

# Managing Files and Directories



Chris Brown

# In This Module ...

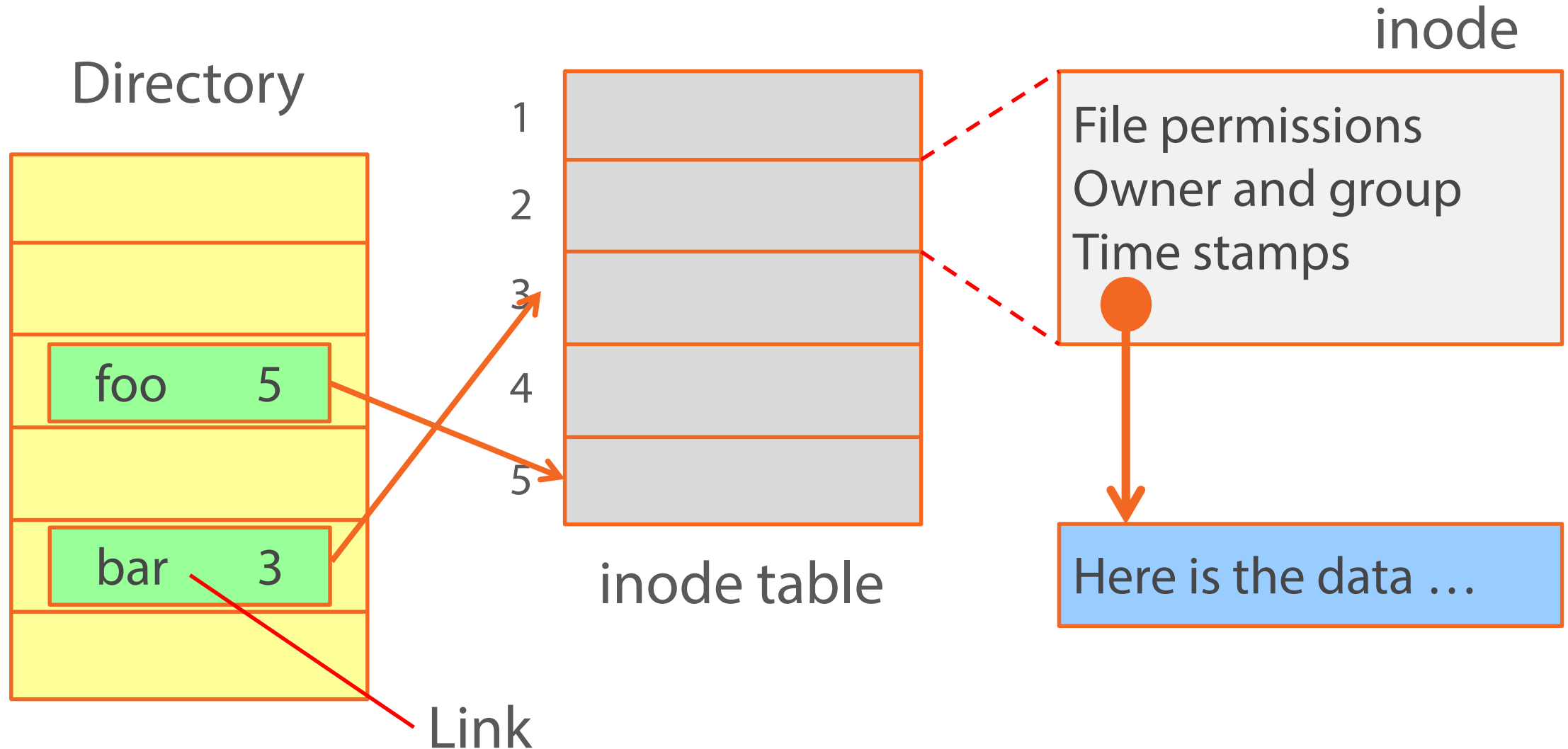
File System Structure  
Links, inodes, directories

Working with Directories  
Creating, deleting, listing

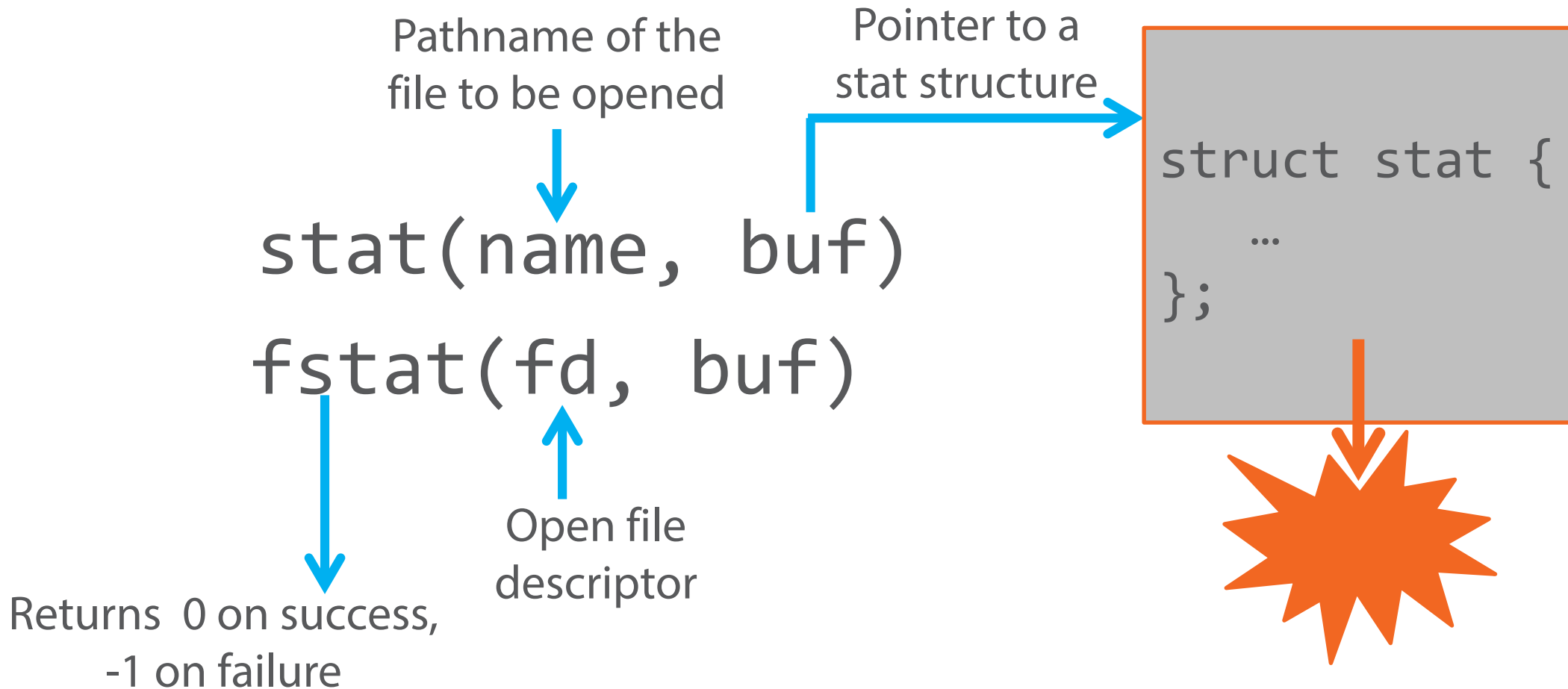
Advanced Techniques  
Monitoring file events

