrl][D])

sort < participants.txt

The standard input of sort is taken from the given file.

## Pipes

Unix pipes are very useful to redirect the standard output of a command to the standard input of another one.

Examples:- **cat \*.log | grep -i error | sort**

- grep -ri error . | grep -v “ignored” | sort -u > serious\_errors.log
- cat /home/\*/homework.txt | grep mark | more

This one of the most powerful features in Unix shells!

# The tee command

## **tee [-a] file**

The tee command can be used to send standard output to the screen and to a file simultaneously.

## **make | tee build.log**

Runs the make command and stores its output to build.log.

## **make install | tee -a build.log**

Runs the make install command and appends its output to build.log.

# Standard error

Error messages are usually output (if the program is well written) to *standard error instead of standard output*.

Standard error can be redirected through 2> or 2>>

Example:

```
cat f1 f2 nofile > newfile 2> errfile
```

Note: 1 is the descriptor for standard output, so 1> is equivalent to >.

Can redirect both standard output and standard error to the same file using &> :

```
cat f1 f2 nofile &> wholefile
```

## The yes command

Useful to fill standard input with always the same string.

**yes <string> | <command>**

Keeps filling the standard input of <command> with <string> (y by default).

Examples

yes | rm -r dir/

bank> yes no | credit\_applicant

yes "" | make oldconfig

(equivalent to hitting [Enter] to accept all default settings)

# Special devices

Device files with a special behavior or contents

**/dev/null** :- The data sink! Discards all data written to this file. Useful to get rid of unwanted output, typically log information:

```
mplayer black_adder_4th.avi &> /dev/null  
/dev/zero
```

Reads from this file always return \0 characters

Useful to create a file filled with zeros:  
dd if=/dev/zero of=disk.img bs=1k  
count=2048

## **/dev/full**

Mimics a full device.

Useful to check that your application properly handles this kind of situation.

See man full for details.

## **/dev/random**

Returns random bytes when read. Mainly used by cryptographic programs. Uses interrupts from some device drivers as sources of true randomness (“entropy”). Reads can be blocked until enough entropy is gathered.

## **/dev/urandom**

For programs for which pseudo random numbers are fine. Always generates random bytes, even if not enough entropy is available (in which case it is possible, though still difficult, to predict future byte sequences from past ones).

See man random for details.



# Task control

Full control on tasks

Processes

- Unix supports true preemptive multitasking.
- Ability to run many tasks in parallel, and abort them even if they corrupt their own state and data.
- Ability to choose which programs you run.
- Ability to choose which input your programs takes, and where their output goes.

“Everything in Unix is a file Everything in Unix that is not a file is a process”

Processes : Instances of a running programs

Several instances of the same program can run at the same time Data associated to processes: ( Open files, allocated memory, stack, process id, parent, priority, state... )

## Running jobs in background

Same usage throughout all the shells Useful

- For command line jobs which output can be examined later, especially for time consuming ones.
- To start graphical applications from the command line and then continue with the mouse.

Starting a task: add & at the end of your line:

```
find_prince_charming –cute --clever –rich &
```

## Background job control

### jobs

Returns the list of background jobs from the same shell

[1] Running

~/bin/find\_meaning\_of\_life withoutgod

&

[2]+ Running make mistakes &

fg

fg %<n>

Puts the last / nth background job in foreground mode

Moving the current task in background mode:

[Ctrl] Z

bg

kill %<n>

Aborts the nth job.

## Job control example

```
> jobs
```

```
[1]Running
```

```
~/bin/find_meaning_of_life withoutgod
```

```
&
```

```
[2]+ Running make mistakes &
```

```
> fg
```

```
make mistakes
```

```
> [Ctrl] Z
```

```
[2]+ Stopped make mistakes
```

```
> bg
```

```
[2]+ make mistakes &
```

```
> kill %1
```

```
[1]+ Terminated
```

```
~/bin/find_meaning_of_life withoutgod
```

# Listing all processes

... whatever shell, script or process they are started from

**ps -ux** ( Lists all the processes belonging to the current user)

**ps -aux** (Note: ps edf on System V systems)

Lists all the processes running on the system

**ps -aux | grep bart | grep bash**

USER	PID	%CPU	%MEM	VSZ	RSS	TTY	STAT	START TIME	COMMAND
bart	3039	0.0	0.2	5916	1380	pts/2	S	14:35	0:00 /bin/bash
bart	3134	0.0	0.2	5388	1380	pts/3	S	14:36	0:00 /bin/bash
bart	3190	0.0	0.2	6368	1360	pts/4	S	14:37	0:00 /bin/bash
bart	3416	0.0	0.0	0	0	pts/2	RW	15:07	0:00 [bash]

