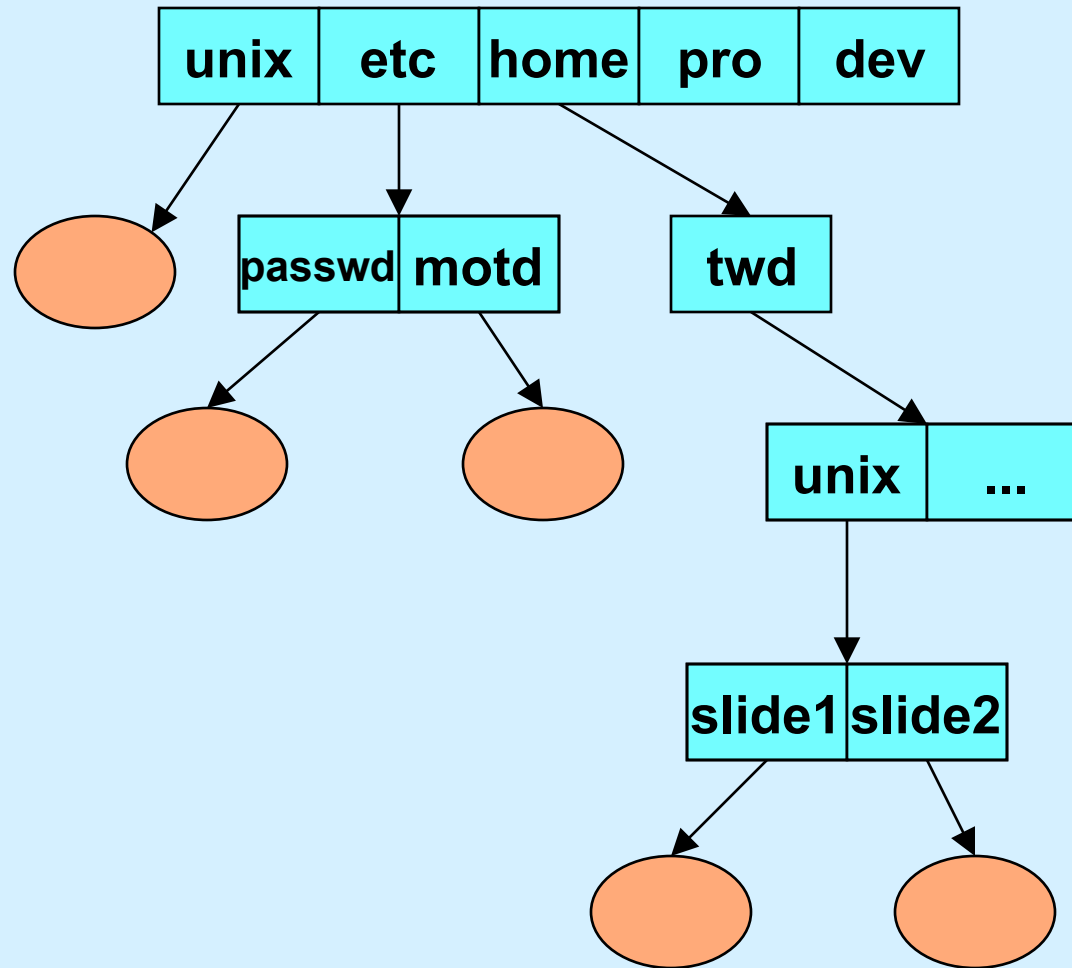


# CS 33

## Files Part 2

# Directories



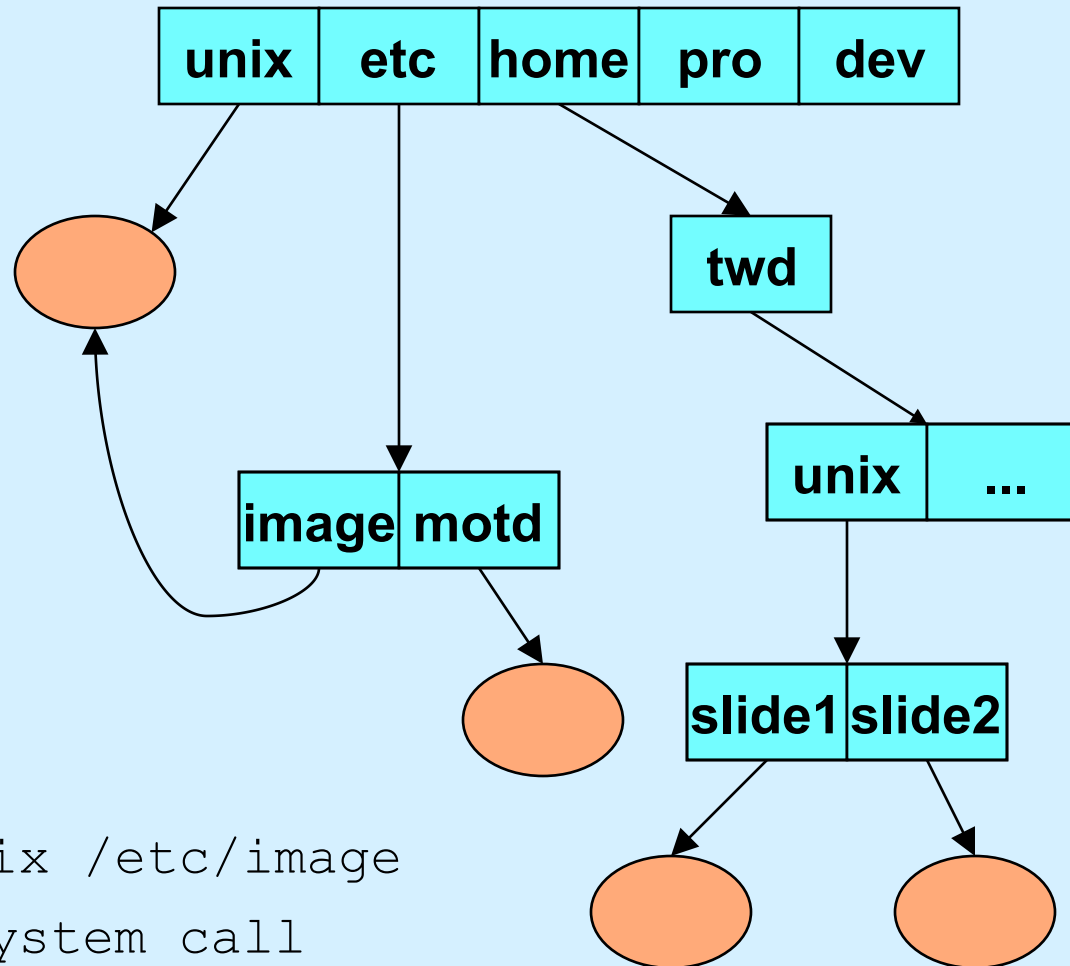
# Directory Representation

Component Name	Inode Number
----------------	--------------

directory entry

.	1
..	1
unix	117
etc	4
home	18
pro	36
dev	93

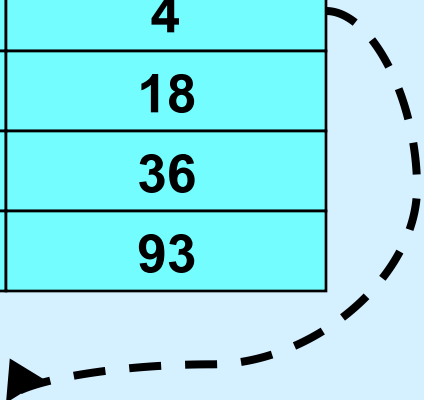
# Hard Links



```
$ ln /unix /etc/image  
# link system call
```

