**Code Meaning**  
- Normal data file: This may be text, an executable program, graphics, compressed  
data, or just about any other type of data.  
d Directory: Disk directories are files just like any others, but they contain filenames  
and pointers to disk inodes.  
l Symbolic link: The file contains the name of another file or directory. When Linux  
accesses the symbolic link, it tries to read the linked-to file.  
p Named pipe: A pipe enables two running Linux programs to communicate with  
each other. One opens the pipe for reading, and the other opens it for writing,  
enabling data to be transferred between the programs.  
s Socket: A socket is similar to a named pipe, but it permits network and bidirectional links.  
b Block device: This is a file that corresponds to a hardware device to and from which  
data is transferred in blocks of more than 1 byte. Disk devices (hard disks, USB  
flash drives, CD-ROMs, and so on) are common block devices.  
c Character device: A file that corresponds to a hardware device to and from which  
data is transferred in units of 1 byte. Examples include parallel port, RS-232 serial  
port, and audio devices.

This string (-rwxr-xr-x in this example) is 10 characters long. The first character has  
special meaning—it’s the *file type code*. The type code determines how Linux will interpret  
the file—as ordinary data, a directory, or a special file type. Table 4.4 summarizes Linux  
type codes.