**PID:** Process id

**VSZ:** Virtual process size (code + data + stack)

**RSS:** Process resident size: number of KB currently in RAM

**TTY:** Terminal

**STAT:** Status: R (Runnable), S (Sleep), W (paging), Z (Zombie)...

# Live process activity

**top** Displays most important processes, sorted by cpu percentage  
top 15: 44:33 up 1:11, 5 users, load average: 0.98, 0.61, 0.59  
Tasks: 81 total, 5 running, 76 sleeping, 0 stopped, 0 zombie  
Cpu(s): 92.7% us, 5.3% sy, 0.0% ni, 0.0% id, 1.7% wa, 0.3% hi, 0.0% si  
Mem: 515344k total, 512384k used, 2960k free, 20464k buffers  
Swap: 1044184k total, 0k used, 1044184k free, 277660k cached

PID	USER	PR	NI	VIRT	RES	SHR	S	%CPU	%MEM	TIME+	COMMAND
3809	jdoe	25	0	6256	3932	1312	R	93.8	0.8	0:21.49	bunzip2
2769	root	16	0	157m	80m	90m	R	2.7	16.0	5:21.01	X
3006	jdoe	15	0	30928	15m	27m	S	0.3	3.0	0:22.40	kdeinit
3008	jdoe	16	0	5624	892	4468	S	0.3	0.2	0:06.59	autorun
3034	jdoe	15	0	26764	12m	24m	S	0.3	2.5	0:12.68	kscd
3810	jdoe	16	0	2892	916	1620	R	0.3	0.2	0:00.06	top

- You can change the sorting order by typing M: Memory usage, P: %CPU, T: Time.
- You can kill a task by typing k and the process id.

# Killing processes

**kill <pids>** Sends an abort signal to the given processes. Lets processes save data and exit by themselves. Should be used first.

Example: kill 3039 3134 3190 3416

## **kill -9 <pids>**

Sends an immediate termination signal. The system itself terminates the processes. Useful when a process is really stuck (doesn't answer to kill 1).

kill -9 -1 Kills all the processes of the current user. 1: means all processes.

## **killall [-< signal>] <command>**

**Kills all the jobs running <command>. Example:**

**killall bash**

**xkill**

Lets you kill a graphical application by clicking on it! Very quick! Convenient when you don't know the application command name.

# Environment variables

Shells let the user define *variables*. They can be reused in shell commands.

Convention: lower case names

You can also define *environment variables*: variables that are also visible within scripts or executable called from the shell.

Convention: upper case names.

**env** Lists all defined environment variables and their value.

Shell variables (bash)

```
projdir=/home/marshall/coolstuff
```

```
ls -la
```

```
$projdir; cd $projdir
```

Environment variables (bash)

```
cd $HOME
```

```
export DEBUG=1
```

```
./find_extraterrestrial_life
```

(displays debug information if DEBUG is set)

# Main standard environment variables

**Used by lots of applications!**

**LD\_LIBRARY\_PATH** Shared library search path

**DISPLAY** Screen id to display X (graphical) applications on.

**EDITOR** Default editor (vi, emacs...)

**HOME** Current user home directory

**HOSTNAME** Name of the local machine

**MANPATH** Manual page search path

**PATH** Command search path

**PRINTER** Default printer name

**SHELL** Current shell name

**TERM** Current terminal type

**USER** Current user name

# PATH environment variables

## PATH

Specifies the shell search order for commands

/  
home/acox/bin:/usr/local/bin:/usr/kerberos/bin:  
n:

/usr/bin:/bin:/usr/X11R6/bin:/bin:/usr/bin

## LD\_LIBRARY\_PATH

Specifies the shared library (binary code

libraries shared by  
applications, like the C library) search order  
for ld

/usr/local/lib:/usr/lib:/lib:/usr/X11R6/lib

## MANPATH

Specifies the search order for manual pages

/usr/local/man:/usr/share/man

It is strongly recommended not to have the  
“.” directory in your PATH environment  
variable, in particular not at the beginning:

- A cracker could place a malicious ls file  
in your directories. It would get  
executed when you run ls in this  
directory and could do naughty things to  
your data.
- If you have an executable file called test  
in a directory, this will override the  
default test program and some scripts  
will stop working properly.
- Each time you cd to a new directory, the  
shell will waste time updating its list of  
available commands.

Call your local commands as follows: ./test

## Alias Command

Shells let you define command *aliases*: *shortcuts for commands you use very frequently.*

Examples

➤ **alias ls='ls la'**

Useful to always run commands with default arguments.

➤ **alias rm='rm i'**

Useful to make rm always ask for confirmation.

➤ **alias frd='find\_ram\_device asap --risky'**

Useful to replace very long and frequent commands.

➤ **alias cia='. /home/sydney/env/cia.sh'**

Useful to set an environment in a quick way

(. is a shell command to execute the content of a shell script).

