

Operating Systems

Section 04

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Linux Links

INODE, Hard or symbolic links, build a Playground .

INODE(Index Node)

- Every file in the system has an inode(index node).
- Contains all file information except the file contents and name.
- Just like a personal ID or a password (with out a name !).
- They contain the following
 - Inode number
 - File size
 - Owner information
 - Permissions
 - File type
 - Number of links
 - ETC

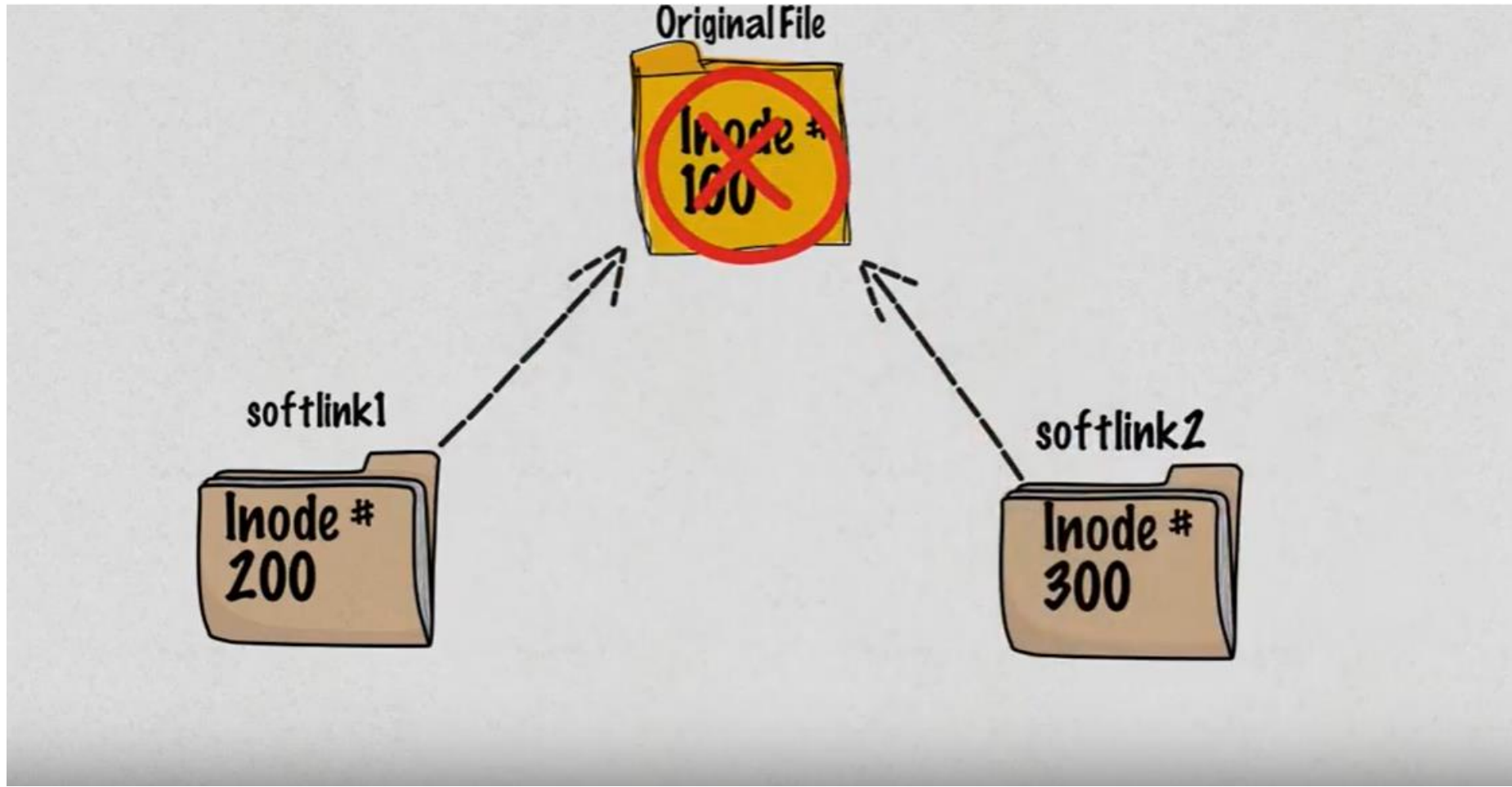
Types Of Links

- There are Two types of links Soft (Symbolic) link or hard link.
- The following creates a hard link
 - In *file link*
- The following creates a Symbolic link
 - In *-s item link*
 - Item is either a file or directory.