Demonstration:  
Directory listing

# File System Structure



# Examining File Attributes



# The stat Structure

```
struct stat {  
    dev_t    st_dev;    /* ID of device containing file */  
    ino_t    st_ino;    /* inode number */  
    mode_t   st_mode;   /* protection */  
    nlink_t  st_nlink;  /* number of hard links */  
    uid_t    st_uid;    /* user ID of owner */  
    gid_t    st_gid;    /* group ID of owner */  
    dev_t    st_rdev;   /* device ID (if special file) */  
    off_t    st_size;   /* total size, in bytes */  
    blksize_t st_blksize; /* blocksize for filesystem I/O */  
    blkcnt_t st_blocks; /* number of 512B blocks allocated */  
    time_t   st_atime;  /* time of last access */  
    time_t   st_mtime;  /* time of last modification */  
    time_t   st_ctime;  /* time of last status change */  
};
```

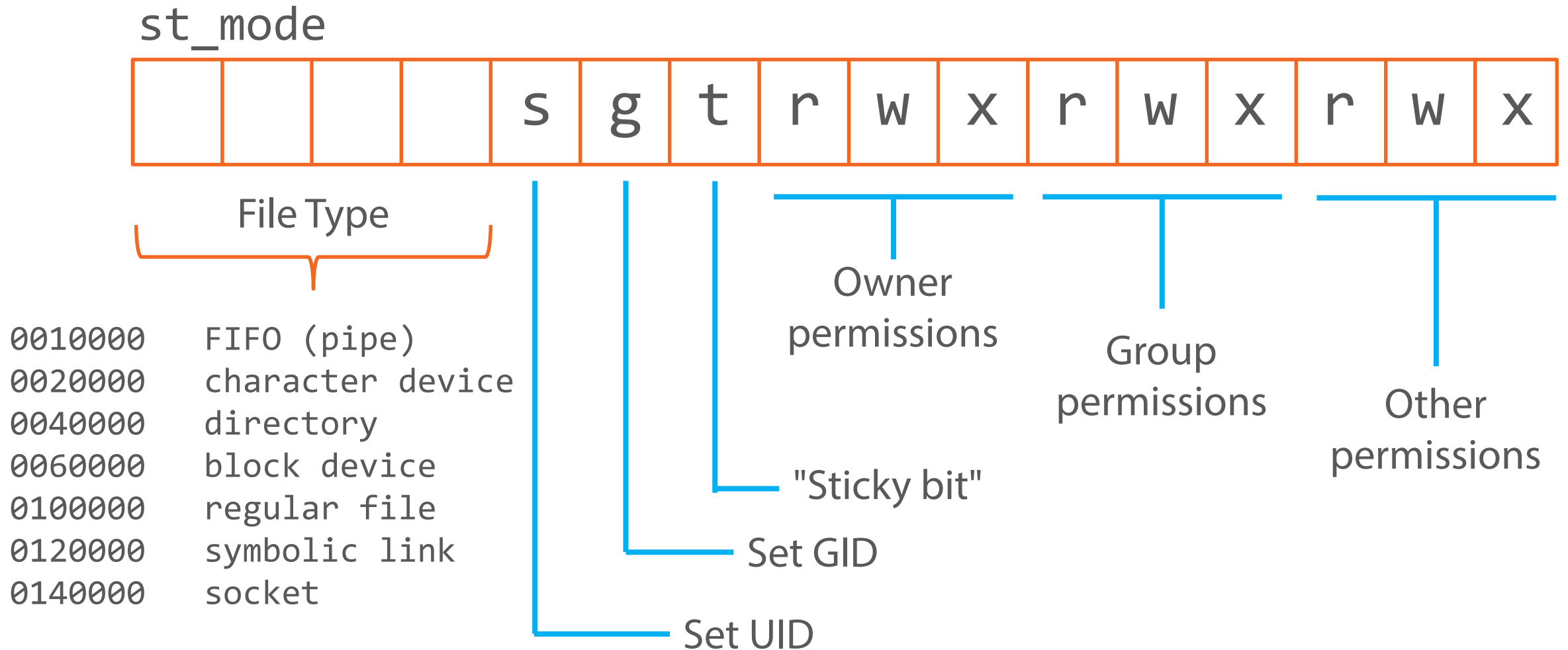
# Time Stamps



<code>st_atime</code>	Time of last access
<code>st_mtime</code>	Time of last modification
<code>st_ctime</code>	Time of last status change (inode)

The *creation* time of a file is not recorded

# File Type and Permissions



# Useful Macros

st\_mode

				s	g	t	r	w	x	r	w	x	r	w	x
--	--	--	--	---	---	---	---	---	---	---	---	---	---	---	---

