

Introduction to Unix

- History
- Definitions
- Types of Shells
- Basic Commands
- Files
- Online Unix Documentation

History of Unix

- Initially invented by Dennis Ritchie and Ken Thompson at AT&T Bell Labs in the early 1970s.
- Can find out more at:
 - <http://www.bell-labs.com/history/unix>
- Ritchie also developed the C programming language for the purpose of implementing Unix.

Unique Features of Unix

- Multitasking
- Multiuser
- Portability
- Application Libraries and Tools

Windows vs. Unix

- Windows (GUIs) are easier for novice to use.
- Unix allows a user to be more productive.
 - Unix is faster.
 - Typing a few characters is faster than dragging a mouse.
 - GUIs require overhead.
 - A sequence of tasks in Unix can be easily automated.
 - Parameterized scripts can contain a sequence of commands.
 - Tools in unix can be invoked so that they work together.
 - Most Unix tools read from standard input and write to standard output and can also be connected through pipes.

Unix Organization

- Kernel
 - operating system
 - schedules tasks
 - manages resources
- Shell
 - interprets user commands
 - executes programs
- Tools
 - invoked by the shell
 - hundreds available contributed from many sources

Varieties of Unix

- See <http://www.levenez.com/unix/history.html>
- System 5 (Solaris)
 - developed by AT&T and Sun
 - shell, diablo
- BSD (Berkeley Software Distribution)
 - developed at UC Berkeley
 - later evolved into Linux
 - linprog, quake

Definitions

- Executable
 - A program in a form that can be executed by the operating system.
- Process
 - The activation of an executable.
- Daemons
 - Processes spawned by the kernel (OS) to perform tasks to manage the resources of the computer system.

Definitions (cont.)

- Shell
 - Interprets the commands you type and runs the programs that you specify in your command line.
- Built-in commands
 - Performed directly by the shell without creating a new process.
- Utilities
 - Invoked by the shell by creating a new process.

Filters

- General-purpose utilities that:
 - read from standard input and write to standard output when no arguments are given
 - all information processed by the utility is contained in the input stream or command line arguments
 - the output of any utility should be usable as the input to another utility

Shells

- sh
 - \$, Bourne shell, invented by Steve Bourne, commonly used for shell scripts.
- csh
 - %, C shell, closer to C syntax, commonly used for the command line interpreter.
- ksh
 - \$, Korn shell, invented by David Korn, like csh but with history editing.
- tcsh
 - % or >, T shell, has all of the features of csh and others like command line editing.
- bash
 - \$, Bourne-again shell, built on sh but has more advanced features.

Files

- file – a stream of bytes
- filenames – made up of any character except a slash (/)
 - case sensitive
 - Periods used for file extensions (often to indicate the type of file).
 - Filenames beginning with a dot (.) are treated a little differently.
 - Unix does not automatically make backups of files.

File Extensions (1.12)

- Unix has no specific rules regarding filename extensions.
- It depends on the utilities that access the files.
 - *.c – a C file
 - *.cpp – a C++ file
 - *.s – an assembly file
 - *.o – an object file
 - *.a – library archive
 - *.gz – gzipped file

File Extensions (cont.)

- Some file extensions may be for the user's benefit and are just conventions.
 - *.ps – a postscript file
 - *.pdf – a pdf file
 - *.tar – a tar archive file
 - *.sh – a shell script file
 - *.txt – a file containing regular text
 - *.dat – a file containing data

Wildcards (1.13)

- Can be used as a shorthand for specifying filenames.
- * – matches any character
 - *.sh prog* chap*.ps**
- ? – matches a single character
 - prog.? chap?.tex
- [character-list] – matches a single character in the list
 - d[1-9].db tmp[A-Za-z].txt

Filesystem (1.14)

- A filesystem is a group of files organized into a tree structure called directories.
- A directory is just a file that contains pointers to other files and other directories.
- / is the root of a file system.
- current working directory – the directory at which you have indicated to the shell that you are currently residing

Paths (1.16)

- Files are accessed by specifying the path of directories.
- absolute paths
 - Use a pathname where you start at / and you list the directories you go through, separated by /s to reach the file.
- relative paths
 - Start with the location that is the current working directory and the path is relative to that location.

Path Abbreviations (1.16)

- `.` – indicates the current directory
`./run.sh`
- `..` – indicates the parent directory
`../list.txt`
- `~/` – indicates your home directory
`~/login`
- `~username` – indicates a user's home directory
`~whalley/cop4342exec`

Basic Commands

- Some commands are built-in or internal to the shell. These commands do not cause the creation of a new process.
 - `cd`, `alias`, `setenv`
- Many commands are external to the shell. These commands cause a new process to be created.
 - `ls`, `cat`, `grep`, `awk`, `sed`

Basic Commands for Navigating within a Filesystem (31.2 - 31.4)

- `cd` – change directory
`cd asg1` `cd ..` `cd ~/classes/cop4342` `cd`
- `pwd` – print working directory
- `mkdir` – make a directory
`mkdir asg1`
- `rmdir` – remove a directory
`rmdir asg2`