# The which command

Before you run a command, which tells you where it is found

```
bash> which ls
```

```
alias ls='ls --color= tty'
```

```
/bin/ls
```

```
tcsh> which ls
```

```
ls: aliased to ls --color=tty
```

```
bash> which alias
```

```
/usr/bin/which: no alias in
```

```
(/usr/local/bin:/usr/bin:/bin:/usr/X11R6/bin)
```

```
tcsh> which alias
```

```
alias: shell builtin command.
```

# ~/.bashrc file

## ➤ **~/.bashrc**

Shell script read each time a bash shell is started

You can use this file to define

- Your default environment variables (PATH, EDITOR...).
- Your aliases.
- Your prompt (see the bash manual for details).
- A greeting message.

# Command history

**history** :- Displays the latest commands that you ran and their number. You can copy and paste command strings.

You can recall the latest command:

!!

You can recall a command by its number

!1003

You can recall the latest command matching a starting string:

**!cat**

You can make substitutions on the latest command:

^more^less

You can run another command with the same arguments:

more !\*

## Text editors

Graphical text editors

Fine for most needs

- **nedit**
- **Emacs, Xemacs**
- **Kate, Gedit**

Textonly text editors

Often needed for sysadmins and great for power users

- vi, vim
- nano

## The nedit text editor

<http://www.nedit.org/>

Best text editor for non vi or emacs experts

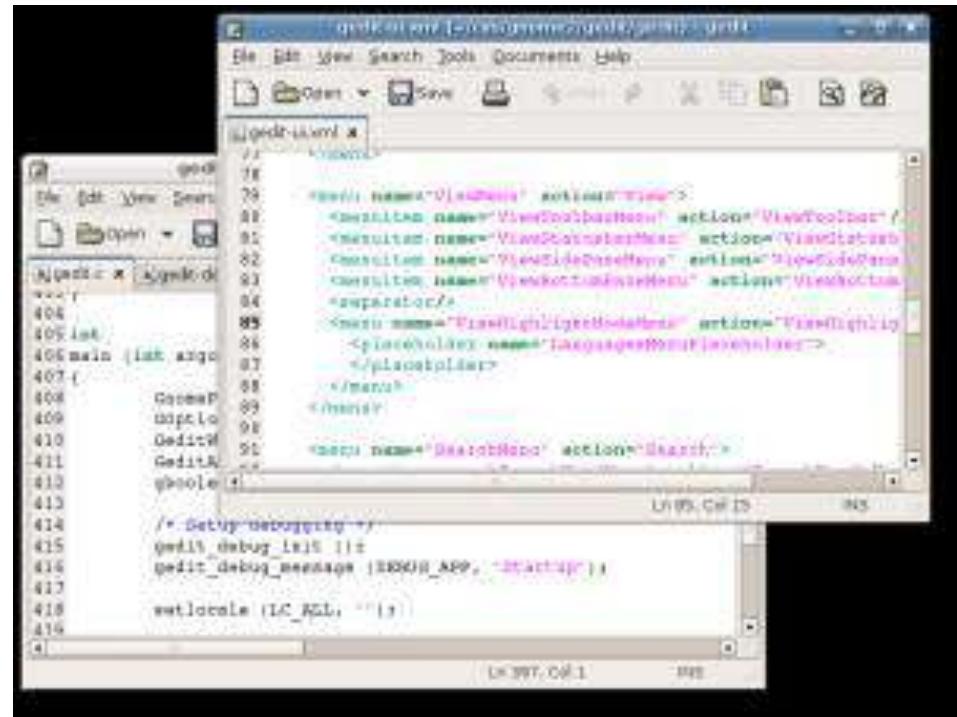
Feature highlights:

- Very easy text selection and moving
  - Syntax highlighting for most languages and formats. Can be tailored for your own log files, to highlight particular errors and warnings.
  - Easy to customize through menus
- Not installed by default by all distributions

