Linux Fun

Paul Cobbaut
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Paul Cobbaut
It-2.0

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Abstract

This book is meant to be used in an instructor-led training. For self-study, the intent is to read this book next to a working Linux computer so you can immediately do every subject, practicing each command.

This book is aimed at novice Linux system administrators (and might be interesting and useful for home users that want to know a bit more about their Linux system). However, this book is not meant as an introduction to Linux desktop applications like text editors, browsers, mail clients, multimedia or office applications.


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Chapter 1. Unix history

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This chapter briefly tells the history of Unix and where Linux fits in.
1.1. AT&T Bell Labs

In 1969 Dennis Ritchie and Ken Thompson wrote UNICS (Uniplexed Information and Computing System) at Bell Labs. Together with Douglas McIlroy they are seen as the creators of Unix. The name Unics is a play on the Multics Operating System for mainframe computers. Unics (later renamed to Unix) was written for mini-computers like the DEC PDP-series. In 1973 they decided to write Unix in C (instead of assembler), to make it portable to other computers. Unix was made available to universities, companies and the US government, including the full source code. This meant that every C programmer could make changes. By 1978 about 600 computers were running Unix.

Table 1.1. Early Unix Timeline

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<tr>
<td>BSD</td>
<td>4.1BSD</td>
<td>4.1BSD</td>
<td>SunOS 1.0</td>
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<tr>
<td>UNIX Time Sharing System</td>
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<tr>
<td>Unix</td>
<td>Unix</td>
<td>System III</td>
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1.2. The Unix Wars

The unity and openness that existed in the Unix world until 1977 was long gone by the end of the eighties. Different vendors of distinct versions of Unix tried to set the standard. Sun and AT&T joined the X/Open group to unify Unix. Other vendors joined the Open Software Foundation or OSF. These struggles were not good for Unix, allowing for new operating system families like OS/2, Novell Netware and Microsoft Windows NT to take big chunks of server market share in the early nineties. The table below shows the evolution of a united Unix into several Unixes in the eighties.

Table 1.2. Eighties Unix Timeline

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<tr>
<td>4.1BSD</td>
<td>BSD Net/2</td>
<td>4.3BSD</td>
<td>BSD Net/2</td>
<td>4.3BSD</td>
<td>NeXTSTEP</td>
<td>SystemV</td>
<td>SystemVr4</td>
<td>Solaris</td>
<td>UnixWare</td>
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<tr>
<td>SunOS1.0</td>
<td>SunOS3.2</td>
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<tr>
<td>System V</td>
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<tr>
<td>System V</td>
<td>AIX</td>
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<tr>
<td>III + V</td>
<td>HP-UX</td>
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</table>
1.3. University of California, Berkeley

Students of Berkeley were happy to join in the development of Bell Labs Unix, but were not so happy with the restrictive licensing. Unix was open source software, but it still required purchase of a license. So during the eighties, they rewrote all the Unix tools until they had a complete Unix-like operating system. By 1991, the BSD (Berkeley Software Distribution) branch of Unix was completely separate from the Bell Labs Unix. NetBSD, FreeBSD, and OpenBSD are three current Unix-like operating systems derived from the 1991 BSD Net/2 codebase. Sun Solaris, Microsoft Windows NT, and Apple Mac OS X all used source code from BSD. The table below shows operating systems still in use today that are in a way derived from the 1978-1981 BSD codebase.

Table 1.3. Current BSD Timeline

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</tr>
</thead>
<tbody>
<tr>
<td>BSD Net/2</td>
<td>FreeBSD</td>
<td>BSD Net/2</td>
<td>NetBSD</td>
<td>OpenBSD</td>
<td>NeXTSTEP</td>
<td>Solaris</td>
<td>Mac OS X</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

1.4. GNU's not Unix

Largely because of discontent with the restrictive licensing on existing Unix implementations, Richard Stallman initiated the GNU Project in 1983. The GNU project aims to create free software. Development of the GNU operating system started, aiming to create a complete Unix-like branch, separate from the two other (BSD and Bell Labs). Today the GNU compiler gcc and most other GNU utilities (like bash) are among the most popular on many Unix-like systems. The official kernel of this project is GNU/Hurd, but you can hardly call that kernel a finished product.

1.5. Linux

Where GNU/Hurd failed, the Linux kernel succeeded! In 1991 a Finnish student named Linus Torvalds started writing his own operating system for his intel 80386 computer. In January 1992, Linus decided to release Linux under the GNU GPL. Thanks to this, thousands of developers are now working on the Linux kernel. Linus Torvalds is in charge of the kernel developers.

Contrary to popular belief, they are not all volunteers. Today big companies like Red Hat, Novell, IBM, Intel, SGI, Oracle, Montavista, Google, HP, NetApp, Cisco, Fujitsu, Broadcom, and others are actively paying developers to work on the Linux kernel. According to the Linux Foundation "over 3700 individual developers from..."
over 200 different companies have contributed to the kernel between 2005 and April 2008. 1057 developers from 186 different companies contributed code to make kernel version 2.6.23 into 2.6.24.
Chapter 2. licensing

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This chapter briefly explains the different licenses used for distributing operating systems software.
2.1. proprietary

IBM's aix, HP's hp-ux and Sun's Solaris 9 are delivered in binary form after purchase. You are not authorized to install or use these operating systems without paying a licensing fee. You are not authorized to distribute these copies to other people and you are not authorized to look at or change the closed source code of the operating system. This software is usually protected by copyright, patents and an extensive software license.

2.2. bsd

bsd style licenses are close to the public domain. They essentially state that you can copy the software and do whatever you like with it. But you have to leave the copyright notice that refers to bsd. This license gives a lot of freedom but offers few protection to someone copying and selling your work.

2.3. free software

Free software (not to be confused with freeware!) is defined as software with four freedoms.

0. The freedom to use the software for any purpose.

1. The freedom to study how the program works, and the freedom to make changes to it. (This requires access to the source code).

2. The freedom to distribute copies of the software to anyone else.

3. The freedom to distribute your modified copy (see 1).

Detailed information about these freedoms can be found here http://www.gnu.org/philosophy/free-sw.html.

2.4. GNU General Public License

More and more software is being released under the GNU GPL (in 2006 Java was released under the GPL). The goal of the GPL is to guarantee that free software stays free. Everyone can work together on GPL software, knowing that the software will be freely available to everyone. The GPL can protect software, even in court.

Free is to be understood as in freedom of speech, not to be confused with free as in not having to pay for your free beer. In other words, or even better, in other languages free software translates to vrije software (Dutch) or Logiciel Libre (French) whereas the free from free beer translates to gratis.
Briefly explained, the GPL allows you to copy software, the GPL allows you to distribute (sell or give away) that software, and the GPL grants you the right to read and change the source code. But the person receiving or buying the software from you has the same rights. And should you decide to distribute GPL software of which you modified the source code, then you are obligated to put the same license on the modifications (and provide the source code of your modifications).

2.5. open source

Because of the confusion between free software and freeware, the term open source has been coined instead of free software. In general, when talking open source software, we actually mean software with the four freedoms.

2.6. freeware

Freeware is software that you can download and use without paying for it. This (usually) does not include source code (so the four freedoms do not apply) and does not give you any additional rights on copyrighted or patented parts of that software.

For example the game Command and Conquer: Tiberian Sun was sold as proprietary in 1999 and is now (in 2011) available as freeware.

2.7. more licenses...

*There are many other licenses on operating system software (think CDDL for Solaris 10). You should read and understand them before using any software.*
Chapter 3. distributions

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This chapter gives an overview of current Linux distributions and some Unix releases.
3.1. What is a distribution?

