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- This course uses Linux, a Unix-like OS (though not a descendent). There are some differences. There are also many Unix descendents and other Unix-like OSes. ("Descendent" means source code traceable to Unix. The others started independently but implement almost the same features.)

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  (Unix was made to support programmers.)
- Unix-like OSes ubiquitous though you don't see them: Most network equipments (home and industry), Kindles, Android, iOS, PS4, Steam Console.
   Favourite choice on Raspberry Pi, servers (those in data centres, "cloud").

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Unix {Design, Philosophy, Style, Spirit}

Video clip: Kernighan's explanation.

Small, focused, I/O programs.

Combine them in a shell command/script for complex tasks.

To support that technique, OS fakes a file-like interface for all I/O sources and destinations, including peripherals and pipelining.

E.g., program reads input the same way, be it from files or terminals or other programs. Terminals even has fake filenames.

(Unfortunately) Terse culture, e.g., copy files with  ${\tt cp},$  delete files with  ${\tt rm}.$ 

#### Incompleteness Guarantee

This course cannot possibly go over all utilities, all system calls, all special files, all scripting tricks, all C techniques...

This course will only provide orientation and cover selected topics.

From them, you must learn the underlying skill (system-level thinking) so you are ready to pick up the rest upon demand.

Assignments, labs, term test, and exam can require you to learn uncovered topics (but short) on the spot and apply them.

## Survival Tips

Ctrl-C can abort most programs.

Many programs support --help as a command line argument, e.g., try uniq --help

Many programs (also C library functions and system calls) have detailed doc via the man program (short for "manual"), e.g., try man sort

Those "man pages" have professionals in mind. It is normal if you can't understand at the beginning. But learn to pick out the parts you need as you go.

Seek help early, seek help often. Think up and perform experiments, build toys to test ideas. Treat this as a *tinkering* course (esp. not just "knowledge transfer").

Hope you will get the hang of it!

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