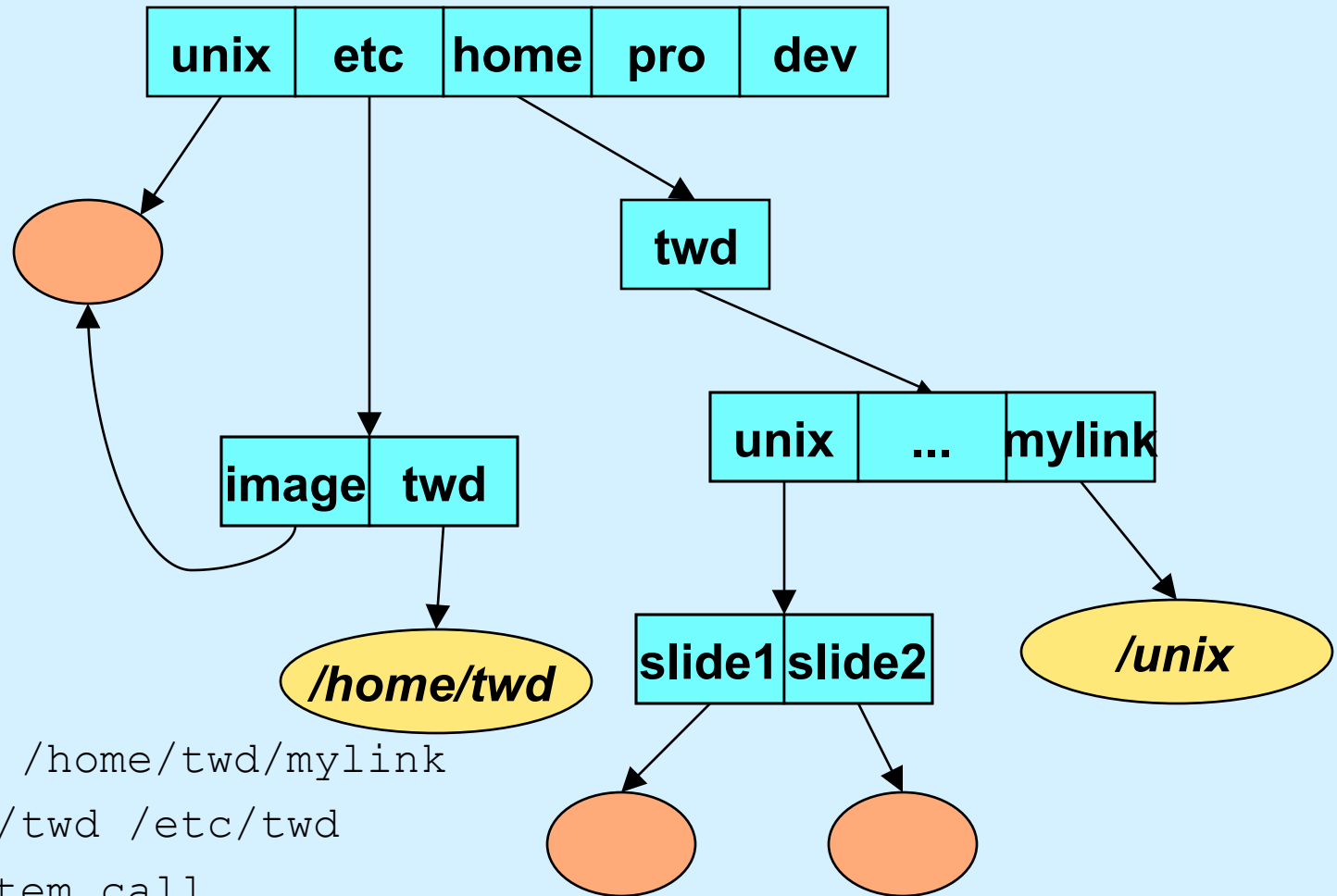
# Directory Representation

.	1
..	1
unix	117
etc	4
home	18
pro	36
dev	93



.	4
..	1
image	117
motd	33

# Symbolic Links

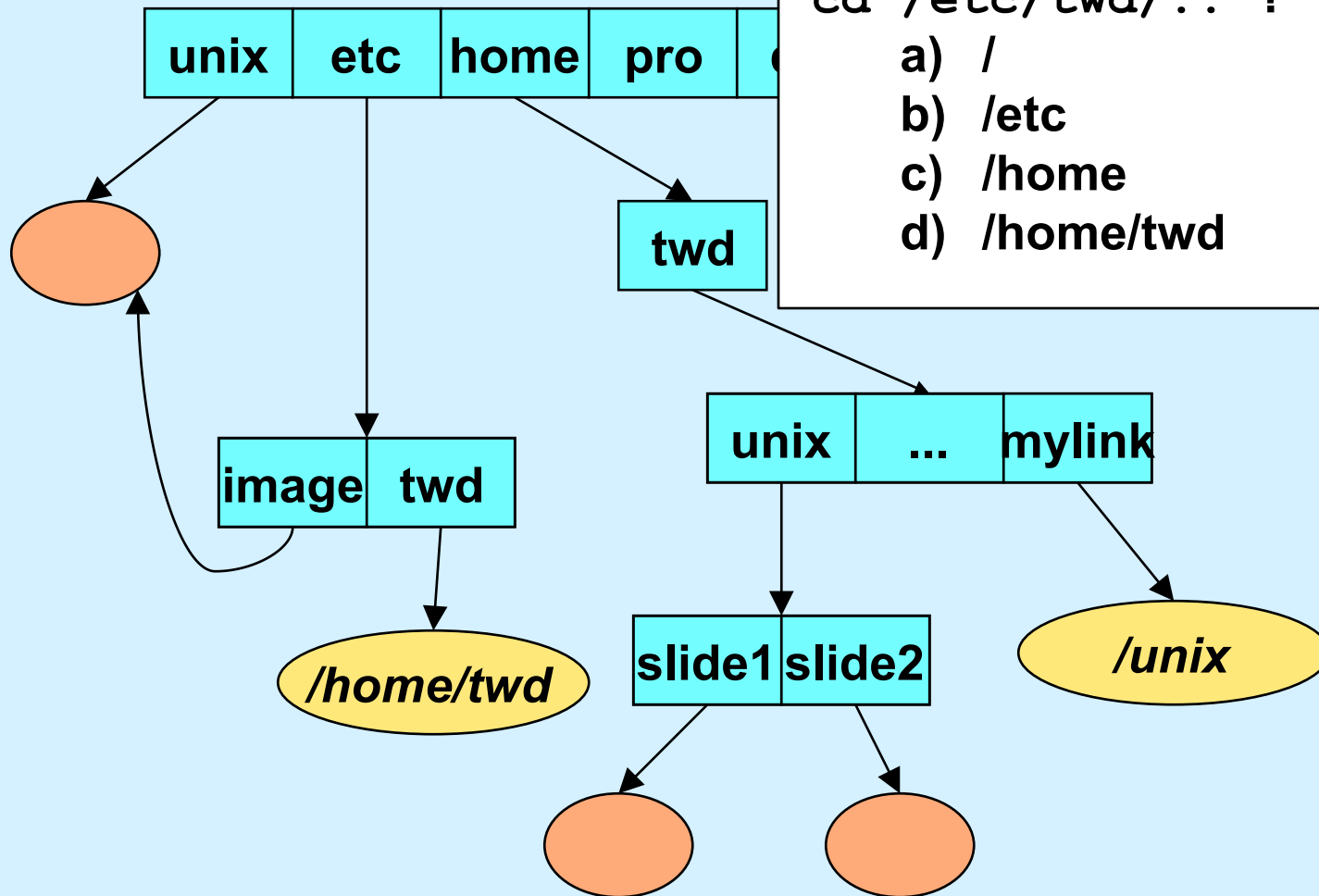


```
% ln -s /unix /home/twd/mylink
% ln -s /home/twd /etc/twd
# symlink system call
```

# Working Directory

- **Maintained in kernel for each process**
  - paths not starting from “/” start with the working directory
  - changed by use of the *chdir* system call
    - » *cd* shell command
  - displayed (via shell) using “pwd”
    - » how is this done?

# Symbolic Links



## Quiz 1

What is the working directory after doing

`cd /etc/twd/.. ?`

- a) /
- b) /etc
- c) /home
- d) /home/twd



# Open

```
#include <sys/types.h>
#include <sys/stat.h>
#include <fcntl.h>
int open(const char *path, int options [, mode_t mode])
```

## – options

- » **O\_RDONLY**      open for reading only
- » **O\_WRONLY**     open for writing only
- » **O\_RDWR**      open for reading and writing
- » **O\_APPEND**     set the file offset to *end of file* prior to each *write*
- » **O\_CREAT**      if the file does not exist, then create it, setting its mode to *mode* adjusted by *umask*
- » **O\_EXCL**        if **O\_EXCL** and **O\_CREAT** are set, then *open* fails if the file exists
- » **O\_TRUNC**      delete any previous contents of the file
- » **O\_NONBLOCK**    don't wait if I/O can't be done immediately

# File Access Permissions

- **Who's allowed to do what?**
  - **who**
    - » **user (owner)**
    - » **group**
    - » **others (rest of the world)**
  - **what**
    - » **read**
    - » **write**
    - » **execute**

# Permissions Example

```
$ ls -lR
.:
total 2
drwxr-x--x  2 tom      adm      1024 Dec 17 13:34 A
drwxr----- 2 tom      adm      1024 Dec 17 13:34 B

./A:
total 1
-rw-rw-rw-  1 tom      adm       593 Dec 17 13:34 x

./B:
total 2
-r--rw-rw-  1 tom      adm       446 Dec 17 13:34 x
-rw----rw-  1 trina    adm       446 Dec 17 13:45 y
```

# Setting File Permissions

```
#include <sys/types.h>
#include <sys/stat.h>
int chmod(const char *path, mode_t mode)
```