Unix comes in many flavors usually called distributions. A distribution (or in short distro) is a collection of software packages distributed on CD, online, or pre-installed on computers. All the software in a distribution is tested and integrated nicely into a common look and feel. Software is maintained (patched) by the distributor and is managed by an integrated package manager. Many distros have a central repository of approved software. Installing software from outside the distro can sometimes be cumbersome and may void your warranty on the system.

3.2. Linux Distributions

There are hundreds of Linux distributions, just take a look at the distrowatch.com website. For many years, Red Hat, Suse, and Mandrake were considered the big three for end users. Red Hat is still the biggest commercial Linux vendor and since 2008 the most popular Linux distribution for home users is Ubuntu from Canonical.

Linux distribution detection

Depending on the distribution used, there are distinct files that contain the distribution version.

The /etc/redhat-release file contains the Red Hat version on most of the Red Hat and Red Hat derived systems. Debian and Ubuntu systems contain /etc/debian-version. Note that Ubuntu was originally derived from Debian.

```
paul@RHELv4u4:~$ cat /etc/redhat-release
Red Hat Enterprise Linux AS release 4 (Nahant Update 4)
```

```
serge@venusia:~$ cat /etc/debian_version
lenny/sid
```

The /etc/lsb-release file can be found on distributions that follow the Linux Standard Base. Other variations to these files are /etc/slackware-version, /etc/SuSE-release, /etc/gentoo-release and /etc/mandrake-release.

```
serge@venusia:~$ cat /etc/lsb-release
DISTRIB_ID=Ubuntu
DISTRIB_RELEASE=8.04
DISTRIB_CODENAME=hardy
DISTRIB_DESCRIPTION="Ubuntu 8.04.1"
```

Red Hat

Redhat has been a company since 1993. They distribute Red Hat Enterprise Linux (RHEL) to companies and manage the Fedora project. RHEL is probably the most popular Linux-based distro on servers. Fedora is a very popular and user friendly Linux-based distro, aimed towards home users. The company makes a profit of around one hundred million dollars a year selling support contracts. Red Hat contributes a lot to the Linux kernel and other free software projects.
Red Hat Linux

Red Hat Linux was distributed from 1994 until 2003. It was one of the oldest common Linux distributions. Red Hat Linux was the first distro to use the rpm package format. Many other distros are originally derived from Red Hat Linux. The company Red Hat, Inc. decided to split Red Hat Linux into Fedora and Red Hat Enterprise Linux.

Fedora

Fedora is sponsored by Red Hat which is aimed toward home users. There is no official support from Red Hat. Every six to eight months, there is a new version of Fedora. Fedora usually has more recent versions of kernel and applications than RHEL. Fedora 9 was released May 2008.

Red Hat Enterprise Linux 4

Since 2005 Red Hat has distributed four different RHEL4 variants. RHEL AS is for mission-critical computer systems. RHEL ES is for small to mid-range servers. RHEL WS is for technical power user desktops and critical design. Red Hat Desktop is for multiple deployments of single user desktops. Red Hat does not give an explanation for the meaning of AS, ES and WS, but it might be Advanced Server, Entry-level Server, and Workstation.

Red Hat Enterprise Linux 5

Red Hat Enterprise Linux version 5 has been available since March 2007. One of the notable new features is the inclusion of Xen. Xen is a free virtual machine application that allows NetBSD and Linux to serve as host for guest operating systems. Besides virtualization, RHEL 5 also has better SELinux support, clustering, network storage and smart card integration.

CentOS and Unbreakable Linux

Both CentOS and Oracle's Unbreakable Linux are directly derived from RHEL, but all references to Red Hat trademarks are removed. Companies are allowed to do this (GPL), and are hoping to make a profit selling support (without having the cost of developing and maintaining their own distribution). Red Hat is not really worried about this since they develop a lot on Linux and thus can offer much better support. The Oracle offering is still very recent, so let's wait and see how many organizations will buy a complete solution from Oracle.

Ubuntu

Ubuntu is a rather new distribution, based on Debian, and funded by South African developer and billionaire astronaut Mark Shuttleworth. Ubuntu is giving away free
(as in beer and speech) CDs with **Ubuntu, Linux for Human Beings**. Many people consider Ubuntu to be the most user friendly Linux distribution. The company behind Ubuntu is **Canonical** which intends to make a profit of selling support soon. Ubuntu is probably the most popular Unix-like distribution on personal desktops.

Image copied from [xkcd.com](http://xkcd.com).

**Novell Suse**

A couple of years ago, **Novell** bought the German company **Suse**. They are seen as the main competitor to Red Hat with their SLES (Suse Linux Enterprise Server) and SLED (Suse Linux Enterprise Desktop) versions of Suse Linux. Similar to Fedora, Novell hosts the **OpenSUSE** project as a testbed for upcoming SLED and SLES releases.

Novell has signed a very controversial deal with Microsoft. Some high-profile open source developers have left the company because of this agreement and many people from the open source community are actively advocating to abandon Novell completely.

**Debian**

Debian is one of the most secure Linux distros. It is known to be stable and reliable, and runs on many architectures (including old ones like the Motorola 68k). Debian is maintained by many passionate volunteers that have a strong focus towards freedom. There is no company directly controlling and releasing Debian. You will not find patented technologies or non-free software in the standard Debian repositories. A lot of distributions (Ubuntu, Knoppix, ...) are derived from the Debian codebase. Debian has **aptitude**, which is considered the best package management system.

**Mandriva**

Mandriva is the unification of the Brazilian distro Conectiva with the French distro Mandrake. They are considered a user friendly distro with support from the French government.
3.3. BSD Distributions

FreeBSD

FreeBSD is a complete operating system. The kernel and all of the utilities are held in the same source code tree. FreeBSD runs on many architectures and is considered to be reliable and robust. Millions of websites are running on FreeBSD, including some large ones like yahoo.com, apache.org, sony.co.jp, netcraft, php.net, and freebsd.org. Apple's MacOSX contains the FreeBSD virtual file system, network stack, and more.

NetBSD

NetBSD development started around the same time (1993) as FreeBSD. NetBSD aims for maximum portability and thus runs on many architectures. NetBSD is often used in embedded devices.

OpenBSD

Co-founder Theo De Raadt from NetBSD founded the OpenBSD project in 1994. OpenBSD aims for maximum security. Over the past ten years, only two vulnerabilities have been found in the default install of OpenBSD. All source code is thoroughly checked. OpenBSD runs on sixteen different architectures and is commonly used for firewalls and IDS. The OpenBSD people also bring us OpenSSH.

3.4. Major Vendors of Unix

We should at least mention IBM's AIX, Sun's Solaris, and Hewlett-Packard's HP-UX, which are all based on the original Unix from Bell Labs (Unix System V). Sun's SunOS, HP's Tru64 (originally from DEC), and Apple's MacOSX are more derived from the BSD branch. But most Unixes today may contain source code and implementations from both original Unix-branches.

3.5. Solaris

Solaris 8 and Solaris 9

All Sun Solaris releases before Solaris 10 are proprietary binary only, just like IBM AIX and HP-UX.

Solaris 10

Solaris 10 is the officially supported Sun distribution. It is a free (as in beer) download. Sun releases binary patches and updates. Sun would like a community
distributions

built around the Solaris kernel, similar to the Linux community. Sun released the Solaris kernel under the CDDL, a license similar to the GPL, hoping this will happen.