File Type

S\_ISUID

S\_ISGID

S\_ISVTX

S\_IRUSR

S\_IWUSR

S\_IXUSR

S\_IRGRP

S\_IWGRP

S\_IXGRP

S\_IROTH

S\_IWOTH

S\_IXOTH

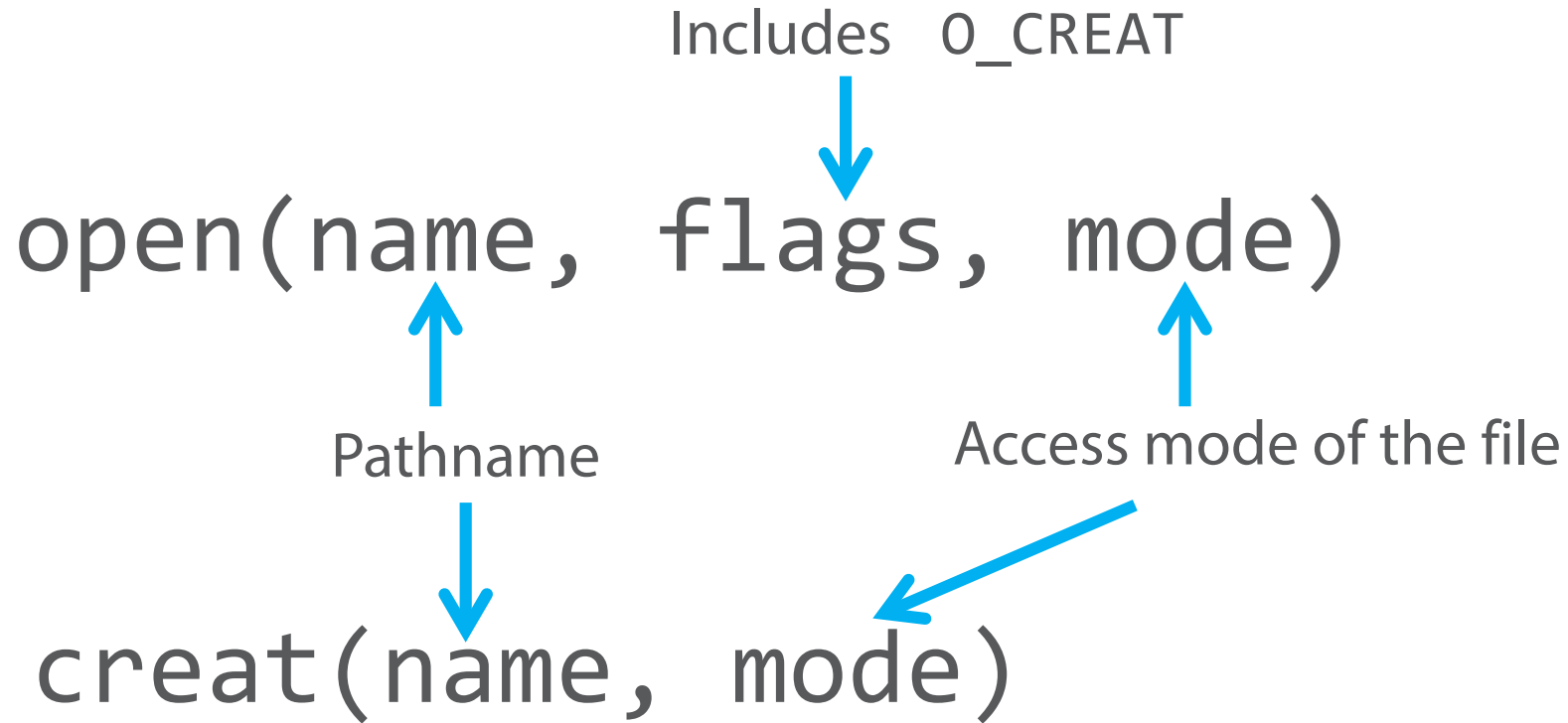
S\_ISREG  
S\_ISDIR  
S\_ISCHR  
S\_ISBLK  
S\_ISFIFO  
S\_ISLNK  
S\_ISSOCK

```
if (statbuf.st_mode & S_IWOTH)
    printf("file is world writeable");
```

```
if (S_ISREG(statbuf.st_mode))
    printf("regular file");
```