- sets the file permissions of the given file to those specified in *mode*
- only the owner of a file and the superuser may change its permissions
- nine combinable possibilities for *mode* (*read/write/execute* for *user, group, and others*)
  - » S\_IRUSR (0400), S\_IWUSR (0200), S\_IXUSR (0100)
  - » S\_IRGRP (040), S\_IWGRP (020), S\_IXGRP (010)
  - » S\_IROTH (04), S\_IWOTH (02), S\_IXOTH (01)

# Umask

- **Standard programs create files with “maximum needed permissions” as mode**
  - compilers: 0777
  - editors: 0666
- **Per-process parameter, *umask*, used to turn off undesired permission bits**
  - e.g., turn off all permissions for others, write permission for group: set umask to 027
    - » compilers: permissions =  $0777 \& \sim(027) = 0750$
    - » editors: permissions =  $0666 \& \sim(027) = 0640$
  - set with *umask* system call or (usually) shell command

# Creating a File

- Use either *open* or *creat*

- `open(const char *pathname, int flags, mode_t mode)`

- » flags must include `O_CREAT`

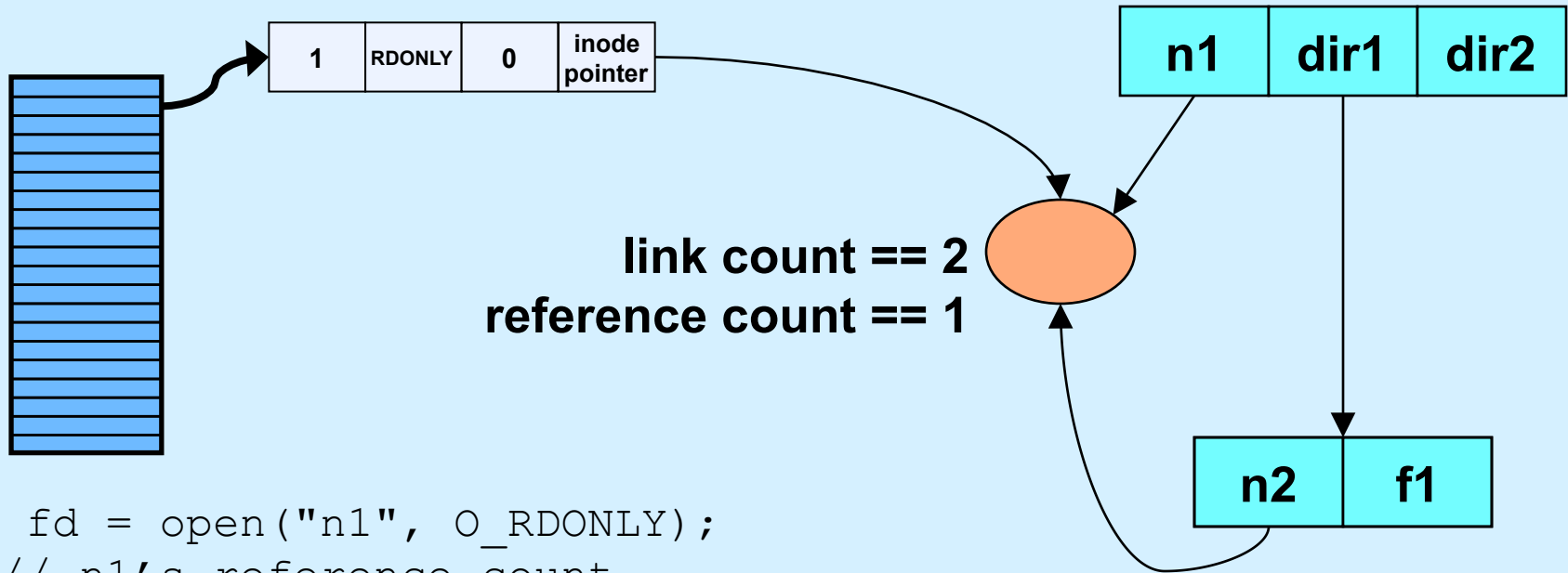
- `creat(const char *pathname, mode_t mode)`

