

# *Unix Basics*



**Systems Programming**

# Unix Basics

- Unix directories
- Important Unix file commands
- File and Directory Access Rights through Permission Settings
- Using **chmod** to change permissions

# Unix File Structure

- **Hierarchical file system**
  - Starts at *root*, denoted `/`.
  - Abstraction is to navigate through the Unix directory structure relative to the current "working" directory.
  - Slashes separate directory levels.
  - File names cannot have blanks and lower-case is preferred {case-sensitive}.
  - Extensions are just conventions to the file system, but NOT to compilers!

# Unix File Notation

- . = the current directory
- .. = the parent directory
- ~ = my home directory (i.e., the current directory when I login)

## File name wild cards

- ? = any one character
- \* = any zero or more characters

# Unix Commands

- Basic format:

*Command –option parameters*

e.g. **ls -l labs\***

e.g. **cp new.c old.c**

- C commands can be cryptic and many are only two characters long, but an important exception is:

**man** = manual page request

e.g. **man ls**

# Commands: pwd & ls

**pwd** = print working directory

**ls** = list file names and attributes.

**-l** = long listing

**-d** = list directory itself, not contents

**-a** = all files (including starting with ".")

e.g. **ls** [just file names]

e.g. **ls -la** [lots of info!]

e.g. **ls -la labs\*** [only info labs]

e.g. **ls -d** [just directory names]

# Commands: mkdir & cd

**mkdir** = make a new directory

e.g., **mkdir newdir**

**cd** = change directory

e.g. **cd newdir**

e.g. **cd ../updir**

e.g. **cd** [change to home directory]

# Commands: mv & cp

**cp** = copy file

*cp source destination*

**-p** = preserve permissions

e.g. **cp -p new.c old.c**

e.g. **cp prog1.c prog\_dir/**

**mv** = move file

*mv source destination*

e.g. **mv prog1.c distance.c**

e.g. **mv prog1.c prog\_dir/**

For both commands if the destination is an existing directory, the file name stays the same.



# File and Directory Permissions

- Each file or directory has three sets of permissions:
  - User (i.e. owner)
    - Note - Only the user can change permissions.
  - Group
  - Other (the world!)
- Each permission set has three permissions:
  - Read
  - Write
  - Execute

These are visible left to right via:

`ls -la`

# File and Directory Permissions

- **Read access** = You can read the file contents. You can list the contents of the directory.
- **Write access** = You can write into this file. You can modify this directory.
- **Execute access** = You can run this file as a command. You can use this directory as part of a path.

To access any file, you first need execute permission on all directories from the root to the file.

# Command: chmod

**chmod** = Change mode (permissions)

*chmod mode files*

mode:

specify users: **u**, **g**, or **o**

specify attribute: **r**, **w**, or **x**

connect with action:

**+** = add

**-** = delete

**=** = set

# Command: chmod

- Examples:

```
chmod u+x prog4.cpp
```

```
chmod o-r prog4.cpp
```

```
chmod u=rwx prog4.cpp
```

```
chmod o+r,g+r prog4.cpp
```

- You can also use octal numbers:

```
chmod 700 prog2.c
```

```
chmod 750 sample.c
```

# Commands: emacs, cat, more

{generic format}

*command filename*

**emacs** = edit a file

e.g. **emacs lab1.c**

**cat** = printout text file

e.g. **cat lab1.c**

**more** = printout text file (only fill one screen)

e.g. **more lab1.c**

· hit the space bar to see more or q to quit.

# Commands: rm, ps, kill

**rm** = delete a file

e.g. **rm olddat.txt**

**ps** = print currently active processes

e.g. **ps**

**kill** = stop one of your running processes

e.g. **kill -9 26814**

# Example: ps kill

```
$emacs simple.c
{inside edit of simple.c}
^z
$ps
  PID TTY          TIME CMD
26792 pts/17        00:00:00 tcsh
26814 pts/17        00:00:00 emacs
26815 pts/17        00:00:00 ps
$ kill -9 26814
$
[1]      Killed                  emacs simple.c
```

*% type this to resume*