# Kate and gedit

**Kate** is a powerful text editor dedicated to programming activities, for KDE  
<http://kate.kde.org>

**Gedit** is a text editor for the Gnome environment  
<http://projects.gnome.org/gedit/>

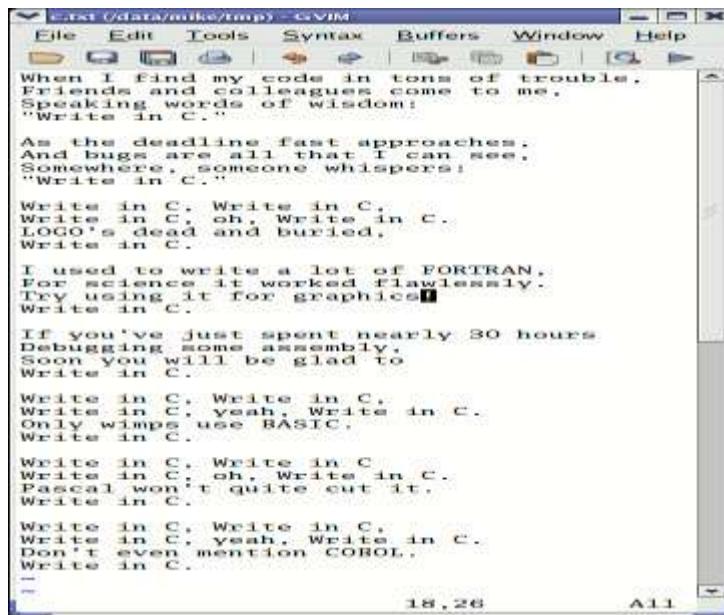


# Vi Editor

Textmode text editor available in all Unix systems. Created before computers with mice appeared.

- Difficult to learn for beginners used to graphical text editors.
- Very productive for power users.
- Often can't be replaced to edit files in system administration or in Embedded Systems, when you just have a text console.

## vim vi improved



**vi implementation now found in most GNU / Linux host systems**

- Implements lots of features available in modern editors: syntax highlighting, command history, help, unlimited undo and much much more.
- Cool feature example: can directly open compressed text files.
- Comes with a GTK graphical interface (gvim)
- Unfortunately, not free software (because of a small restriction in freedom to make changes)

# Measuring disk usage

Caution: different from file size!

➤ **du -h <file> (disk usage)**

-h: returns size on disk of the given file, in human readable format: K (kilobytes), M (megabytes) or G (gigabytes), .

Without -h, du returns the raw number of disk blocks used by the file (hard to read).

Note that the -h option only exists in GNU du.

➤ **du -sh <dir>**

-s: returns the sum of disk usage of all the files in the given directory.

# Measuring disk space

## **df -h <dir>**

Returns disk usage and free space for the filesystem containing the given directory.

Similarly, the –h option only exists in GNU df.

Example:

➤ **df -h .**

Filesystem	Size	Used	Avail	Use%	Mounted on
/dev/hda5	9.2G	7.1G	1.8G	81%	/

➤ **df -h**

Returns disk space information for all filesystems available in the system. When errors happen, useful to look for full filesystems.

# Compressing and decompressing

Very useful for shrinking huge files and saving space

➤ **g[un]zip <file>**

GNU zip compression utility. Creates .gz files. Ordinary performance (similar to Zip).

➤ **b[un]zip2 <file>**

More recent and effective compression utility. Creates .bz2 files. Usually 20-25% better than gzip.

➤ **[un]lzma <file>**

Much better compression ratio than bzip2 (up to 10 to 20%). Compatible command line options.

# Archiving

Useful to backup or release a set of files within 1 file

- **tar: originally “tape archive”**
  
- Creating an archive:  
`tar cvf <archive> <files or directories>`  
c: create  
v: verbose. Useful to follow archiving progress.  
f: file. Archive created in file (tape used otherwise).
- Example:  
**tar cvf /backup/home.tar /home**  
**bzip2 /backup/home.tar**

➤ Viewing the contents of an archive or integrity check:

**tar tvf <archive>**

t: test

➤ Extracting all the files from an archive:

**tar xvf <archive>**

➤ Extracting just a few files from an archive:

**tar xvf <archive> <files or directories>**

Files or directories are given with paths relative to the archive root directory.

## Extra options in GNU tar

### **tar = gtar = GNU tar on GNU / Linux**

Can compress and uncompress archives on the fly. Useful to avoid creating huge intermediate files Much simpler to do than with tar and bzip2!

- j option: [un]compresses on the fly with bzip2
- z option: [un]compresses on the fly with gzip
- --lzma option: [un]compresses on the fly with lzma
  
- Examples (which one will you remember?)
- gtar jcvf bills\_bugs.tar.bz2 bills\_bugs
- tar cvf bills\_bugs | bzip2 > bills\_bugs.tar.bz2

# Unix printing

Multiuser, multijob, multiclient, multiprinter

- In Unix / Linux, printing commands don't really print. They send jobs to printing queues, possibly on the local machine, on network printing servers or on network printers.
- Printer independent system:  
Print servers only accept jobs in PostScript or text. Printer drivers on the server take care of the conversion to each printers own format.
- Robust system:  
Reboot a system, it will continue to print pending jobs.



# Printing commands

Useful environment variable: **PRINTER** Sets the default printer on the system.

Example:

```
export PRINTER=lp
```

➤ **lpr [P<queue>] <files>**

Sends the given files to the specified printing queue. The files must be in text or PostScript format. Otherwise, you only print garbage.

➤ **a2ps [P<queue>] <files>**

“Any to PostScript” converts many formats to PostScript and send the output to the specified queue. Useful features:

several pages / sheet, page numbering, info frame...