- » `open` is preferred

- The *mode* parameter helps specify the permissions of the newly created file

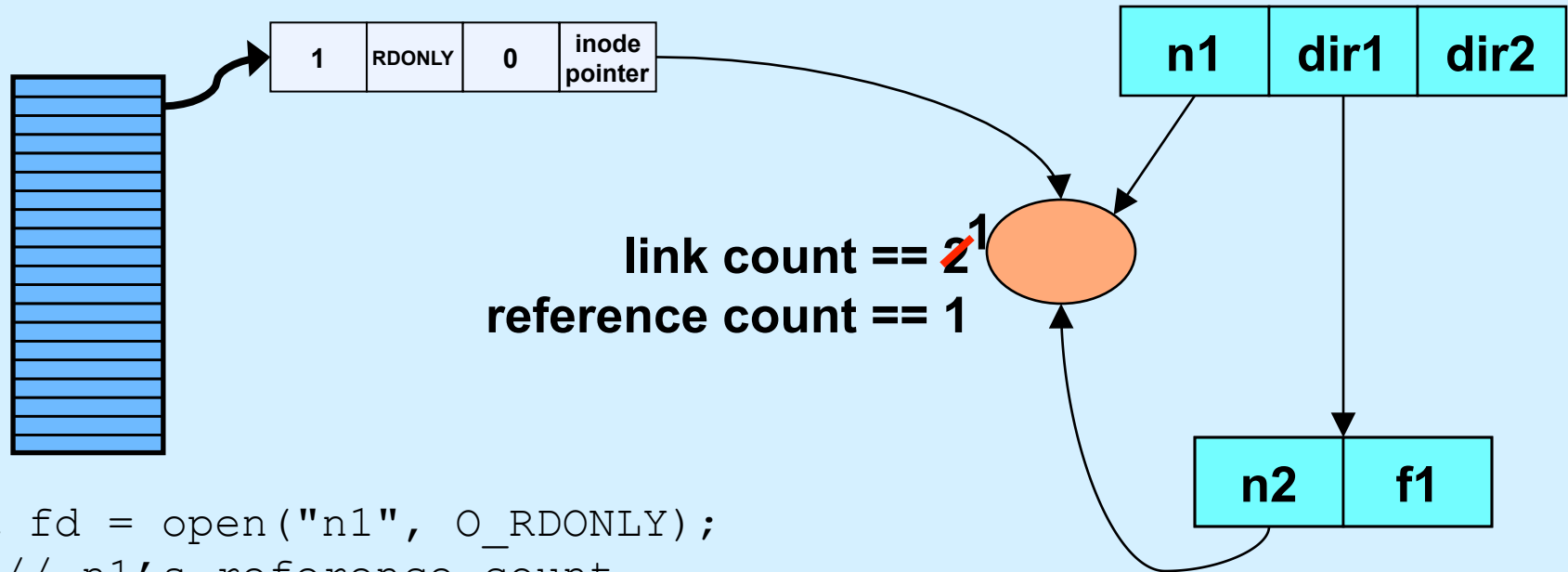
- `permissions = mode & ~umask`

# Link and Reference Counts



```
int fd = open("n1", O_RDONLY);  
// n1's reference count  
// incremented by 1
```

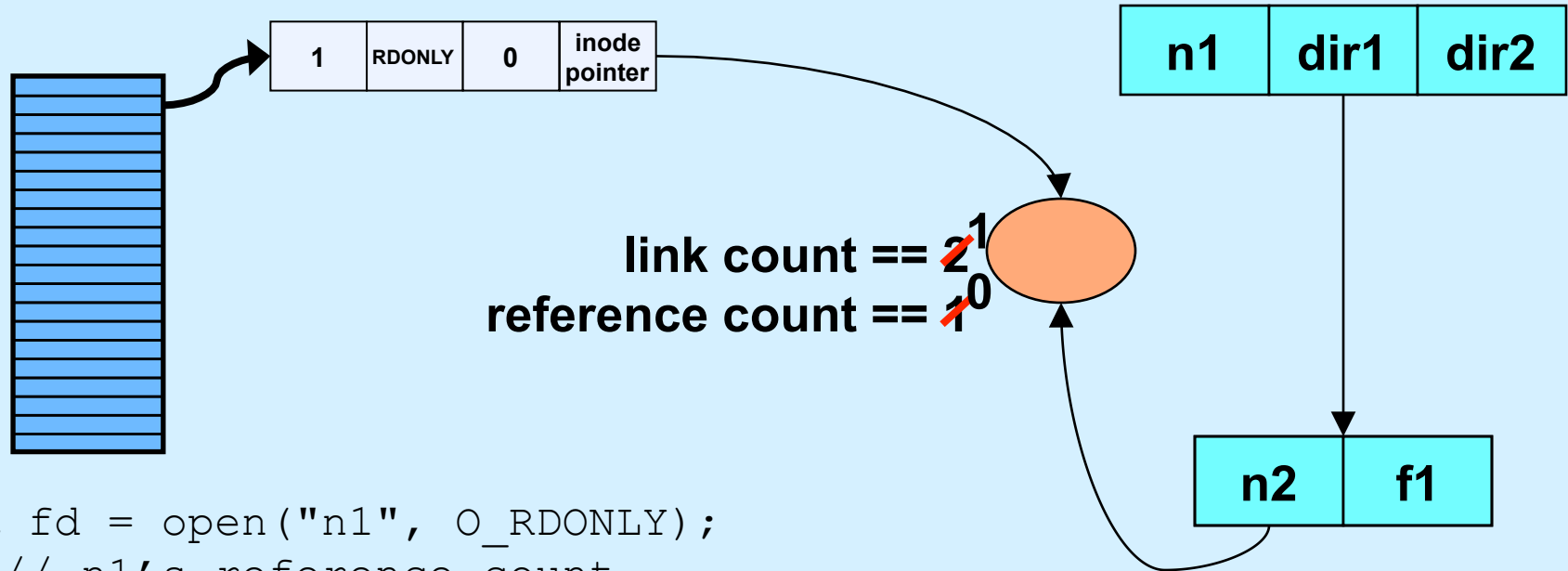
# Link and Reference Counts



```
int fd = open("n1", O_RDONLY);  
    // n1's reference count  
    // incremented by 1  
  
unlink("n1");  
    // link count decremented by 1
```