**Nevada and Solaris Express**

Nevada is the codename for the next release of Solaris (Solaris 11). It is currently under development by Sun and is based on the OpenSolaris code. Solaris Express Community Edition is an official, free binary release including open source OpenSolaris and some closed source technologies, updated twice a month without any support from Sun. Solaris Express Developer Edition is the same, but with some support, thorough testing before release, and is released twice a year.

**OpenSolaris, Belenix and Nexenta**

OpenSolaris is an open source development project (yes, it is only source code). Future versions of the Solaris operating system are based on this source code. The **Belenix** LiveCD is based on OpenSolaris. Another famous OpenSolaris based distro is **Nexenta**. Nexenta (www.gnusolaris.org) looks like **Ubuntu** and feels like **Debian**. The goal of this **GNU/Solaris** project is to have the best Linux desktop (Ubuntu) including the **aptitude** package manager running on a Sun Solaris kernel.
Chapter 4. online help

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This chapters gives some tips on where to find help with Linux on the internet.
4.1. Google

Google is a powerful tool to find help about Unix, or anything else. Here are some tricks.

Look for phrases instead of single words.

Search only pages from the .be TLD (or substitute .be for any other Top Level Domain). You can also use "country:be" to search only pages from Belgium (based on ip rather than TLD).

Search for pages inside one domain

Search for pages not containing some words.

4.2. Wikipedia

Wikipedia is a web-based, free-content encyclopedia. Its growth over the past two years has been astonishing. You have a good chance of finding a clear explanation by typing your search term behind http://en.wikipedia.org/wiki/ like this example shows.

4.3. The Linux Documentation Project

You can find much documentation, faqs, howtos and man pages about Linux and many of the programs running on Linux on www.tldp.org.
4.4. Red Hat

Red Hat has a lot of info online at http://www.redhat.com/docs/manuals/ in both pdf and html format. These manuals are good, but unfortunately are not always up to date.

4.5. Ubuntu


4.6. linux-training.be

This book is available for free in .pdf and .html. Download it at http://linux-training.be and learn more about Linux fundamentals, system administration, networking, storage, security and more.
Part II. first steps on the command line
Chapter 5. man pages

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This chapter will explain the use of man pages (also called manual pages) on your Unix or Linux computer.

You will learn the man command together with related commands like whereis, whatis and mandb.

Most Unix files and commands have pretty good man pages to explain their use. Man pages also come in handy when you are using multiple flavors of Unix or several Linux distributions since options and parameters sometimes vary.
5.1. man $command

Type man followed by a command (for which you want help) and start reading. Press q to quit the manpage. Some man pages contain examples (near the end).

paul@laika:~$ man whois
Reformatting whois(1), please wait...

5.2. man $configfile

Most configuration files have their own manual.

paul@laika:~$ man syslog.conf
Reformatting syslog.conf(5), please wait...

5.3. man $daemon

This is also true for most daemons (background programs) on your system.

paul@laika:~$ man syslogd
Reformatting syslogd(8), please wait...

5.4. man -k (apropos)

man -k (or apropos) shows a list of man pages containing a string.

paul@laika:~$ man -k syslog

lm-syslog-setup (8) - configure laptop mode to switch syslog.conf ...
logger (1) - a shell command interface to the syslog(3) ...
syslog-facility (8) - Setup and remove LOCALx facility for syslogd
syslog.conf (5) - syslogd(8) configuration file
syslogd (8) - Linux system logging utilities.
syslogd-listfiles (8) - list system logfiles

5.5. whatis

To see just the description of a manual page, use whatis followed by a string.

paul@u810:~$ whatis route
route (8) - show / manipulate the IP routing table
5.6. whereis

The location of a manpage can be revealed with **whereis**.

```
paul@laika:~$ whereis -m whois
whois: /usr/share/man/man1/whois.1.gz
```

This file is directly readable by **man**.

```
paul@laika:~$ man /usr/share/man/man1/whois.1.gz
```

5.7. man sections

By now you will have noticed the numbers between the round brackets. **man** will explain to you that these are section numbers. Executable programs and shell commands reside in section one.

1 Executable programs or shell commands
2 System calls (functions provided by the kernel)
3 Library calls (functions within program libraries)
4 Special files (usually found in /dev)
5 File formats and conventions eg /etc/passwd
6 Games
7 Miscellaneous (including macro packages and conventions), e.g. man(7)
8 System administration commands (usually only for root)
9 Kernel routines [Non standard]

5.8. man $section $file

Therefore, when referring to the man page of the passwd command, you will see it written as **passwd(1)**; when referring to the passwd file, you will see it written as **passwd(5)**. The screenshot explains how to open the man page in the correct section.

```
[paul@RHEL52 ~]$ man passwd # opens the lowest section (1)
[paul@RHEL52 ~]$ man 5 passwd # opens a page from section 5
```

5.9. man man

If you want to know more about **man**, then Read The Fantastic Manual (RTFM).

*Unfortunately, manual pages do not have the answer to everything...*

```
paul@laika:~$ man woman
No manual entry for woman
```
5.10. mandb

Should you be convinced that a man page exists, but you can't access it, then try running `mandb`.

```bash
root@laika:~# mandb
0 man subdirectories contained newer manual pages.
0 manual pages were added.
0 stray cats were added.
0 old database entries were purged.
```
Chapter 6. working with directories

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To explore the Linux file tree, you will need some basic tools.

This chapter is small overview of the most common commands to work with directories: `pwd`, `cd`, `ls`, `mkdir`, `rmdir`. These commands are available on any Linux (or Unix) system.

This chapter also discusses absolute and relative paths and path completion in the bash shell.
working with directories

6.1. pwd

The **you are here** sign can be displayed with the `pwd` command (Print Working Directory). Go ahead, try it: Open a command line interface (like gnome-terminal, konsole, xterm, or a tty) and type `pwd`. The tool displays your **current directory**.

```
paul@laika:~$ pwd
/home/paul
```

6.2. cd

You can change your current directory with the `cd` command (Change Directory).

```
paul@laika$ cd /etc
paul@laika$ pwd
/etc
paul@laika$ cd /bin
paul@laika$ pwd
/bin
paul@laika$ cd /home/paul/
paul@laika$ pwd
/home/paul
```

**cd ~**

You can pull off a trick with cd. Just typing `cd` without a target directory, will put you in your home directory. Typing `cd ~` has the same effect.

```
paul@laika$ cd /etc
paul@laika$ pwd
/etc
paul@laika$ cd
paul@laika$ pwd
/home/paul
paul@laika$ cd ~
paul@laika$ pwd
/home/paul
```

**cd ..**

To go to the **parent directory** (the one just above your current directory in the directory tree), type `cd ..`.

```
paul@laika$ pwd
/usr/share/games
paul@laika$ cd ..
paul@laika$ pwd
```
To stay in the current directory, type `cd .` ;-) We will see useful use of the . character representing the current directory later.

**cd -**

Another useful shortcut with cd is to just type `cd -` to go to the previous directory.

6.3. absolute and relative paths

You should be aware of **absolute and relative paths** in the file tree. When you type a path starting with a slash (/), then the root of the file tree is assumed. If you don’t start your path with a slash, then the current directory is the assumed starting point.

The screenshot below first shows the current directory `/home/paul`. From within this directory, you have to type `cd /home` instead of `cd home` to go to the `/home` directory.

