# Exploring Hardware

#### Device Files /dev

- Look under /dev directory in your VM (ls -la to see the file type)
  - What file types do you see?
    - -: regular file
    - d : directory
    - c : character device file
    - b : block device file
    - s: local socket file
    - p : named pipe
    - l : symbolic link
  - What is under /dev/disk?
    - Explore this folder to see if you can identify your main hard disk
    - By looking at the hardware path can you identify what type of interface the disks have? (SATA, ATA, SCSI, etc...)

### Storage

- Lookup these commands:
  - Isblk
  - fdisk
- Use Isblk and fdisk -I commands to look for following:
  - How many physical disks are attached to your system?
  - How big are the disks?
  - Is your physical disk partitioned and what are the names of the partition devices?
  - Look up what a loop device in Unix/Linux is
    - How many loop devices, and what are their mount points? Can you guess what they are?

## File system

- To create a unix/linux file system:
  - mkfs
- To get reports on file systems:
  - df
  - du
- What is your current system's disk usage?
  - How much free space left?
- How big are the files inside your home directory?
  - How much space is your home directory taking in total?

## Multiple filesystems

- /etc/fstab file specifies the disks to be mounted on Startup
  - Mount points and other attributes can be specified
- Look up these commands:
  - mount/umount
  - eject
- Things to try out:
  - Mount a second disk to your VM and see if you can format and mount it.
    - Optionally you can have this second vdisk be permanently attached to your machine by modifying /etc/fstab file. Just make sure to backup your VM before, in case something goes worng
  - Mount a cdrom/DVD drive to your VM (use an iso image and attach to your VM)
    and explore the file system inside the removable media, then eject it.

#### Other hardware

- Explore the following commands:
  - lspci
  - Isusb
  - lscpu
  - lsblk
- Try attaching a USB device to your VM and see if it shows up using lsusb