Symbloic Links

- It is a pointer to the original file.
- Is also known as Soft links.
- Just like a shortcut in windows.
- The file size is smaller than the file size of the original file.
- Different inode number of the original file.
- If we delete the original file the soft links will become useless.
- If delete the symbolic link only the link is deleted not the original file.

Symbloic Links

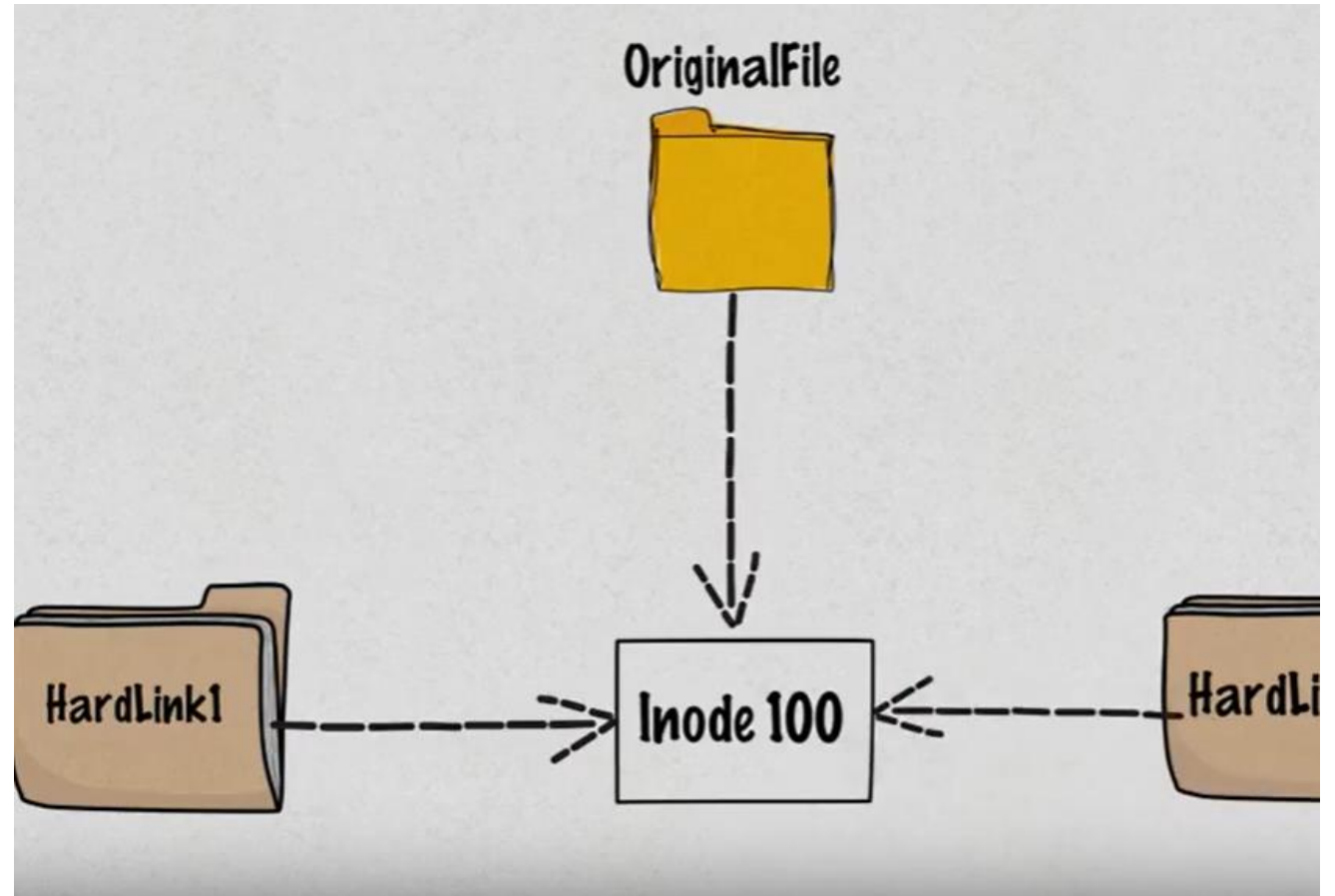


Hard Links

- The original Unix way of creating links.
- Every file has a single hard link that gives the file its name.
- When we create a hard link, we create an additional directory entry for a file.
- Have two important limitations
 - cannot reference a file outside its own file system.
 - may not reference a directory.
- Different name of the same file.
- Same file size.
- Same inode number.