# Link and Reference Counts

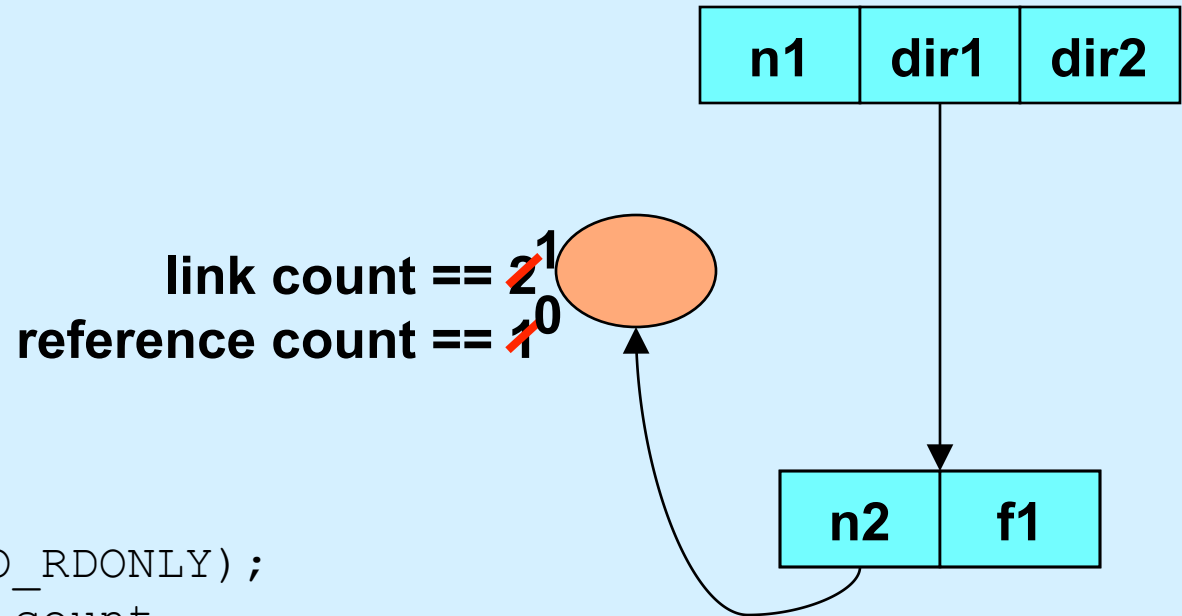


```
int fd = open("n1", O_RDONLY);  
// n1's reference count  
// incremented by 1
```

```
unlink("n1");  
// link count decremented by 1
```

```
close(fd);  
// reference count decremented by 1
```

# Link and Reference Counts



```
int fd = open("n1", O_RDONLY);  
    // n1's reference count  
    // incremented by 1  
  
unlink("n1");  
    // link count decremented by 1  
  
close(fd);  
    // reference count decremented by 1
```

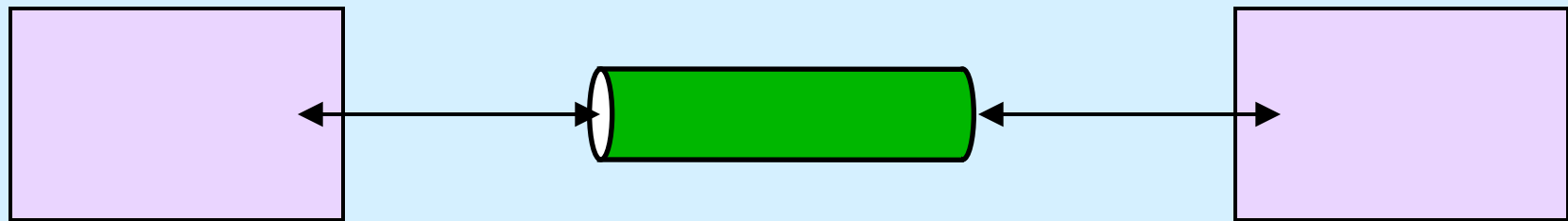
# Quiz 2

```
int main() {  
    int fd = creat("file", 0666);  
    unlink("file");  
    PutStuffInFile(fd);  
    ReadStuffFromFile(fd);  
    return 0;  
}
```

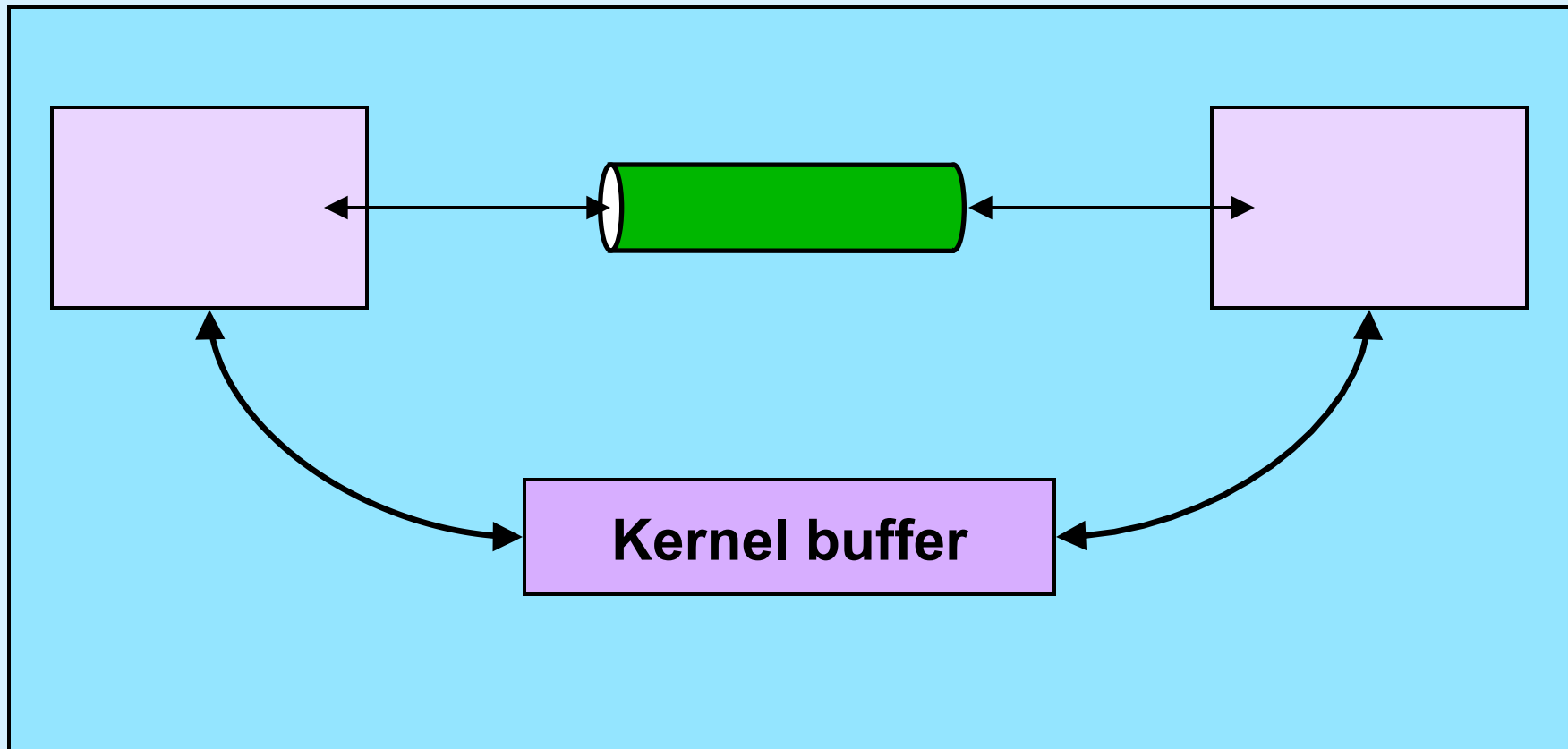
**Assume that *PutStuffInFile* writes to the given file, and *ReadStuffFromFile* reads from the file.**