When inside `/home`, you have to type `cd paul` instead of `cd /paul` to enter the subdirectory `paul` of the current directory `/home`. 
In case your current directory is the root directory `/`, then both `cd /home` and `cd home` will get you in the `/home` directory.

```
paul@laika$ cd /
paul@laika$ pwd
/
paul@laika$ cd home
paul@laika$ pwd
/home
paul@laika$ cd /
paul@laika$ pwd
/
paul@laika$ cd /home
paul@laika$ pwd
/home
```

This was the last screenshot with `pwd` statements. From now on, the current directory will often be displayed in the prompt. Later in this book we will explain how the shell variable `$PS1` can be configured to show this.

### 6.4. path completion

The tab key can help you in typing a path without errors. Typing `cd /et` followed by the tab key will expand the command line to `cd /etc/`. When typing `cd /Et` followed by the tab key, nothing will happen because you typed the wrong path (uppercase E).

You will need fewer key strokes when using the tab key, and you will be sure your typed path is correct!

### 6.5. ls

You can list the contents of a directory with `ls`.

```
paul@pasha:~$ ls
allfiles.txt  dmesg.txt  httpd.conf  stuff  summer.txt
paul@pasha:~$
```

**ls -a**

A frequently used option with `ls` is `-a` to show all files. Showing all files means including the hidden files. When a filename on a Unix file system starts with a dot, it is considered a hidden file and it doesn't show up in regular file listings.

```
paul@pasha:~$ ls
allfiles.txt  dmesg.txt  httpd.conf  stuff  summer.txt
paul@pasha:~$ ls -a
```

---

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working with directories

```
.  allfiles.txt  .bash_profile  dmesg.txt  .lesshst  stuff
..  .bash_history  .bashrc        httpd.conf  .ssh      summer.txt
```

```
paul@pasha:~$ ls -l
```

```
Many times you will be using options with ls to display the contents of the directory in different formats or to display different parts of the directory. Typing just ls gives you a list of files in the directory. Typing ls -l (that is a letter L, not the number 1) gives you a long listing (more information on the contents).
```

```
paul@pasha:~$ ls -l
```

```
taxt 23992
-rw-r--r-- 1 paul paul 24506857 2006-03-30 22:53 allfiles.txt
-rw-r--r-- 1 paul paul 14744 2006-09-27 11:45 dmesg.txt
-rw-r--r-- 1 paul paul 8189 2006-03-31 14:01 httpd.conf
-rw-r--r-- 1 paul paul  8.0K 2006-03-30 22:45 summer.txt
```

```
ls -lh
```

```
Another frequently used ls option is -h. It shows the numbers (file sizes) in a more human readable format. Also shown below is some variation in the way you can give the options to ls. We will explain the details of the output later in this book.
```

```
paul@pasha:~$ ls -lh
```

```
taxt 24M
-rw-r--r-- 1 paul paul 24M 2006-03-30 22:53 allfiles.txt
-rw-r--r-- 1 paul paul 15K 2006-09-27 11:45 dmesg.txt
-rw-r--r-- 1 paul paul 8.0K 2006-03-31 14:01 httpd.conf
-rw-r--r-- 1 paul paul  8.0K 2006-03-30 22:45 summer.txt
```

```
paul@pasha:~$ ls -lh
```

```
taxt 24M
-rw-r--r-- 1 paul paul 24M 2006-03-30 22:53 allfiles.txt
-rw-r--r-- 1 paul paul 15K 2006-09-27 11:45 dmesg.txt
-rw-r--r-- 1 paul paul 8.0K 2006-03-31 14:01 httpd.conf
-rw-r--r-- 1 paul paul  8.0K 2006-03-30 22:45 summer.txt
```

```
paul@pasha:~$ ls -h -l
```

```
taxt 24M
-rw-r--r-- 1 paul paul 24M 2006-03-30 22:53 allfiles.txt
-rw-r--r-- 1 paul paul 15K 2006-09-27 11:45 dmesg.txt
-rw-r--r-- 1 paul paul 8.0K 2006-03-31 14:01 httpd.conf
-rw-r--r-- 1 paul paul  8.0K 2006-03-30 22:45 summer.txt
```

```
paul@pasha:~$ ls -hl
```

```
taxt 24M
-rw-r--r-- 1 paul paul 24M 2006-03-30 22:53 allfiles.txt
-rw-r--r-- 1 paul paul 15K 2006-09-27 11:45 dmesg.txt
-rw-r--r-- 1 paul paul 8.0K 2006-03-31 14:01 httpd.conf
-rw-r--r-- 1 paul paul  8.0K 2006-03-30 22:45 summer.txt
```

```
paul@pasha:~$ ls -h -l
```

```
taxt 24M
-rw-r--r-- 1 paul paul 24M 2006-03-30 22:53 allfiles.txt
-rw-r--r-- 1 paul paul 15K 2006-09-27 11:45 dmesg.txt
-rw-r--r-- 1 paul paul 8.0K 2006-03-31 14:01 httpd.conf
-rw-r--r-- 1 paul paul  8.0K 2006-03-30 22:45 summer.txt
```

```
paul@pasha:~$ ls -h -l
```

```
taxt 24M
-rw-r--r-- 1 paul paul 24M 2006-03-30 22:53 allfiles.txt
-rw-r--r-- 1 paul paul 15K 2006-09-27 11:45 dmesg.txt
-rw-r--r-- 1 paul paul 8.0K 2006-03-31 14:01 httpd.conf
-rw-r--r-- 1 paul paul  8.0K 2006-03-30 22:45 summer.txt
```
working with directories

6.6. mkdir

Walking around the Unix file tree is fun, but it is even more fun to create your own directories with `mkdir`. You have to give at least one parameter to `mkdir`, the name of the new directory to be created. Think before you type a leading `/`.

```
paul@laika:~$ mkdir MyDir
paul@laika:~$ cd MyDir
paul@laika:~/MyDir$ ls -al
```
```
total 8
 drwxr-xr-x  39 paul paul 4096 2007-01-10 21:13 ..
```
```
paul@laika:~/MyDir$ mkdir stuff
paul@laika:~/MyDir$ mkdir otherstuff
paul@laika:~/MyDir$ ls -l
```
```
total 8
 drwxr-xr-x 2 paul paul  4096 2007-01-10 21:14 otherstuff
 drwxr-xr-x 2 paul paul 4096 2007-01-10 21:14 stuff
```
```
paul@laika:~/MyDir$
```

`mkdir -p`

When given the option `-p`, then `mkdir` will create parent directories as needed.

```
paul@laika:~$ mkdir -p MyDir2/MySubdir2/ThreeDeep
paul@laika:~$ ls MyDir2
 MySubdir2
```
```
paul@laika:~$ ls MyDir2/MySubdir2
 ThreeDeep
```
```
paul@laika:~$ ls MyDir2/MySubdir2/ThreeDeep/
```

6.7. rmdir

When a directory is empty, you can use `rmdir` to remove the directory.

```
paul@laika:~/MyDir$ rmdir otherstuff
paul@laika:~/MyDir$ ls stuff
```
```
paul@laika:~/MyDir$ cd ..
paul@laika:~$ rmdir MyDir
```
```
rmdir: MyDir/ : Directory not empty
```
```
paul@laika:~$ rmdir MyDir/stuff
paul@laika:~$ rmdir MyDir
```