Hard Links

- If we delete the original file the hard links will still contain the data that were in the original file



Let's build a Playground

- Creating Directories
 - `mkdir playground`
 - `cd playground`
 - `mkdir dir1 dir2`
- Copying Files
 - `cp /etc/passwd .`
 - `ls -l`
- Moving and Renaming Files
 - `mv passwd fun`
 - `mv fun dir1`
 - `mv dir1/fun dir2`
 - `mv dir2/fun .`
 - `mv fun dir1`
 - `mv dir1 dir2`
 - `mv dir2/dir1 .`
 - `mv dir1/fun .`

Let's build a Playground

- Creating Hard Links
 - In fun fun-hard
 - In fun dir1/fun-hard
 - In fun dir2/fun-hard
 - ls -l

```
[me@linuxbox playground]$ ls -l
total 16
drwxrwxr-x 2 me me 4096 2018-01-14 16:17 dir1
drwxrwxr-x 2 me me 4096 2018-01-14 16:17 dir2
-rw-r--r-- 4 me me 1650 2018-01-10 16:33 fun
-rw-r--r-- 4 me me 1650 2018-01-10 16:33 fun-hard
```

Let's build a Playground

- we notice is that both the second fields in the listings for fun and fun-hard contain a **4** which is the number of hard links that now exist for the file.
- Remember that a file will always have **at least one link** because the file's name is created by a link.
- How do we know that fun and fun-hard are, in fact, the same file?

```
[me@linuxbox playground]$ ls -li
total 16
12353539 drwxrwxr-x 2 me me 4096 2018-01-14 16:17 dir1
12353540 drwxrwxr-x 2 me me 4096 2018-01-14 16:17 dir2
12353538 -rw-r--r-- 4 me me 1650 2018-01-10 16:33 fun
12353538 -rw-r--r-- 4 me me 1650 2018-01-10 16:33 fun-hard
```

Let's build a Playground

- The first field is the inode number and, as we can see, both fun and fun-hard share the same inode number, which confirms they are the same file.
- Creating Symbolic Links
 - **ln -s fun fun-sym**
 - **ln -s ../fun dir1/fun-sym**
 - **ln -s ../fun dir2/fun-sym**
- Removing Files and Directories
 - **rm fun-hard**
 - **ls -l**
 - **rm -i fun**
 - **ls -l**

Working With Commands

What exactly are command,
type,which,help,man,apropos,info,whatis,alias

What Exactly are commands

- An executable program
 - like all those files we saw in `/usr/bin`
- A command built into the shell itself
 - The `cd` command, for example, is a shell builtin.
- A shell function
 - Shell functions are miniature shell scripts incorporated into the *environment*
- An alias
 - Aliases are commands that we can define ourselves, built from other commands.

Type – Display a command's Type

- A shell builtin that displays the kind of command the shell will execute, given a particular command name.
- type command
 - type type
 - type ls
 - type cp

```
[me@linuxbox ~]$ type type
type is a shell builtin
[me@linuxbox ~]$ type ls
ls is aliased to `ls --color=tty'
[me@linuxbox ~]$ type cp
cp is /bin/cp
```

which – Display an Executable's Location

- To determine the exact location of a given executable.
- Only works for executable programs, not built-ins nor aliases that are substitutes for actual executable programs.
- which command
 - which ls
 - which cp

```
[me@linuxbox ~]$ which ls  
/bin/ls
```


Getting a command's Documentation

- `--help` – Display Usage Information
 - `mkdir --help`
- `help` – Get Help for Shell Builtins
 - `help cd`
- `man` – Display a Program's Manual Page
 - `man ls`
 - On most Linux systems, `man` uses `less` to display the manual page, so all of the familiar `less` commands work while displaying the page.
 - The “manual” that `man` displays is broken into sections and covers not only user commands but also system administration commands, programming interfaces, file formats and more.
 - See the book page 70 .

Getting a command's Documentation

- **whatis** – Display One-line Manual Page Descriptions
 - **whatis ls**
 - displays the name and a one-line description of a man page matching a specified keyword:
- **apropos** – Display Appropriate Commands
 - **apropos partition**
 - search the list of man pages for possible matches based on a search term.
 - The first field in each line of output is the name of the man page, and the second field shows the section.
- **info** – Display a Program's Info Entry

alias

- Used to create a command of our own.
- It's possible to put more than one command on a line by separating each command with a semicolon.
- *command1; command2; command3...*
- **cd /usr; ls; cd -**

```
[me@linuxbox ~]$ cd /usr; ls; cd -  
bin  games  include  lib  local  sbin  share  src  
/home/me  
[me@linuxbox ~]$
```

alias

- `alias name="String"`
 - `alias foo='cd /usr; ls; cd -'`
 - `Foo`
 - `type foo`
- To remove an alias
 - `unalias foo`
 - `type foo`

References

- The book.
- <https://www.youtube.com/watch?v=4-vye3QFTFo>