What do the following do?
```
chmod 600 fileA
chown angrave fileB
chown -R angrave .    → recursively change all       u g o + r   ← everyone can
                                                                    read
chmod o-rwx fileC        # Hint : u=user,g=group,o=other
```

How do I find out if an inode is a regular file or directory or something else?

It stores   Stat ("mystery", &s)
what it is

S_ISDIR (S. st_mode)

MACRO

Problem: How do I recurse into subdirectories? (+ Fix any errors)

```
void dirlist(char*path) {

  struct dirent* dp;
  DIR* dirp = opendir(path);
  if (dirp == NULL) { perror( ); return }
  while ((dp = readdir(dirp)) != NULL) {
    if( strcmp(".", dp→d_name)==0 || strcmp("..", dp→d_name)=0 ) {continue}
    char newpath[strlen(path)+strlen(dp->d_name)+1];
                                                        2
    sprintf(newpath,"%s/%s", newpath, dp->d_name);

    printf("%s\n", dp->d_name);
    if( stat(newpath, &s)==0 && S_ISDIR( s.st_mode) ) {
    dirlist(newpath);
  } }
}
int main(int argc,
char**argv){dirlist(argv[1]);return 0;}
```

Fixes required / Notes:

> Symbolic links?
How do they work?

How do I make one?

How do I use readlink?

Why use lstat() instead of stat() ?

> Symbolic vs Hard links Gameshow
advantages?   disadvantages?

cross filesystem   slower! (string processing...)
                                     can link to dirs
point to files/directories
that don't exist

uses file name, not inode

> Why would I want to set a directory's sticky bit?

> How do I set the sticky bit?

> Which directory will have the sticky bit set?

/tmp

> **What does 'env' do?**

All agree that scripts are in

> **Why do shell programs start with**
`#!`/usr/bin/env` python`

> **How do I make 'hidden' files i.e. not listed by "ls"? How do I list them?**

.name

> **File permissions and directories**

Dirs = r and x

>**File system mounts and virtual file systems**