# Creating Files



# Creating and Removing Links

`link(oldname, newname)`

Gives the file an additional name

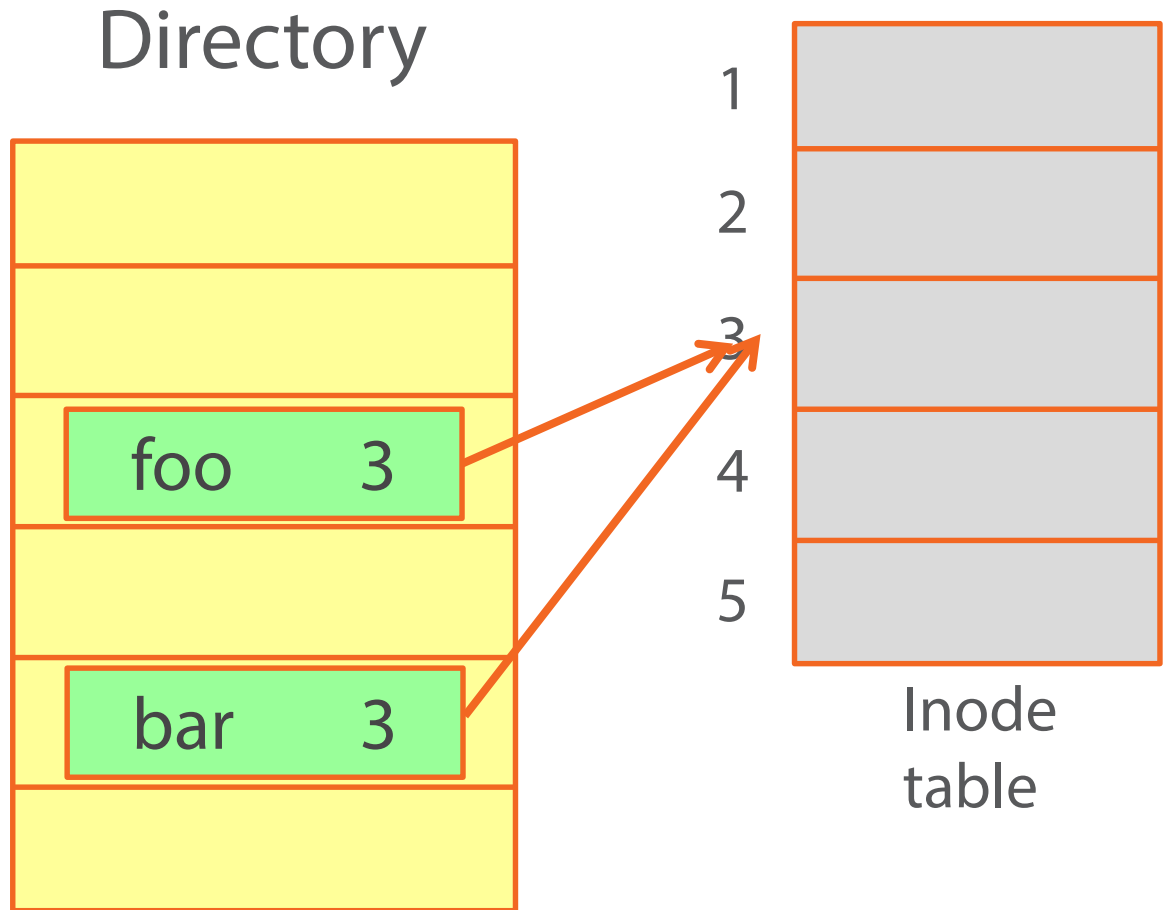
`unlink(name)`

If this is the last remaining link  
the file is deleted

Deletion is postponed if a  
process has the file open



# Creating and Removing Links

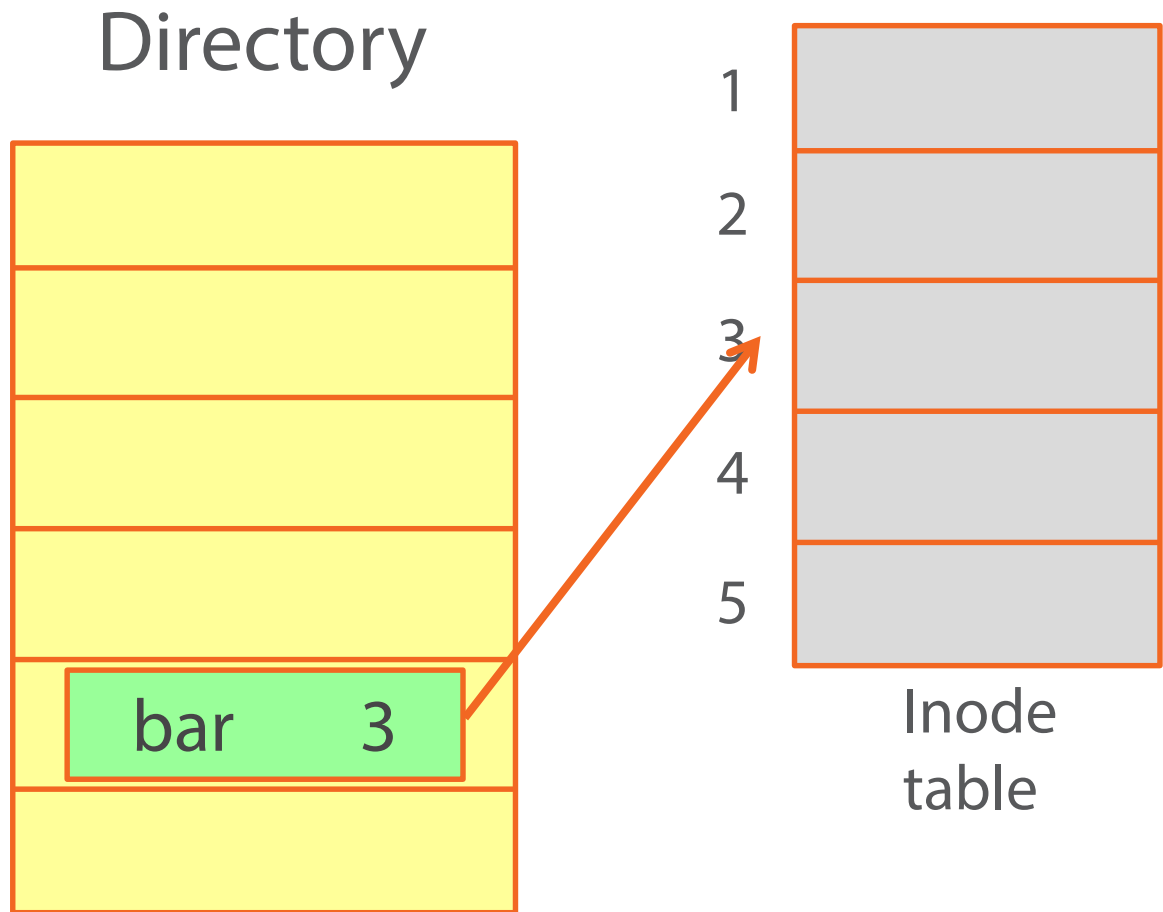


```
open("foo", O_CREAT, 0644);
```

```
link("foo", "bar");
```

```
unlink("foo");
```

# Creating and Removing Links



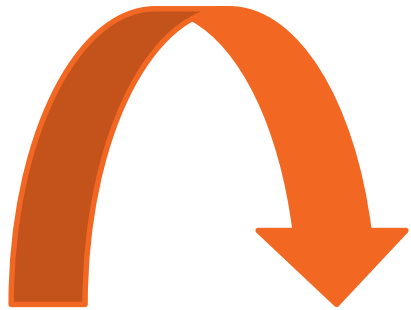
```
open("foo", O_CREAT, 0644);
```

```
link("foo", "bar");
```

```
unlink("foo");
```

# Symbolic Links

A symbolic link is a file that contains the name of another file



Similar to a shortcut on Windows

Symbolic links can do things that hard links cannot

- Link to directories
- Link across file system boundaries

# Creating Symbolic Links

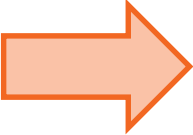
```
symlink(oldname, newname)
```

```
unlink(name)
```

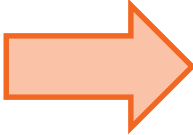
Removes the symlink, not the target file