## Print job control

**lpq [P<queue>]** Lists all the print jobs in the given or default queue.

lp is not ready

Rank Owner Job File(s) Total Size

1st asloane 84 nsa\_windows\_backdoors.ps 60416 bytes

2nd amoore 85 gw\_bush\_iraq\_mistakes.ps 65024000 bytes

**cancel <job#> [<queue>]** Removes the given job number from the default queue.

# Comparing files and directories

## ➤ **diff file1 file2**

Reports the differences between 2 files, or nothing if the files are identical.

## ➤ **diff -r dir1/ dir2/**

Reports all the differences between files with the same name in the 2 directories.

➤ These differences can be saved in a file using the redirection, and then later reapplied using the patch command.

➤ To investigate differences in detail, better use graphical tools!

<http://tkdiff.sourceforge.net/>

Useful tool to compare files and merge differences

Makefile vs. Makefile - TkDiff 4.0

File Edit View Mark Merge Help

Merge: Diff: Mark:

linux-2.6.6/arch/arm/Makefile      linux-2.6.8.1/arch/arm/Makefile

```

75 machine-$(CONFIG_ARCH_C0285)      := footbridge
76 incdir-$(CONFIG_ARCH_C0285)       := ebsa285
77 - machine-$(CONFIG_ARCH_FTVPCI)   := ftvpci
78 - incdir-$(CONFIG_ARCH_FTVPCI)   := nexuspc
79 - machine-$(CONFIG_ARCH_TBOX)     := tbox
80 machine-$(CONFIG_ARCH_SHARK)     := shark
81 machine-$(CONFIG_ARCH_SA1100)    := sa1100
82 ifeq ($CONFIG_ARCH_SA1100),y
83 # SA1111 DMA bug: we don't want the kernel to live in p
84 textaddr-$(CONFIG_SA1111)        := 0xc0208000
85 endif
86 machine-$(CONFIG_ARCH_PXA)       := pxa
87 machine-$(CONFIG_ARCH_L7200)      := 17200
88 machine-$(CONFIG_ARCH_INTEGRATOR) := integrator
89 machine-$(CONFIG_ARCH_CAMELOT)   := epxa10db
90 textaddr-$(CONFIG_ARCH_CLPS711X)  := 0xc0028000
91 machine-$(CONFIG_ARCH_CLPS711X)  := clps711x
92 textaddr-$(CONFIG_ARCH_FORTUNET)  := 0xc0008000
93 machine-$(CONFIG_ARCH_IOP3XX)    := iop3xx
94 ! machine-$(CONFIG_ARCH_ADIFCC)  := adifcc
95 machine-$(CONFIG_ARCH_OMAP)      := omap
96 machine-$(CONFIG_ARCH_S3C2410)   := s3c2410
97 machine-$(CONFIG_ARCH_LH7A40X)   := lh7a40x
98 machine-$(CONFIG_ARCH_VERSATILE_PB) := versatile
99
100 TEXTADDR := $(textaddr-y)

```

```

76 machine-$(CONFIG_ARCH_C0285)      := footbridge
77 incdir-$(CONFIG_ARCH_C0285)       := ebsa285
78 machine-$(CONFIG_ARCH_SHARK)     := shark
79 machine-$(CONFIG_ARCH_SA1100)    := sa1100
80 ifeq ($CONFIG_ARCH_SA1100),y
81 # SA1111 DMA bug: we don't want the kernel to live in p
82 textaddr-$(CONFIG_SA1111)        := 0xc0208000
83 endif
84 machine-$(CONFIG_ARCH_PXA)       := pxa
85 machine-$(CONFIG_ARCH_L7200)      := 17200
86 machine-$(CONFIG_ARCH_INTEGRATOR) := integrator
87 machine-$(CONFIG_ARCH_CAMELOT)   := epxa10db
88 textaddr-$(CONFIG_ARCH_CLPS711X)  := 0xc0028000
89 machine-$(CONFIG_ARCH_CLPS711X)  := clps711x
90 textaddr-$(CONFIG_ARCH_FORTUNET)  := 0xc0008000
91 machine-$(CONFIG_ARCH_IOP3XX)    := iop3xx
92 ! machine-$(CONFIG_ARCH_IXP4XX)  := ixp4xx
93 machine-$(CONFIG_ARCH_OMAP)      := omap
94 machine-$(CONFIG_ARCH_S3C2410)   := s3c2410
95 machine-$(CONFIG_ARCH_LH7A40X)   := lh7a40x
96 machine-$(CONFIG_ARCH_VERSATILE_PB) := versatile
97
98 +ifeq ($CONFIG_ARCH_EBSA110),y
99 +# This is what happens if you forget the IOCS16 line.
100 +# PCMCIA cards stop working.
101 +CFLAGS_3c589_cs.o :=-DISA_SIXTEEN_BIT_PERIPHERAL
102 +export CFLAGS_3c589_cs.o
103 +endif
104
105 TEXTADDR := $(textaddr-y)

