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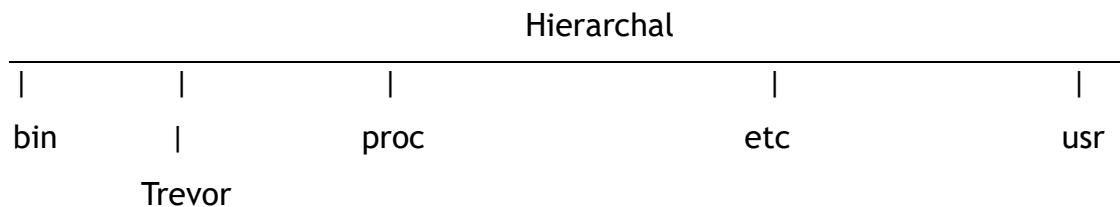
Date : 4th June 2018

Notes

File - A sequence of bytes

- Collection of data that manipulated by name
- Read from and write to....

File System Hierarchy (fsh) - Dictates file system layout (a lie?)



Flat Filesystem

flat ---->

test.c	taco.h	system
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//Disadvantage to use for the user because of naming complex, has to be unique names for every file...

“There’s no file system hierarchy, it just a illusion~”

*inodes - store attributes and block locations of data objects.

- ls - l > bunch of number (integer index, index node number)

Inside inode file

- > inode number
- > file type
- > permission list
- > physical location

Optical drive - dev - sr

Older hard drive - hd*

4 General Category of Devices

Block Devices;

> /dev/sd* //SATA HDD (hard drive disk)

> /dev/sr* //Optical media

> /dev/hd* //PATA HDD, handle large group of data, work in chunks

Char Devices;

> Data - Stream ~ Sequence of data

> istream

Pipes;

>ls | grep "taco"

Sockets;