# Hard Links vs. Symbolic Links

## Hard Link

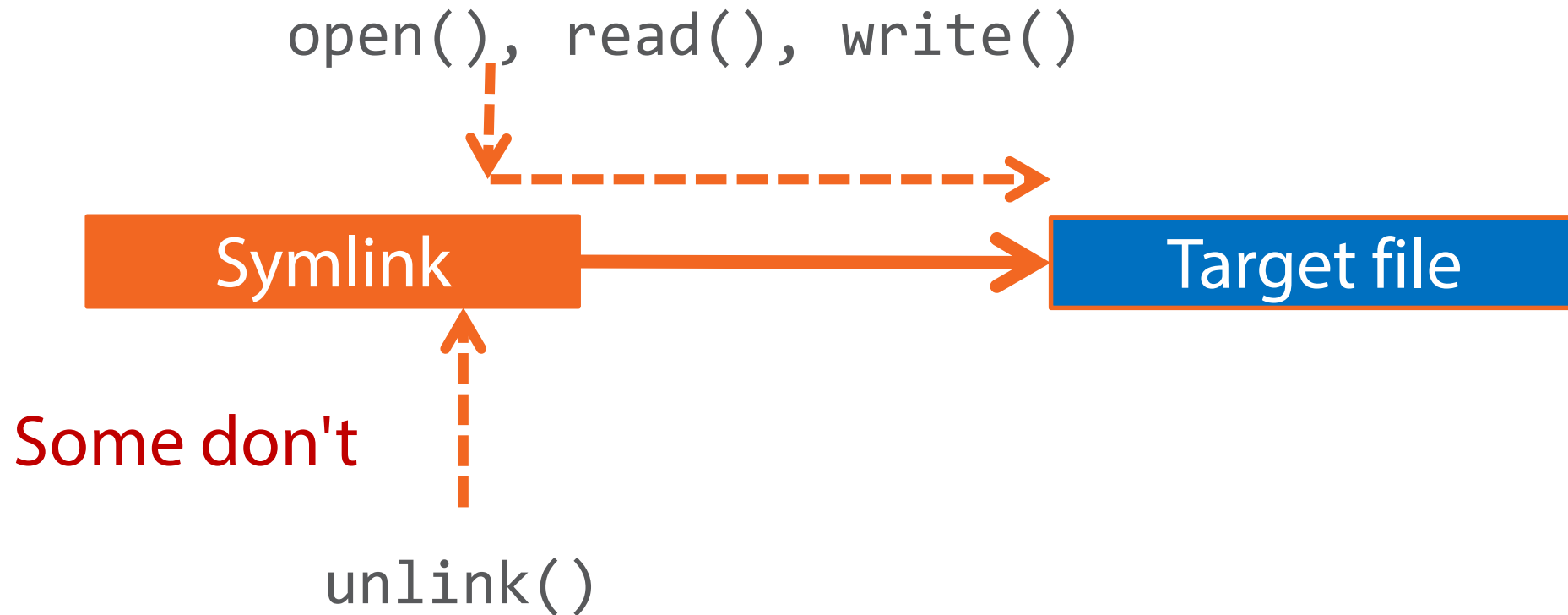
Name  inode  
number

## Symbolic Link

Name  Another  
name

# To Follow or Not to Follow

Some system calls follow symbolic links:





# Interacting with Directories



The current directory

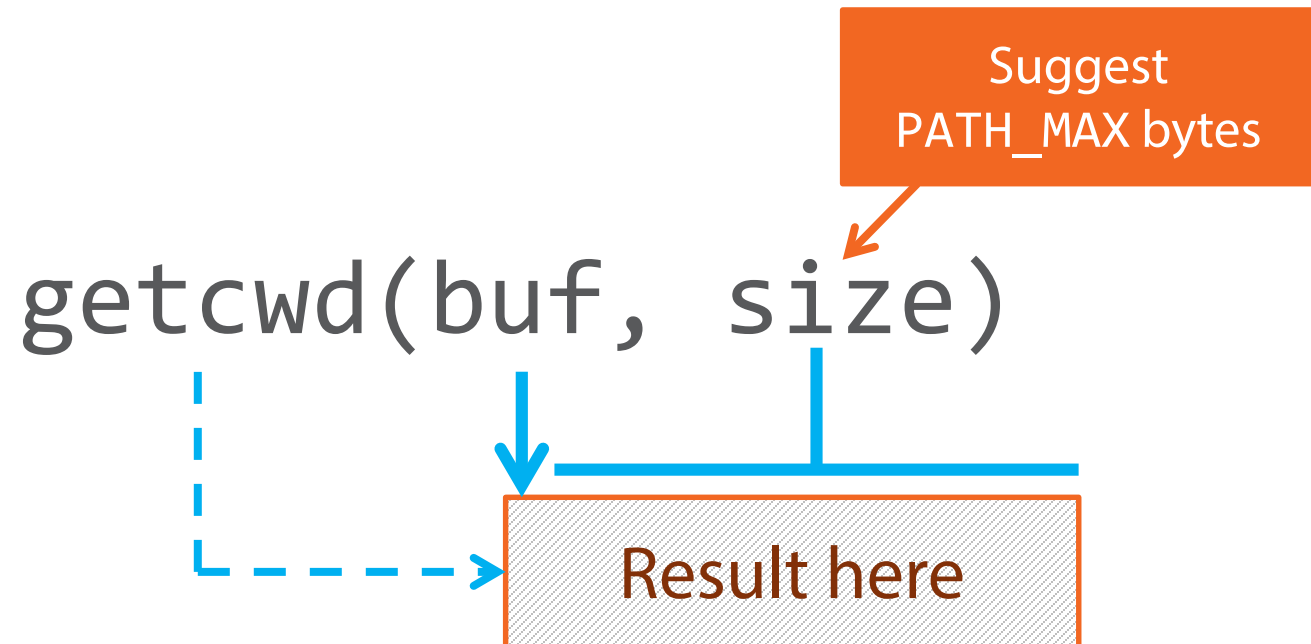
Creating and deleting directories

Reading directories

# The Current Directory



Every process has a "current directory"  
Relative path names are interpreted relative to this



# The Current Directory



A process can change its current directory

```
chdir(pathname)
```

# Creating and Deleting Directories

```
mkdir(name, mode)
```

This will only create *one* directory

`mkdir("a/b/c", 0755)` will fail unless `a`, `b` exist

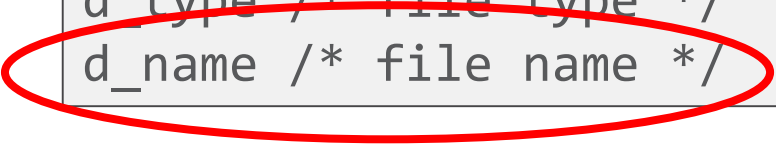
```
rmdir(name)
```

Fails unless the directory is empty

# Reading Directories

struct dirent

```
d_ino  /* inode number */  
d_type /* file type */  
d_name /* file name */
```



```
d = opendir(dirname)
```

```
info = readdir(d)
```

```
closedir(d)
```

loop



# Directory Traversal Example

```
/* Add up sizes of all files in the current directory */
```

```
#include <stdio.h>
```

```
#include <sys/stat.h>
```

```
#include <dirent.h>
```

No error checking!

```
void main()
```

```
{
```

```
    DIR *d;
```

```
    struct dirent *info;    /* A directory entry */
```

```
    struct stat sb;        /* The stat buffer */
```

```
    long total = 0;        /* Total of file sizes */
```

# Directory Traversal Example

```
d = opendir(".");

while ((info = readdir(d)) != NULL) {
    stat(info->d_name, &sb);
    total += sb.st_size;
}

closedir(d);

printf("total size = %ld\n", total);
}
```

# Doing It in Python

- Most of the calls we've seen here are available in the `os` module:

Function	Description
<code>os.stat(path)</code>	Returns a <code>stat_result</code> instance, similar to a <code>stat</code> structure
<code>os.link(src, dst)</code>	Create a new hard link
<code>os.symlink(src, dst)</code>	Create a symbolic link
<code>os.chdir(path)</code>	Change directory
<code>os.getcwd()</code>	Get current working directory

No direct equivalents to `opendir/readdir`, use `listdir` instead ...



