

**Gebze Technical University  
Computer Engineering**

**System Programming  
CSE344 – 2021**

**HW1-REPORT**

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## Implemented Requirements

**1-)** The program can search for any combination of the following file properties.

- Filename
- File size
- File type
- Permissions
- Number of link

Output printed as nicely formatted tree. Sample output is in below:

```
yusuf@yusuf-VirtualBox:~/Desktop/System/HW1$ make test
gcc -Wall -g -o myFind HW1_151044046.c
./myFind -w /home -f 'f2'
/home
--yusuf
----Desktop
-----dursun
-----deskT
-----system_hw1
-----read_file
-----f2
-----System
-----eski
-----HW1_eski
-----system_hw1
-----read_file
-----f2
-----HW1
-----test_dir
-----D1
-----f2
```

**2-)** If no file satisfying the search criteria has been founded “No file found” message printed.

```
yusuf@yusuf-VirtualBox:~/Desktop/System/HW1$ make test
gcc -Wall -g -o myFind HW1_151044046.c
./myFind -w /home -f 'asdadasdasdasdasdasd'
No file found
```

**3-)** If the required command line arguments are missing/invalid, The program prints usage information and exit.

```
yusuf@yusuf-VirtualBox:~/Desktop/System/HW1$ make test
gcc -Wall -g -o myFind HW1_151044046.c
./myFind -w /home
At least one search criteria must be employed
Example usage: ./a.out -w /home/yusuf/Desktop/System/HW1/test_dir -f 'f3'
# ./myFind -w /home -f 'asdadasdasdasdasdasd'
```

4-) The program tested with Valgrind. Program has no memory leak.

```
==4448== HEAP SUMMARY:
==4448==    in use at exit: 0 bytes in 0 blocks
==4448==   total heap usage: 92,435 allocs, 92,435 frees, 2,998,758,544 bytes allocated
==4448== All heap blocks were freed -- no leaks are possible
==4448==
```

4-) In case of CTRL-C the program stops execution, return all resources to the system and exit.

```
^Cctrl + z pressed
all resources returned to the system
yusuf@yusuf-VirtualBox:~/Desktop/System/HW1$
```

## Searching File

The program search given directory recursively. When a target file founded, it added to the tree data structure.

walk\_in\_dir( directory ):

Iterate on element of directory:

If( element == target\_file ):

Tree.add( element )

If( is\_directory( element ) ):

walk\_in\_dir( element )

## Tree Data Structure

Founded target files added to tree data structure. After all target files founded, the tree printed to screen.

```
35 typedef struct dir_entry_s{
36     char fname[256];
37     int size;
38     int capacity;
39     struct dir_entry_s * sub_entries;
40 }
41 dir_entry;
42
```

Tree data structure consists of directory entries. You can see the structure of directory entry from above.

Every directory and file represented as `dir_entry` in the tree. Every directory has a `dir_entry` pointer. The pointer points to an array. Initially array size is 20. During the program, size of array can be increased with `realloc()` function.

The files in the tree also has a `dir_entry` pointer. But it always points to `NULL`. Because regular files can't hold other files inside of it.

You can see the structure of the tree from below.