```

1 of 11

## Another nice tool to compare files and merge differences Part of the kdesdk package (Fedora Core)

Kompare

File Difference Settings Help

Makefile

```

76 incdir-$(CONFIG_ARCH_C0285) := ebsa285
77 machine-$(CONFIG_ARCH_FTVPCI) := ftvpci
78 incdir-$(CONFIG_ARCH_FTVPCI) := nexuspci
79 machine-$(CONFIG_ARCH_TBOX) := tbox
80 machine-$(CONFIG_ARCH_SHARK) := shark
81 machine-$(CONFIG_ARCH_SA1100) := sa1100
82 ifeq ($(CONFIG_ARCH_SA1100),y)
83 # SA1111 DMA bug: we don't want the kernel to live in p
84 textaddr-$(CONFIG_SA1111) := 0xc0208000
85 endif
86 machine-$(CONFIG_ARCH_PXA) := pxa
87 machine-$(CONFIG_ARCH_L7200) := l7200
88 machine-$(CONFIG_ARCH_INTEGRATOR) := integrator
89 machine-$(CONFIG_ARCH_CAMELOT) := epxa10db
90 textaddr-$(CONFIG_ARCH_CLPS711X) := 0xc0028000
91 machine-$(CONFIG_ARCH_CLPS711X) := clps711x
92 textaddr-$(CONFIG_ARCH_FORTUNET) := 0xc0008000
93 machine-$(CONFIG_ARCH_IOP3XX) := iop3xx
94 machine-$(CONFIG_ARCH_ADIFCC) := adifcc
95 machine-$(CONFIG_ARCH_OMAP) := omap
96 machine-$(CONFIG_ARCH_S3C2410) := s3c2410
97 machine-$(CONFIG_ARCH_LH7A40X) := lh7a40x
98 machine-$(CONFIG_ARCH_VERSATILE_PB) := versatile
99
100 TEXTADDR := $(textaddr-y)
101 ifeq ($(inmdir-y),)
102 inmdir-y := $(machine-y)
103 endif
104 INCDIR := arch-$(inmdir-y)
105
106 export TEXTADDR GZFLAGS
107