`rmdir -p`

And similar to the `mkdir -p` option, you can also use `rmdir` to recursively remove directories.

```
paul@laika:~$ mkdir -p dir/subdir/subdir2
paul@laika:~$ rmdir -p dir/subdir/subdir2
paul@laika:~$
6.8. practice: working with directories

1. Display your current directory.

2. Change to the /etc directory.

3. Now change to your home directory using only three key presses.

4. Change to the /boot/grub directory using only eleven key presses.

5. Go to the parent directory of the current directory.

6. Go to the root directory.

7. List the contents of the root directory.

8. List a long listing of the root directory.

9. Stay where you are, and list the contents of /etc.

10. Stay where you are, and list the contents of /bin and /sbin.

11. Stay where you are, and list the contents of ~.

12. List all the files (including hidden files) in your home directory.

13. List the files in /boot in a human readable format.

14. Create a directory testdir in your home directory.

15. Change to the /etc directory, stay here and create a directory newdir in your home directory.

16. Create in one command the directories ~/dir1/dir2/dir3 (dir3 is a subdirectory from dir2, and dir2 is a subdirectory from dir1).

17. Remove the directory testdir.

18. If time permits (or if you are waiting for other students to finish this practice), use and understand *pushd* and *popd*. Use the man page of *bash* to find information about these commands.
6.9. solution: working with directories

1. Display your current directory.
   
   `pwd`

2. Change to the /etc directory.

   `cd /etc`

3. Now change to your home directory using only three key presses.
   
   `cd (and the enter key)`

4. Change to the /boot/grub directory using only eleven key presses.

   `cd /boot/grub (use the tab key)`

5. Go to the parent directory of the current directory.

   `cd .. (with space between cd and ..)`

6. Go to the root directory.

   `cd /`

7. List the contents of the root directory.

   `ls`

8. List a long listing of the root directory.

   `ls -l`

9. Stay where you are, and list the contents of /etc.

   `ls /etc`

10. Stay where you are, and list the contents of /bin and /sbin.

    `ls /bin /sbin`

11. Stay where you are, and list the contents of ~.

    `ls ~`

12. List all the files (including hidden files) in your home directory.

    `ls -al ~`

13. List the files in /boot in a human readable format.

    `ls -lh /boot`

14. Create a directory testdir in your home directory.

    `mkdir ~/testdir`

15. Change to the /etc directory, stay here and create a directory newdir in your home directory.

    `mkdir /etc/newdir`
working with directories

16. Create in one command the directories ~/dir1/dir2/dir3 (dir3 is a subdirectory from dir2, and dir2 is a subdirectory from dir1).

    mkdir -p ~/dir1/dir2/dir3

17. Remove the directory testdir.

    rmdir testdir

18. If time permits (or if you are waiting for other students to finish this practice), use and understand pushd and popd. Use the man page of bash to find information about these commands.

    man bash

The Bash shell has two built-in commands called pushd and popd. Both commands work with a common stack of previous directories. Pushd adds a directory to the stack and changes to a new current directory, popd removes a directory from the stack and sets the current directory.

    paul@laika:/etc$ cd /bin
    paul@laika:/bin$ pushd /lib
    /lib /bin
    paul@laika:/lib$ pushd /proc
    /proc /lib /bin
    paul@laika:/proc$
    paul@laika:/proc$ popd
    /lib /bin
    paul@laika:/lib$
    paul@laika:/lib$
    paul@laika:/lib$ popd
    /bin
    paul@laika:/bin$
Chapter 7. working with files

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In this chapter we learn how to recognise, create, remove, copy and move files using commands like file, touch, rm, cp, mv and rename.
7.1. all files are case sensitive

Linux is case sensitive, this means that FILE1 is different from file1, and /etc/hosts is different from /etc/Hosts (the latter one does not exist on a typical Linux computer).

This screenshot shows the difference between two files, one with uppercase W, the other with lowercase w.

```
paul@laika:~/Linux$ ls
winter.txt  Winter.txt
paul@laika:~/Linux$ cat winter.txt
It is cold.
paul@laika:~/Linux$ cat Winter.txt
It is very cold!
```

7.2. everything is a file

A directory is a special kind of file, but it is still a file. Even a terminal window (/dev/pts/4) or a hard disk (/dev/sdb) is represented somewhere in the file system as a file. It will become clear throughout this course that everything on Linux is a file.

7.3. file

The file utility determines the file type. Linux does not use extensions to determine the file type. Your editor does not care whether a file ends in .TXT or .DOC. As a system administrator, you should use the file command to determine the file type. Here are some examples on a typical Linux system.

```
paul@laika:~$ file pic33.png
pic33.png: PNG image data, 3840 x 1200, 8-bit/color RGBA, non-interlaced
paul@laika:~$ file /etc/passwd
/etc/passwd: ASCII text
paul@laika:~$ file HelloWorld.c
HelloWorld.c: ASCII C program text
```

Here's another example of the file utility. It shows different type of binaries on different architectures.

```
# Solaris 9 on Intel
bash-2.05$ file /bin/date
/bin/date: ELF 32-bit LSB executable 80386 Version 1, dynamically linked, stripped

# Ubuntu Linux on AMD64
paul@laika:~$ file /bin/date
/bin/date: ELF 64-bit LSB executable, AMD x86-64, version 1 (SYSV), for GNU/Linux 2.6.0, dynamically linked (uses shared libs), for GNU/Linux 2.6.0, stripped
```
# Debian Sarge on SPARC

```
paul@pasha:~$ file /bin/date
/bin/date: ELF 32-bit MSB executable, SPARC, version 1 (SYSV), for GNU/Linux 2.4.1, dynamically linked (uses shared libs), for GNU/Linux 2.4.1, stripped
```

# AIX on RS/6000

```
serena@AIX7 /home/serena$ file /bin/date
/bin/date: executable (RISC System/6000) or object module
```

The file command uses a magic file that contains patterns to recognize filetypes. The magic file is located in `/usr/share/file/magic`. Type `man 5 magic` for more information.

## 7.4. touch

One easy way to create a file is with `touch`. (We will see many other ways for creating files later in this book.)

```
paul@laika:~/test$ touch file1
paul@laika:~/test$ touch file2
paul@laika:~/test$ touch file555
paul@laika:~/test$ ls -l
total 0
-rw-r--r-- 1 paul paul 0 2007-01-10 21:40 file1
-rw-r--r-- 1 paul paul 0 2007-01-10 21:40 file2
-rw-r--r-- 1 paul paul 0 2007-01-10 21:40 file555
```

### touch -t

Of course, touch can do more than just create files. Can you determine what by looking at the next screenshot? If not, check the manual for touch.

```
paul@laika:~/test$ touch -t 200505050000 SinkoDeMayo
paul@laika:~/test$ touch -t 130207111630 BigBattle
paul@laika:~/test$ ls -l
total 0
-rw-r--r-- 1 paul paul 0 1302-07-11 16:30 BigBattle
-rw-r--r-- 1 paul paul 0 2005-05-05 00:00 SinkoDeMayo
```

## 7.5. rm

When you no longer need a file, use `rm` to remove it. Unlike some graphical user interfaces, the command line in general does not have a waste bin or trashcan to recover files. When you use rm to remove a file, the file is gone. Therefore, be careful when removing files!