Listing Files (8.2, 8.3, 8.5, 8.9)

- `ls`
 - list all files in alphabetical order in current working directory, except those that start with `'.'`
- `ls <names>`
 - list all files matching names, if directory matches one of the names, then list files in that directory
- `ls -l`
 - long listing, list files with more information
 - access mode, owner, group, size in bytes, date and time of last modification, and name
- `ls -a`
 - list all files including those starting with `'.'`
- `ls -t`
 - list all files in order of last modification time

Removing Files (14.3)

- “rm <filename>” to remove a file
rm misc.txt
- “rm -r <dirname>” removes a directory and all of the files within it
rm -r tmp
- Cannot recover a file after removing it short of doing a backup.

Copying and Renaming Files (10.9, 10.12)

- “cp <filename1> <filename2>” to copy a file.
cp misc.txt misc.txt.old
cp -r mydir otherdir
cp figure1.ps figure2.ps tmp/
- “mv <filename1> <filename2>” to rename a file
mv misc.txt misc.txt.old
mv *.cpp ../.

Standard Input, Output, and Error (36.15)

- standard input (0: stdin)
 - the default place where a process reads its input
- standard output (1: stdout)
 - the default place where a process writes its output
- standard error (2: stderr)
 - the default place where a process can send its error messages

Redirecting Standard I/O (43.1)

- The ability to redirect standard input and output provides great flexibility.
 - The same tool can be used in many different ways.
 - Different tools can interact with one another.
- Default input is from the keyboard. Can redirect standard input from a file.
a.out < input.txt
- Default output is to the terminal. Can redirect standard output to a file.
a.out > output.txt

Redirecting Standard Error (43.1)

- Default error is to the terminal. Can redirect both standard output and standard error to a file.
 - tcsh

```
a.out >& alloutput.txt
```
 - sh

```
a.out 2>&1 alloutput.txt
```
- Can redirect standard error to a separate file.
 - tcsh

```
(a.out > output.txt) >& error.txt
```

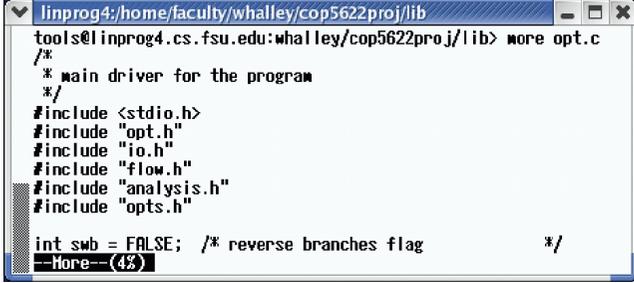
```
(a.out > /dev/null) >& error.txt
```
 - sh

```
a.out > output.txt 2> error.txt
```

Displaying Files (12.2,12.3)

- cat – print a file to standard output

```
cat grades.txt
```
- more or less – print a file to the screen one page at a time to standard output



```
linprog4:/home/faculty/whalley/cop5622proj/lib
tools@linprog4.cs.fsu.edu:whalley/cop5622proj/lib> more opt.c
/*
 * main driver for the program
 */
#include <stdio.h>
#include "opt.h"
#include "io.h"
#include "flow.h"
#include "analysis.h"
#include "opts.h"

int smb = FALSE; /* reverse branches flag */
More--(4%)
```

More or Less

- Both have similar commands.
 - space (' '): display another screen of lines
 - ^D: go forward one half screen of lines
 - newline ('\n'): display one more line
 - ^B: go back one screen of lines
 - ^U: go back one half screen of lines
 - q: exit from more or less
 - /pattern: searches forward for the first line containing the specified pattern
 - v: go into the vi editor at the current displayed line
 - =: display the current line number
- Less does not read the entire input file before starting, so it is more efficient with large files.

Appending to Files (43.1)

- Use the >> operator to append to a file.

```
cp prologue_info.txt > tmp.out
prog1.exe >> tmp.out
prog2.exe >> tmp.out
cat epilogue_info.txt >> tmp.out
```

Pipes (43.1)

- Pipes allow the standard output of one program to be used as the standard input of another program without specifying a temporary file.
- '|' operator means take the standard output from the command on the left and feed it as standard input to the command on the right.

```
prog1.exe < input.dat | prog2.exe | prog3.exe > output.dat
```

- Advantages
 - Fewer characters to type.
 - More efficient.

Splitting Standard Output (43.9)

- The tee utility copies its standard input to one or more files as well as standard output.

```
prog1.exe | tee out1.txt out2.txt | prog2.exe > out3.txt  
prog.exe | tee tmp.out > prog.out
```

Accessing Documentation for Commands and Utilities (2.1)

- All Unix systems come with online documentation.
- To find out about the options for a specific command or utility type:

```
man <command_name>  
man ls  
man strepy
```
- To find commands to perform a specific task:

```
man -k <topic_name>  
man -k directory
```