- a) This program is doomed to failure, since the file is deleted before it's used**
- b) Because the file is used after the unlink call, it won't be deleted**
- c) The file will be deleted when the program terminates**

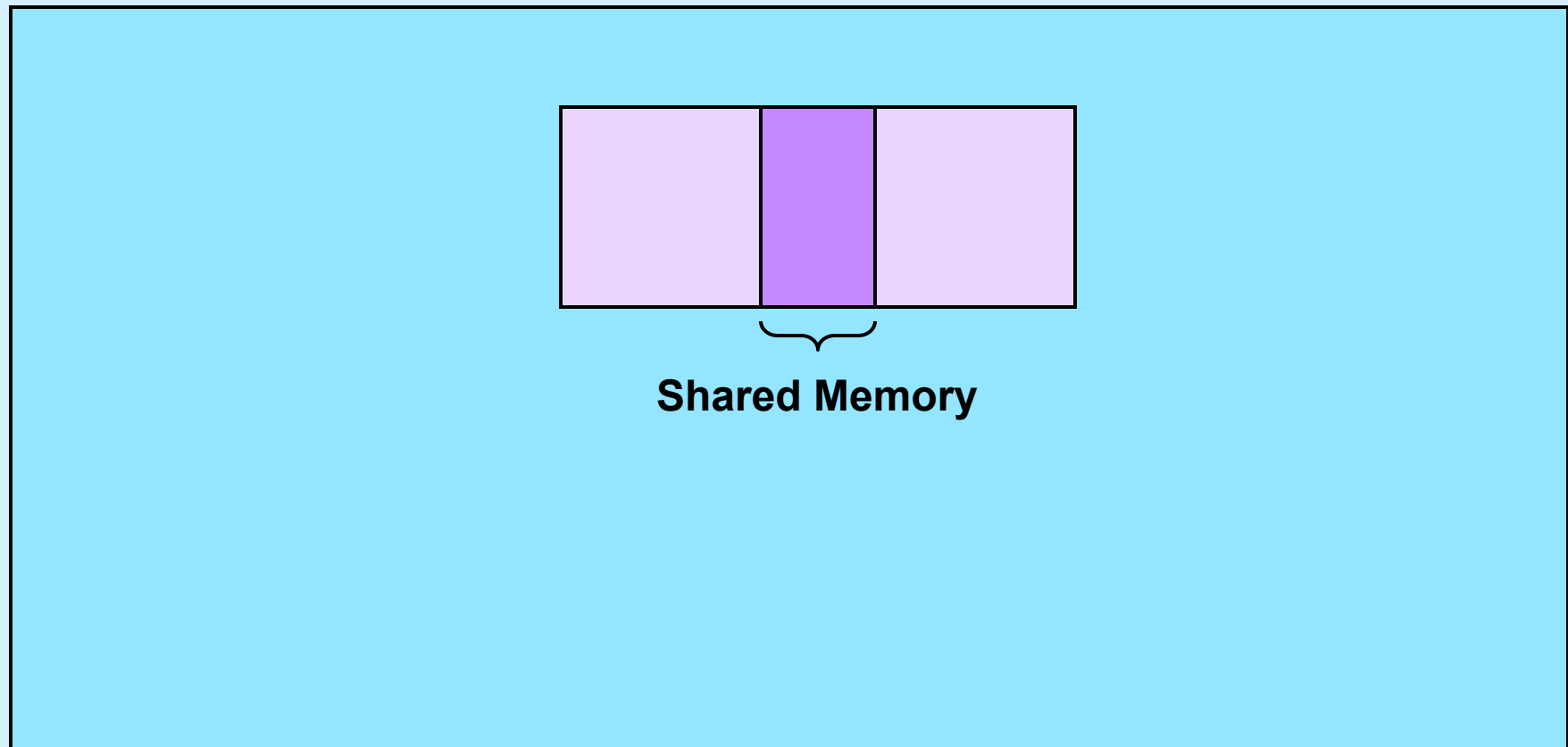
# Interprocess Communication (IPC)