```
paul@laika:~/test$ ls
```
BigBattle SinkoDeMayo
paul@laika:~/test$ rm BigBattle
paul@laika:~/test$ ls
SinkoDeMayo

**`rm -i`**

To prevent yourself from accidentally removing a file, you can type **`rm -i`**.

paul@laika:~Linux$ touch brel.txt
paul@laika:~Linux$ rm -i brel.txt
rm: remove regular empty file `brel.txt'? y
paul@laika:~Linux$

**`rm -rf`**

By default, **`rm`** will not remove non-empty directories. However, **`rm`** accepts several options that will allow you to remove any directory. The **`rm -rf`** statement is famous because it will erase anything (providing that you have the permissions to do so). When you are logged on as root, be very careful with **`rm -rf`** (the **`f`** means **`force`** and the **`r`** means **`recursive`**) since being root implies that permissions don't apply to you, so you can literally erase your entire file system by accident.

paul@laika:~$ ls test
SinkoDeMayo
paul@laika:~$ rm test
rm: cannot remove `test': Is a directory
paul@laika:~$ rm -rf test
paul@laika:~$ ls test
ls: test: No such file or directory

**7.6. cp**

To copy a file, use **`cp`** with a source and a target argument. If the target is a directory, then the source files are copied to that target directory.

paul@laika:~/test$ touch FileA
paul@laika:~/test$ ls
FileA
paul@laika:~/test$ cp FileA FileB
paul@laika:~/test$ ls
FileA FileB
paul@laika:~/test$ mkdir MyDir
paul@laika:~/test$ ls
FileA FileB MyDir
paul@laika:~/test$ cp FileA MyDir/
paul@laika:~/test$ ls MyDir/
FileA
working with files

cp -r

To copy complete directories, use `cp -r` (the `-r` option forces recursive copying of all files in all subdirectories).

```bash
paul@laika:~/test$ ls
FileA  FileB  MyDir
paul@laika:~/test$ ls MyDir/
FileA
paul@laika:~/test$ cp -r MyDir MyDirB
paul@laika:~/test$ ls
FileA  FileB  MyDir  MyDirB
paul@laika:~/test$ ls MyDirB
FileA
```

cp multiple files to directory

You can also use `cp` to copy multiple files into a directory. In this case, the last argument (aka the target) must be a directory.

```bash
cp file1 file2 dir1/file3 dir1/file55 dir2
```

cp -i

To prevent `cp` from overwriting existing files, use the `-i` (for interactive) option.

```bash
paul@laika:~/test$ cp fire water
paul@laika:~/test$ cp -i fire water
cp: overwrite `water'? no
paul@laika:~/test$
```

cp -p

To preserve permissions and time stamps from source files, use `cp -p`.

```bash
paul@laika:~/perms$ cp file* cp
paul@laika:~/perms$ cp -p file* cpp
paul@laika:~/perms$ ls *
-rwx------ 1 paul paul    0 2008-08-25 13:26 file33
-rwxr-x--- 1 paul paul    0 2008-08-25 13:26 file42
cpp:
   total 0
-rwx------ 1 paul paul 0 2008-08-25 13:34 file33
-rwxr-x--- 1 paul paul 0 2008-08-25 13:34 file42
```
7.7. mv

Use `mv` to rename a file or to move the file to another directory.

```
paul@laika:~/test$ touch file100
paul@laika:~/test$ ls
file100
paul@laika:~/test$ mv file100 ABC.txt
paul@laika:~/test$ ls
ABC.txt
```

When you need to rename only one file then `mv` is the preferred command to use.

7.8. rename

The `rename` command can also be used but it has a more complex syntax to enable renaming of many files at once. Below are two examples, the first switches all occurrences of `txt` to `png` for all filenames ending in `.txt`. The second example switches all occurrences of uppercase `ABC` in lowercase `abc` for all filenames ending in `.png`.

The following syntax will work on Debian and Ubuntu (prior to Ubuntu 7.10).

```
paul@laika:~/test$ ls
123.txt  ABC.txt
paul@laika:~/test$ rename 's/txt/png/' *.txt
paul@laika:~/test$ ls
123.png  ABC.png
```

On Red Hat Enterprise Linux (and many other Linux distributions like Ubuntu 8.04), the syntax of `rename` is a bit different. The first example below renames all `*.conf` files replacing any occurrence of `conf` with `bak`. The second example renames all `(*)` files replacing one with `ONE`.

```
[paul@RHEL4a test]$ ls
one.conf  two.conf
[paul@RHEL4a test]$ rename conf bak *.conf
[paul@RHEL4a test]$ ls
one.bak  two.bak
[paul@RHEL4a test]$ rename one ONE *
[paul@RHEL4a test]$ ls
ONE.bak  two.bak
```

---

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7.9. practice: working with files

1. List the files in the /bin directory

2. Display the type of file of /bin/cat, /etc/passwd and /usr/bin/passwd.


3b. Display the type of file of wolf.jpg and book.pdf

3c. Rename wolf.jpg to wolf.pdf (use mv).


4. Create a directory ~/touched and enter it.

5. Create the files today.txt and yesterday.txt in touched.

6. Change the date on yesterday.txt to match yesterday's date.

7. Copy yesterday.txt to copy.yesterday.txt

8. Rename copy.yesterday.txt to kim

9. Create a directory called ~/testbackup and copy all files from ~/touched in it.

10. Use one command to remove the directory ~/testbackup and all files in it.

11. Create a directory ~/etcbackup and copy all *.conf files from /etc in it. Did you include all subdirectories of /etc?

12. Use rename to rename all *.conf files to *.backup. (if you have more than one distro available, try it on all!)
7.10. solution: working with files

1. List the files in the /bin directory
   
   ```bash
   ls /bin
   ```

2. Display the type of file of /bin/cat, /etc/passwd and /usr/bin/passwd.

   ```bash
   file /bin/cat /etc/passwd /usr/bin/passwd
   ```


   ```bash
   wget http://linux-training.be/files/studentfiles/wolf.png
   ```

3b. Display the type of file of wolf.jpg and book.pdf

   ```bash
   file wolf.jpg book.pdf
   ```

3c. Rename wolf.jpg to wolf.pdf (use mv).

   ```bash
   mv wolf.jpg wolf.pdf
   ```


   ```bash
   file wolf.pdf book.pdf
   ```

4. Create a directory ~/touched and enter it.

   ```bash
   mkdir ~touched ; cd ~touched
   ```

5. Create the files today.txt and yesterday.txt in touched.

   ```bash
   touch today.txt yesterday.txt
   ```

6. Change the date on yesterday.txt to match yesterday’s date.

   ```bash
   touch -t 200810251405 yesterday.txt (substitute 20081025 with yesterday)
   ```

7. Copy yesterday.txt to copy.yesterday.txt

   ```bash
   cp yesterday.txt copy.yesterday.txt
   ```

8. Rename copy.yesterday.txt to kim

   ```bash
   mv copy.yesterday.txt kim
   ```

9. Create a directory called ~/testbackup and copy all files from ~/touched in it.

   ```bash
   mkdir ~/testbackup ; cp -r ~/touched ~/testbackup/
   ```

10. Use one command to remove the directory ~/testbackup and all files in it.

    ```bash
    rm -rf ~/testbackup
    ```

11. Create a directory ~/etcbackup and copy all *.conf files from /etc in it. Did you include all subdirectories of /etc ?
cp -r /etc/*.conf ~/etcbackup

Only *.conf files that are directly in /etc/ are copied.

12. Use rename to rename all *.conf files to *.backup . (if you have more than one distro available, try it on all!)

On RHEL: touch 1.conf 2.conf ; rename conf backup *.conf
On Debian: touch 1.conf 2.conf ; rename 's/conf/backup/' *.conf
Chapter 8. working with file contents

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In this chapter we will look at the contents of text files with head, tail, cat, tac, more, less and strings.

We will also get a glimpse of the possibilities of tools like cat on the command line.
### 8.1. head

You can use `head` to display the first ten lines of a file.