```

Makefile

```

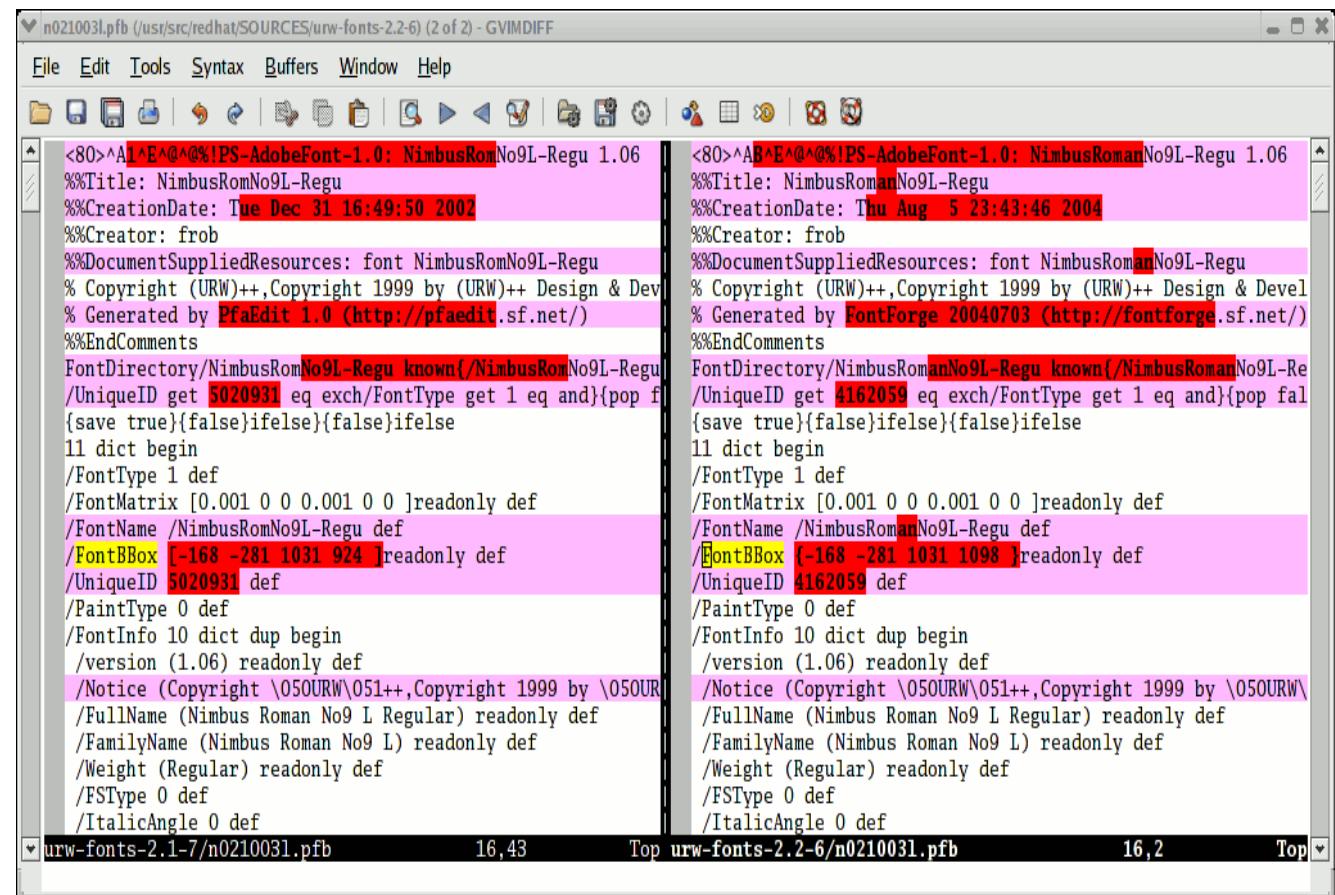
75 incdir-$(CONFIG_FOOTBRIDGE) := ebsa285
75 textaddr-$(CONFIG_ARCH_C0285) := 0x60008000
76 machine-$(CONFIG_ARCH_C0285) := footbridge
77 incdir-$(CONFIG_ARCH_C0285) := ebsa285
78 machine-$(CONFIG_ARCH_SHARK) := shark
79 machine-$(CONFIG_ARCH_SA1100) := sa1100
80 ifeq ($(CONFIG_ARCH_SA1100),y)
82 # SA1111 DMA bug: we don't want the kernel to live in p
83 textaddr-$(CONFIG_SA1111) := 0xc0208000
84 endif
85 machine-$(CONFIG_ARCH_PXA) := pxa
86 machine-$(CONFIG_ARCH_L7200) := l7200
87 machine-$(CONFIG_ARCH_INTEGRATOR) := integrator
88 machine-$(CONFIG_ARCH_CAMELOT) := epxa10db
89 textaddr-$(CONFIG_ARCH_CLPS711X) := 0xc0028000
89 machine-$(CONFIG_ARCH_CLPS711X) := clps711x
90 textaddr-$(CONFIG_ARCH_FORTUNET) := 0xc0008000
91 machine-$(CONFIG_ARCH_IOP3XX) := iop3xx
92 machine-$(CONFIG_ARCH_IXP4XX) := ipx4xx
93 machine-$(CONFIG_ARCH_OMAP) := omap
94 machine-$(CONFIG_ARCH_S3C2410) := s3c2410
95 machine-$(CONFIG_ARCH_LH7A40X) := lh7a40x
96 machine-$(CONFIG_ARCH_VERSATILE_PB) := versatile
97
98 ifeq ($(CONFIG_ARCH_EBSA110),y)
99 # This is what happens if you forget the IOCS16 line.
100 # PCMCIA cards stop working.
101 CFLAGS_3c589_cs.o :=-DISA_SIXTEEN_BIT_PERIPHERAL
102 export CFLAGS_3c589_cs.o
103 endif
104
105 TEXTADDR := $(textaddr-y)

```

Comparing file:/data/mike/handhelds/stock\_kernel/linux-2.6....data/mike/handhelds/stock\_kernel/linux-2.6.8.1/arch/arm/Makefile | 1 of 11 differences, 0 applied | 1 of 1 file

Another nice tool  
to view  
differences in  
files Available in  
most  
distributions  
with gvim  
Apparently not  
using  
diff.  
No issue with  
files with binary  
sections!

# gvimdiff



The screenshot shows the gvimdiff interface with two buffers open, comparing files from the urw-fonts package.

**Left Buffer:** urw-fonts-2.1-7/n0210031.pfb

```
<80>^A1^E@^@%!PS-AdobeFont-1.0: NimbusRomanNo9L-Regu 1.06
%%Title: NimbusRomanNo9L-Regu
%%CreationDate: Tue Dec 31 16:49:50 2002
%%Creator: frob
%%DocumentSuppliedResources: font NimbusRomanNo9L-Regu
% Copyright (URW)++, Copyright 1999 by (URW)++ Design & Dev
% Generated by PfaEdit 1.0 (http://pfaedit.sf.net/)
%%EndComments
FontDirectory/NimbusRomanNo9L-Regu known{/NimbusRomanNo9L-Regu
/UniqueID get 5020931 eq exch/FontType get 1 eq and}{pop f
{save true}{false}ifelse}{false}ifelse
11 dict begin
/FontType 1 def
/FontMatrix [0.001 0 0 0.001 0 0 ]readonly def
/FontName /NimbusRomanNo9L-Regu def
/FontBBox [-168 -281 1031 924 ]readonly def
/UniqueID 5020931 def
/PaintType 0 def
/FontInfo 10 dict dup begin
/version (1.06) readonly def
/Notice (Copyright \050URW\051++, Copyright 1999 by \050URW\051)
/FullName (Nimbus Roman No9 L Regular) readonly def
/FamilyName (Nimbus Roman No9 L) readonly def
/Weight (Regular) readonly def
/FSType 0 def
/ItalicAngle 0 def
```