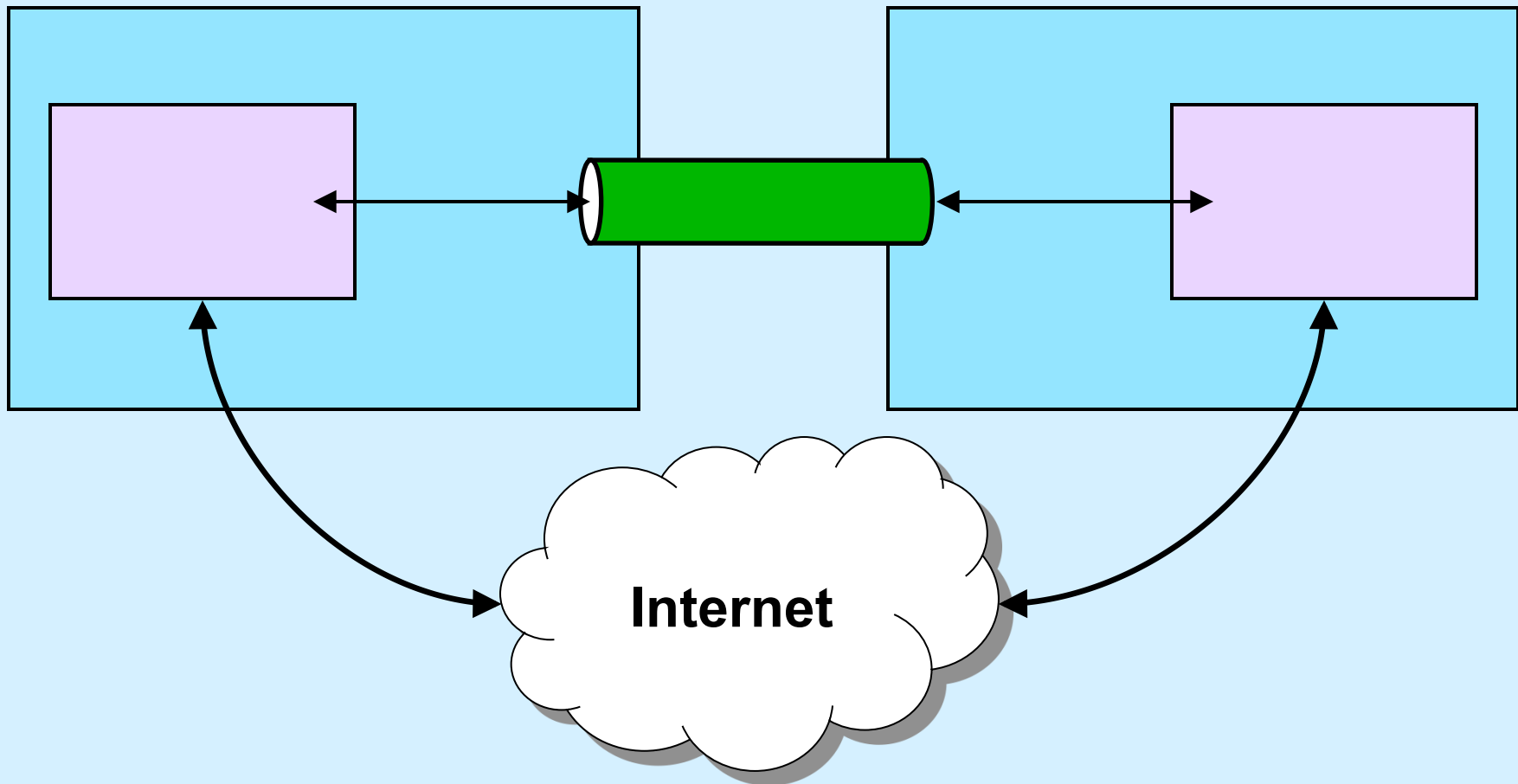
# Interprocess Communication: Same Machine I



# Interprocess Communication: Same Machine II

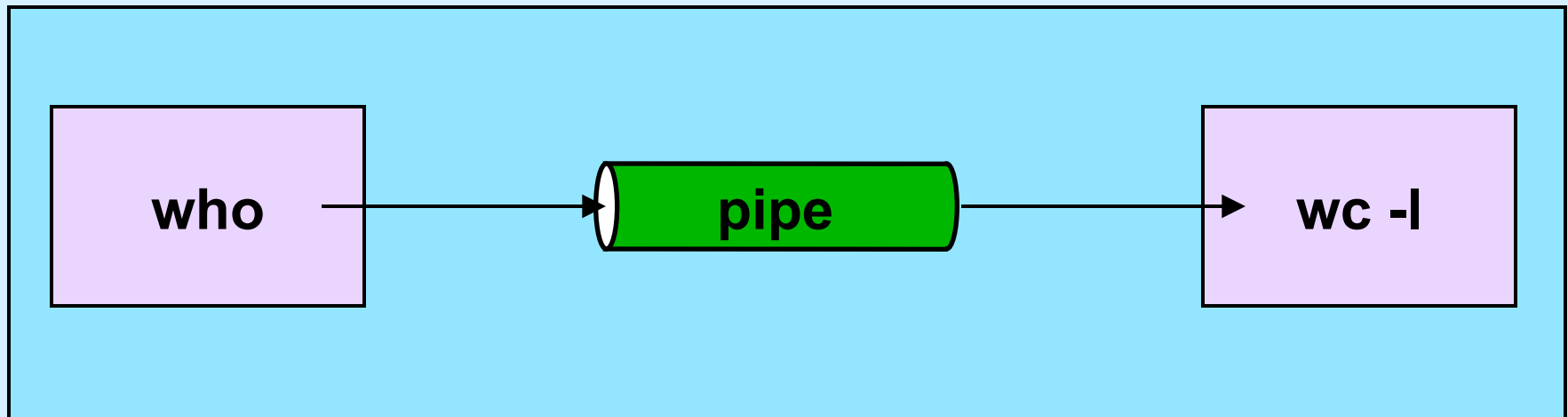


# Interprocess Communication: Different Machines



# Intramachine IPC

```
$cs1ab2e who | wc -l
```






# Intramachine IPC

```
$cs1ab2e who | wc -l
```

```
int fd[2];
pipe(fd);
if (fork() == 0) {
    close(fd[0]);
    close(1);
    dup(fd[1]); close(fd[1]);
    execlp("who", "who", 0); // who sends output to pipe
}
if (fork() == 0) {
    close(fd[1]);
    close(0);
    dup(fd[0]); close(fd[0]);
    execlp("wc", "wc", "-l", 0); // wc gets input from pipe
}
close(fd[1]); close(fd[0]);
// ...
```



# Intermachine Communication

- **Can pipes and named pipes be made to work across multiple machines?**

– covered soon ...

» what happens when you type

```
who | ssh cslab3a wc -l
```

?