```
paul@laika:~$ head /etc/passwdoot:x:0:0:root:/root:/bin/bash
dae:1:1:daemon:/usr/sbin:/bin/sh
bin:x:1:2:bin:/bin:/bin/sh
sys:x:33:3:sys:/dev:/bin/sh
cx:4:65534:sync:/bin/sync
games:x:5:60:games:/usr/games:/bin/sh
man:x:6:12:man:/var/cache/man:/bin/sh
lp:x:7:7:lp:/var/spool/lpd:/bin/sh
mail:x:8:8:mail:/var/mail:/bin/sh
news:x:9:9:news:/var/spool/news:/bin/sh
paul@laika:~$
```

The `head` command can also display the first n lines of a file.

```
paul@laika:~$ head -4 /etc/passwd
root:x:0:0:root:/root:/bin/bash
dae:1:1:daemon:/usr/sbin:/bin/sh
bin:x:2:2:bin:/bin:/bin/sh
sys:x:33:3:sys:/dev:/bin/sh
```

Head can also display the first n bytes.

```
paul@laika:~$ head -c4 /etc/passwd
root
```

### 8.2. tail

Similar to `head`, the `tail` command will display the last ten lines of a file.

```
paul@laika:~$ tail /etc/services
vboxd 20012/udp
binkp 24554/tcp # binkp fidonet protocol
asp 27374/tcp # Address Search Protocol
asp 27374/udp
csync2 30865/tcp # cluster synchronization tool
dircproxy 57000/tcp # Detachable IRC Proxy
tfido 60177/tcp # fidonet EMSI over telnet
fido 60179/tcp # fidonet EMSI over TCP

# Local services
paul@laika:~$
```

You can give `tail` the number of lines you want to see.

```
six
seven
```
eight

The **tail** command has other useful options, some of which we will use some of them during this course.

### 8.3. cat

The **cat** command is one of the most universal tools. All it does is copy standard input to standard output. In combination with the shell this can be very powerful and diverse. Some examples will give a glimpse into the possibilities. The first example is simple, you can use cat to display a file on the screen. If the file is longer than the screen, it will scroll to the end.

```
paul@laika:~$ cat /etc/resolv.conf
nameserver 194.7.1.4
paul@laika:~$
```

#### concatenate

cat is short for **concatenate**. One of the basic uses of cat is to concatenate files into a bigger (or complete) file.

```
paul@laika:~$ echo one > part1
paul@laika:~$ echo two > part2
paul@laika:~$ echo three > part3
paul@laika:~$ cat part1 part2 part3
one
two
three
paul@laika:~$
```

#### create files

You can use **cat** to create files with one or more lines of text. Type the command as shown in the screenshot below. Then type one or more lines, finishing each line with the enter key. After the last line, type and hold the Control (Ctrl) key and press d. The **Ctrl d** key combination will send an **EOF** (End of File) to the running process ending the cat command.

```
paul@laika:~/test$ cat > winter.txt
It is very cold today!
paul@laika:~/test$ cat winter.txt
It is very cold today!
paul@laika:~/test$
```

You can choose this end marker for **cat** with `<<` as is shown in this screenshot.
copy files

In the third example you will see that cat can be used to copy files. We will explain in detail what happens here in the bash shell chapter.

paul@laika:~/test$ cat winter.txt
It is very cold today!
paul@laika:~/test$ cat winter.txt > cold.txt
paul@laika:~/test$ cat cold.txt
It is very cold today!
paul@laika:~/test$

8.4. tac

Just one example will show you the purpose of tac (as the opposite of cat).

paul@laika:~/test$ cat count
one
two
three
four
paul@laika:~/test$ tac count
four
three
two
one
paul@laika:~/test$

8.5. more and less

The more command is useful for displaying files that take up more than one screen. More will allow you to see the contents of the file page by page. Use the spacebar to see the next page, or q to quit. Some people prefer the less command to more.

8.6. strings

With the strings command you can display readable ascii strings found in (binary) files. This example locates the ls binary then displays readable strings in the binary file (output is truncated).
paul@laika:~$ which ls
/bin/ls
paul@laika:~$ strings /bin/ls
/lib/id-linux.so.2
librt.so.1
__gmon_start__
__Jv_RegisterClasses
clock_gettime
libacl.so.1
...

8.7. practice: file contents

1. Display the first 12 lines of `/etc/services`.

2. Display the last line of `/etc/passwd`.

3. Use `cat` to create a file named `count.txt` that looks like this:

   One
   Two
   Three
   Four
   Five

4. Use `cp` to make a backup of this file to `cnt.txt`.

5. Use `cat` to make a backup of this file to `catcnt.txt`.

6. Display `catcnt.txt`, but with all lines in reverse order (the last line first).

7. Use `more` to display `/var/log/messages`.

8. Display the readable character strings from the `/usr/bin/passwd` command.

9. Use `ls` to find the biggest file in `/etc`. 
8.8. solution: file contents

1. Display the first 12 lines of `/etc/services`.
   head -12 /etc/services

2. Display the last line of `/etc/passwd`.
   tail -1 /etc/passwd

3. Use `cat` to create a file named `count.txt` that looks like this:
   ```
   One
   Two
   Three
   Four
   Five
   ```
   cat > count.txt

4. Use `cp` to make a backup of this file to `cnt.txt`.
   cp count.txt cnt.txt

5. Use `cat` to make a backup of this file to `catcnt.txt`.
   cat count.txt > catcnt.txt

6. Display `catcnt.txt`, but with all lines in reverse order (the last line first).
   tac catcnt.txt

7. Use `more` to display `/var/log/messages`.
   more /var/log/messages

8. Display the readable character strings from the `/usr/bin/passwd` command.
   strings /usr/bin/passwd

9. Use `ls` to find the biggest file in `/etc`.
   ls -lrS /etc
Chapter 9. the Linux file tree

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This chapter takes a look at the most common directories in the Linux file tree. It also shows that on Unix everything is a file.
9.1. filesystem hierarchy standard

Many Linux distributions partially follow the Filesystem Hierarchy Standard. The FHS may help make more Unix/Linux file system trees conform better in the future. The FHS is available online at http://www.pathname.com/fhs/ where we read: "The filesystem hierarchy standard has been designed to be used by Unix distribution developers, package developers, and system implementors. However, it is primarily intended to be a reference and is not a tutorial on how to manage a Unix filesystem or directory hierarchy."

9.2. man hier

There are some differences in the filesystems between Linux distributions. For help about your machine, enter man hier to find information about the file system hierarchy. This manual will explain the directory structure on your computer.

9.3. the root directory /

All Linux systems have a directory structure that starts at the root directory. The root directory is represented by a forward slash, like this: /. Everything that exists on your Linux system can be found below this root directory. Let's take a brief look at the contents of the root directory.

[paul@RHELv4u3 ~]$ ls /
bin  dev  home  media  mnt  proc  sbin  srv  tftpboot  usr
boot  etc  lib  misc  opt  root  selinux  sys  tmp  var
9.4. binary directories

Binaries are files that contain compiled source code (or machine code). Binaries can be executed on the computer. Sometimes binaries are called executables.

/bin

The /bin directory contains binaries for use by all users. According to the FHS the /bin directory should contain /bin/cat and /bin/date (among others).

In the screenshot below you see common Unix/Linux commands like cat, cp, cpio, date, dd, echo, grep, and so on. Many of these will be covered in this book.