**Right Buffer:** urw-fonts-2.2-6/n0210031.pfb

```
<80>^A1^E@^@%!PS-AdobeFont-1.0: NimbusRomanNo9L-Regu 1.06
%%Title: NimbusRomanNo9L-Regu
%%CreationDate: Thu Aug 5 23:43:46 2004
%%Creator: frob
%%DocumentSuppliedResources: font NimbusRomanNo9L-Regu
% Copyright (URW)++, Copyright 1999 by (URW)++ Design & Dev
% Generated by FontForge 20040703 (http://fontforge.sf.net/)
%%EndComments
FontDirectory/NimbusRomanNo9L-Regu known{/NimbusRomanNo9L-Regu
/UniqueID get 4162059 eq exch/FontType get 1 eq and}{pop f
{save true}{false}ifelse}{false}ifelse
11 dict begin
/FontType 1 def
/FontMatrix [0.001 0 0 0.001 0 0 ]readonly def
/FontName /NimbusRomanNo9L-Regu def
/FontBBox [-168 -281 1031 1098 ]readonly def
/UniqueID 4162059 def
/PaintType 0 def
/FontInfo 10 dict dup begin
/version (1.06) readonly def
/Notice (Copyright \050URW\051++, Copyright 1999 by \050URW\051)
/FullName (Nimbus Roman No9 L Regular) readonly def
/FamilyName (Nimbus Roman No9 L) readonly def
/Weight (Regular) readonly def
/FSType 0 def
/ItalicAngle 0 def
```

# The find command

➤ **find . Name “\*.pdf”**

Lists all the \*.pdf files in the current (.) directory or subdirectories. You need the double quotes to prevent the shell from expanding the \* character.

➤ **find docs name “\*.pdf” exec xpdf {} ‘;**

Finds all the \*.pdf files in the docs directory and displays one after the other.

➤ Many more possibilities available! However, the above 2 examples cover most needs.

# The locate command

Much faster regular expression search alternative to find locate keys

Lists all the files on your system with keys in their name.

➤ **locate “\*.pdf”**

Lists all the \*.pdf files available on the whole machine

➤ **locate “/home/fridge/\*coke\*”**

Lists all the \*coke\* files in the given directory (absolute path)

➤ locate is much faster because it indexes all files in a dedicated database, which is updated on a regular basis.

find is better to search through recently created files.

# Changing users

You do not have to log out to log on another user account!

➤ `su hyde`

(Rare) Change to the hyde account, but keeping the environment variable settings of the original user.

➤ `su jekyll`

(More frequent) Log on the jekyll account, with exactly the same settings as this new user.

➤ **su -** When no argument is given, it means the root user.

# The wget command

Instead of downloading files from your browser, just copy and paste their URL and download them with wget!

## wget main features

- http and ftp support
- Can resume interrupted downloads
- Can download entire sites or at least check for bad links
- Very useful in scripts or when no graphics are available (system administration, embedded systems)
- Proxy support (http\_proxy and ftp\_proxy env. variables)

**wget -c <http://microsoft.com/customers/dogs/winxp4dogs.zip>**

Continues an interrupted download.

wget -m <http://lwn.net/>

Mirrors a site.

wget -r -np <http://www.xml.com/ldd/chapter/book/>

Recursively downloads an online book for offline access.

-np: "nparent". Only follows links in the current directory.

## Misc commands

### ➤ **sleep 60**

Waits for 60 seconds (doesn't consume system resources).

### ➤ **wc report.txt** (word count)

```
438 2115 18302 report.txt
```

Counts the number of lines, words and characters in a file or in standard input.

# Compiling simple applications

The compiler used for all Linux systems is GCC

<http://gcc.gnu.org>

➤ To compile a singlefile application, developed in C :

**gcc -o test test.c**

Will generate a test binary, from the test.c source file For C++ :

**g++ -o test test.cc**

The –Wall option enables more warnings

To compile sources files to object files and link the application :

**gcc -c test1.c**

**gcc -c test2.c**

**gcc -o test test1.o test2.o**

gcc automatically calls the linker ld



# Thank You

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<http://www.wavedigitech.com/>  
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