# Python Directory Traversal

```
#!/usr/bin/python3
# Add up sizes of all files in the current directory

import os
total = 0

for file in os.listdir("."):
    statinfo = os.stat(file)
    total = total + statinfo.st_size

print ("total is", total)
```

# Monitoring File System Events



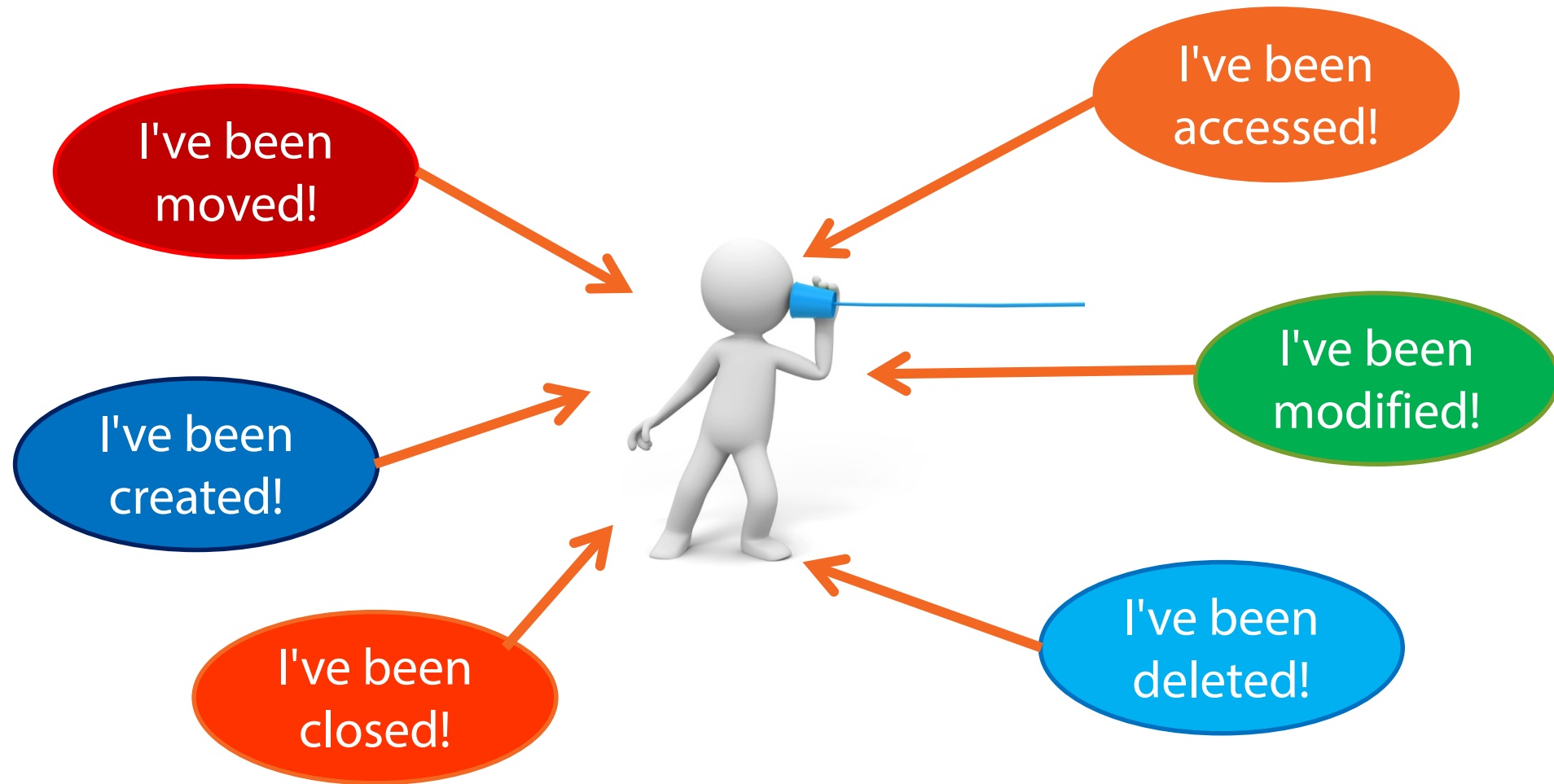
The `inotify` API

Creating an `inotify` instance

Adding to the watch list

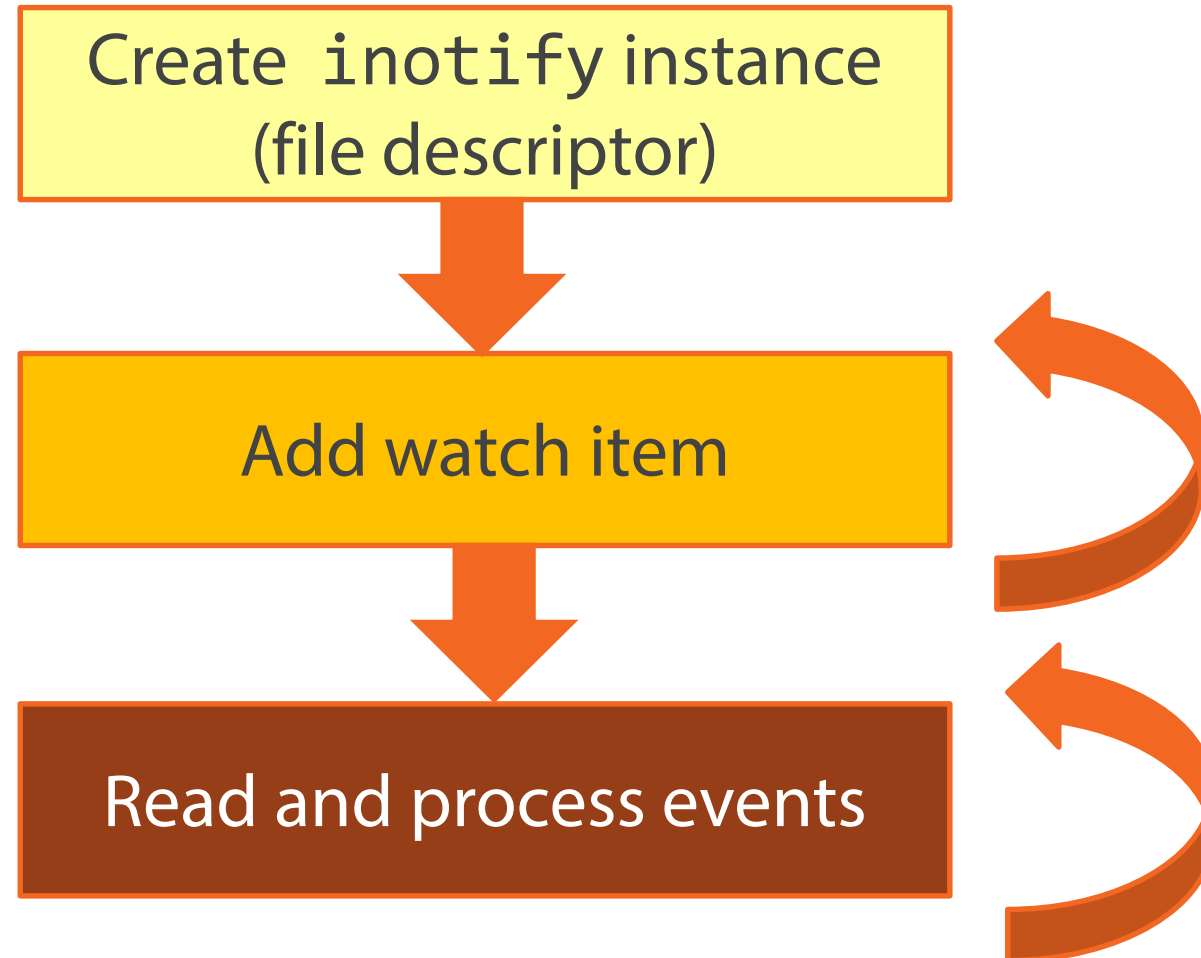
Reading events

# File System Events



Individual files or whole directories can be watched

# Three Steps



# Creating an inotify Instance

```
fd = inotify_init()
```



Returns a file descriptor on which we can later `read()` the events.

# Adding a watch Item

File descriptor of  
`inotify` instance

Name of file or directory  
to be watched.

```
wd = inotify_add_watch(fd, path, mask)
```



Returns a watch descriptor (small integer) identifying this watch

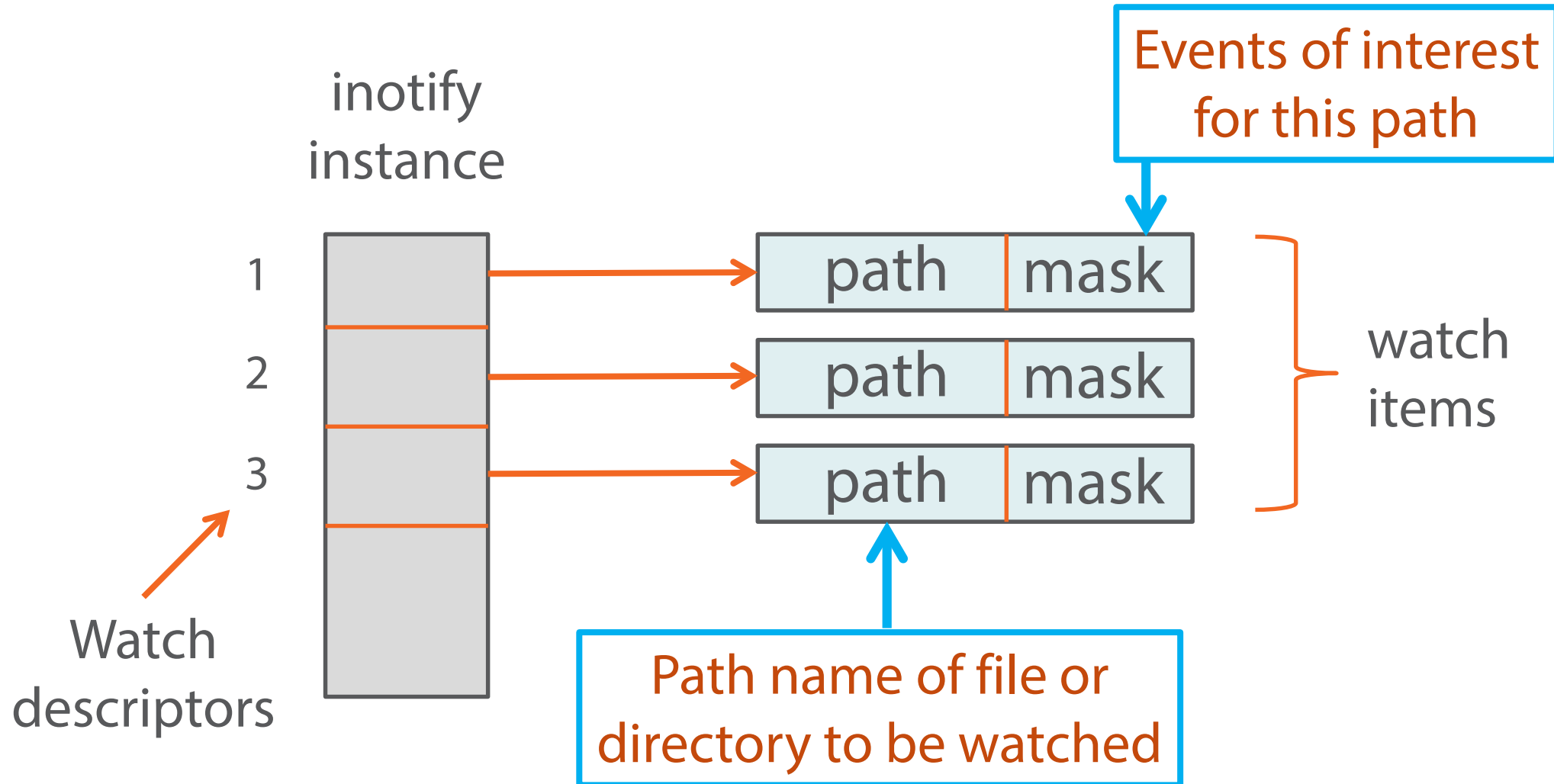
Bit mask specifying  
the events to be  
monitored

# Watches and Events in Detail

Each event is specified by a single-bit constant  
-- bitwise OR them together

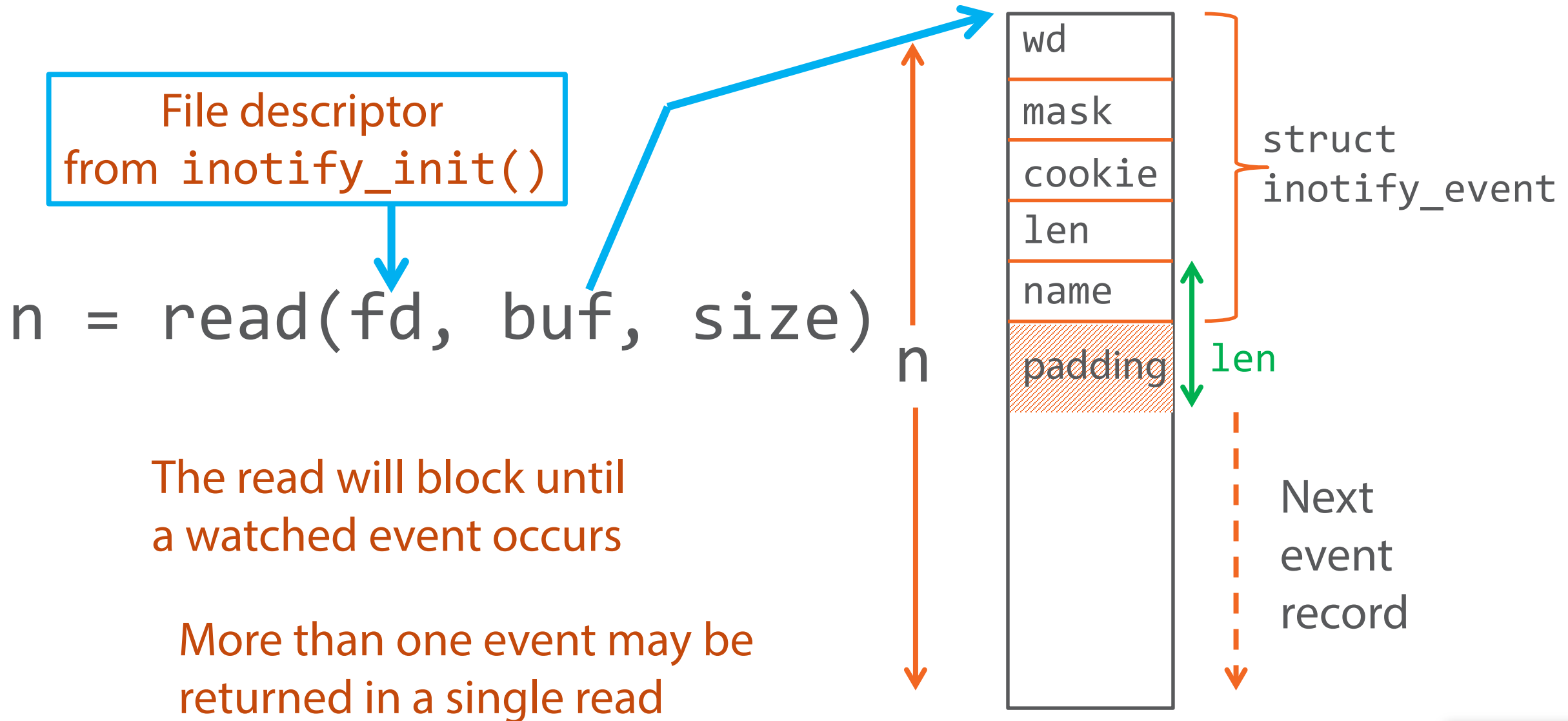
Bit value	Meaning
IN_ACCESS	File was accessed
IN_ATTRIB	File attributes changed (ownership, permissions etc.)
IN_CREAT	File created inside watched directory
IN_DELETE	File deleted inside watched directory
IN_DELETE_SELF	Watched file deleted
IN_MODIFY	File was modified
IN_MOVE_SELF	File was moved

# Watch Items

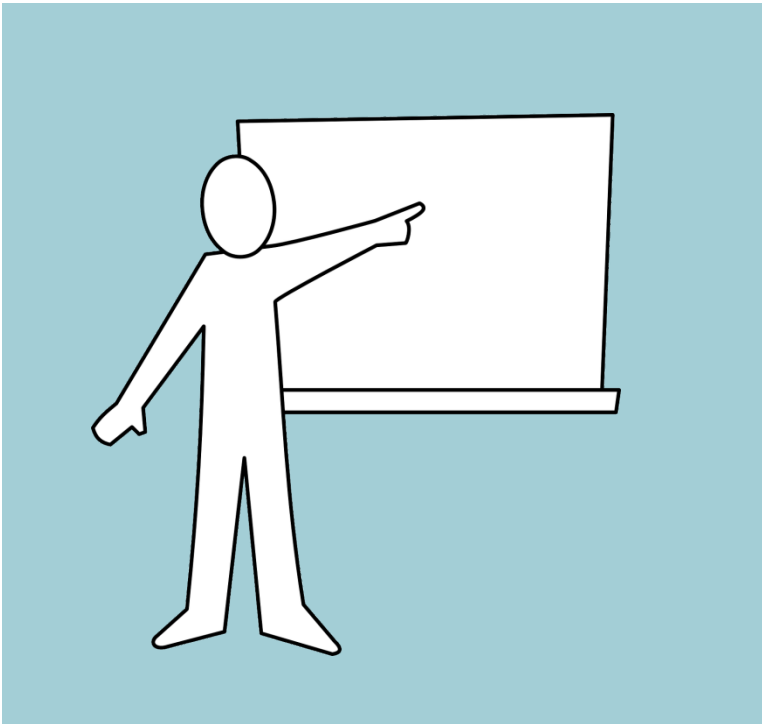




# Reading Events



# Demonstration



Read a list of files (*not* directories)  
from a configuration file

Watch them for modification  
or deletion

Report changes to a log file

# Module Summary



## File system structure

- inodes and the stat structure

## Links and symbolic links

## Directories

- Current directory
- Creation, deletion
- Traversal

## Monitoring file system events

- inotify

# Coming up in the Next Module



Accessing the command line

The Environment

Time