```
paul@laika:~$ ls /bin
archdetect       egrep             mt              setupcon
autopartition    false            mt-gnu          sh
bash             fgconsole         mv              sh.distrib
bunzip2          fgrep            nano            sleep
bzcata           fuser            nc              stralign
bzcmp            fusermount        nc.traditional  stty
bzdiff           get_mounoptions  netcat          su
bzegrep           grep             netstat          sync
bzxze            gunzip            ntfs-3g         sysfs
bzfgrep           gzexe            ntfs-3g.probe   tailf
bzgrep            gzip             parted_devices  tar
bzlip2           hostname          parted_server   tempfile
bzlip2recover    hw-detect        partman         touch
bzless           ip               partman-commit  true
bzmore           kbd_mode          perform_recipe  ulockmgr
cat              kill             pidof            umount
...```

other /bin directories

You can find a /bin subdirectory in many other directories. A user named Serena could put her own programs in /home/serena/bin.

Some applications, often when installed directly from source will put themselves in /opt. A samba server installation can use /opt/samba/bin to store its binaries.

/sbin

/sbin contains binaries to configure the operating system. Many of the system binaries require root privilege to perform certain tasks.

Below a screenshot containing system binaries to change the ip-address, partition a disk and create an ext4 file system.

```
paul@ubu1010:~$ ls -l /sbin/ifconfig /sbin/fdisk /sbin/mkfs.ext4
-rwxr-xr-x 1 root root 97172 2011-02-02 09:56 /sbin/fdisk```
the Linux file tree

```
-rwxr-xr-x 1 root root 65708 2010-07-02 09:27 /sbin/ifconfig
-rwxr-xr-x 5 root root 55140 2010-08-18 18:01 /sbin/mkfs.ext4
```

/lib

Binaries found in /bin and /sbin often use shared libraries located in /lib. Below is a screenshot of the partial contents of /lib.

```
paul@laika:~$ ls /lib/libc*
/lib/libc-2.5.so     /lib/libcfont.so.0.0.0   /lib/libcom_err.so.2.1
/lib/libcap.so.1     /lib/libcidn-2.5.so     /lib/libconsole.so.0
/lib/libcap.so.1.10  /lib/libcidn.so.1      /lib/libconsole.so.0.0.0
/lib/libcfont.so.0   /lib/libcom_err.so.2    /lib/libcrypt-2.5.so
```

/lib/modules

Typically, the Linux kernel loads kernel modules from /lib/modules/$kernel-version/. This directory is discussed in detail in the Linux kernel chapter.

/lib32 and /lib64

We currently are in a transition between 32-bit and 64-bit systems. Therefore, you may encounter directories named /lib32 and /lib64 which clarify the register size used during compilation time of the libraries. A 64-bit computer may have some 32-bit binaries and libraries for compatibility with legacy applications. This screenshot uses the file utility to demonstrate the difference.

```
paul@laika:~$ file /lib32/libc-2.5.so
/lib32/libc-2.5.so: ELF 32-bit LSB shared object, Intel 80386, \
version 1 (SYSV), for GNU/Linux 2.6.0, stripped

paul@laika:~$ file /lib64/libcap.so.1.10
/lib64/libcap.so.1.10: ELF 64-bit LSB shared object, AMD x86-64, \
version 1 (SYSV), stripped
```

The ELF (Executable and Linkable Format) is used in almost every Unix-like operating system since System V.

/opt

The purpose of /opt is to store optional software. In many cases this is software from outside the distribution repository. You may find an empty /opt directory on many systems.

A large package can install all its files in /bin, /lib, /etc subdirectories within /opt/ $packagename/. If for example the package is called wp, then it installs in /opt/wp, putting binaries in /opt/wp/bin and manpages in /opt/wp/man.
9.5. configuration directories

/boot

The /boot directory contains all files needed to boot the computer. These files don’t change very often. On Linux systems you typically find the /boot/grub directory here. /boot/grub contains /boot/grub/menu.lst (the grub configuration file is often linked to /boot/grub/grub.conf) which defines the boot menu that is displayed before the kernel starts.

/etc

All of the machine-specific configuration files should be located in /etc. Historically /etc stood for etcetera, today people often use the Editable Text Configuration backronym.

Many times the name of a configuration files is the same as the application, daemon, or protocol with .conf added as the extension.

```
paul@laika:~$ ls /etc/*.conf
/etc/adduser.conf /etc/ld.so.conf /etc/scrollkeeper.conf
/etc/britty.conf /etc/lftp.conf /etc/sysctl.conf
/etc/certificate.conf /etc/libao.conf /etc/syslog.conf
/etc/cvs-cron.conf /etc/logrotate.conf /etc/ucf.conf
/etc/ddclient.conf /etc/ltrace.conf /etc/uniconf.conf
/etc/debconf.conf /etc/mke2fs.conf /etc/updatedb.conf
/etc/deluser.conf /etc/netscald.conf /etc/usplash.conf
/etc/ddclient.conf /etc/nsswitch.conf /etc/uniconf.conf
/etc/ddclient.conf /etc/pam.conf /etc/vnc.conf
/etc/derp.conf /etc/pnm2ppa.conf /etc/wd.conf
/etc/inetd.conf /etc/povray.conf /etc/wvdial.conf
/etc/kernel-img.conf /etc/resolv.conf
paul@laika:~$
```

There is much more to be found in /etc.

/etc/init.d/

A lot of Unix/Linux distributions have an /etc/init.d directory that contains scripts to start and stop daemons. This directory could disapear as Linux migrates to systems that replace the old init way of starting all daemons.

/etc/X11/

The graphical display (aka X Window System or just X) is driven by software from the X.org foundation. The configuration file for your graphical display is /etc/X11/xorg.conf.
The skeleton directory `/etc/skel` is copied to the home directory of a newly created user. It usually contains hidden files like a `.bashrc` script.

This directory, which is not mentioned in the FHS, contains a lot of Red Hat Enterprise Linux configuration files. We will discuss some of them in greater detail. The screenshot below is the `/etc/sysconfig` directory from RHELv4u4 with everything installed.

```
paul@RHELv4u4:~$ ls /etc/sysconfig/
apmd    firstboot  irda  network  saslauthd
apm-scripts  grub  irqbalance  networking  selinux
authconfig  hidd  keyboard  ntpd  spamassassin
autofs  httpd  kudzu  openlib.conf  squid
bluetooth  hwconf  lm_sensors  pand  syslog
clock  il8n  mouse  pcmcia  sys-config-sec
clock  init  mouse.B  pgsql  sys-config-users
crond  installinfo  named  prelink  sys-logviewer
desktop  ipmi  netdump  rawdevices  tux
diskdump  iptables  netdump_id_dsa  rhn  vncservers
dund  iptables-cfg  netdump_id_dsa.p  samba  xinetd
paul@RHELv4u4:~$
```

The file `/etc/sysconfig/firstboot` tells the Red Hat Setup Agent not to run at boot time. If you want to run the Red Hat Setup Agent at the next reboot, then simply remove this file, and run `chkconfig --level 5 firstboot on`. The Red Hat Setup Agent allows you to install the latest updates, create a user account, join the Red Hat Network and more. It will then create the `/etc/sysconfig/firstboot` file again.

```
paul@RHELv4u4:~$ cat /etc/sysconfig/firstboot
RUN_FIRSTBOOT=NO
```

The `/etc/sysconfig/harddisks` file contains some parameters to tune the hard disks. The file explains itself.

You can see hardware detected by `kudzu` in `/etc/sysconfig/hwconf`. Kudzu is software from Red Hat for automatic discovery and configuration of hardware.

The keyboard type and keymap table are set in the `/etc/sysconfig/keyboard` file. For more console keyboard information, check the manual pages of `keymaps(5)`, `dumpkeys(1)`, `loadkeys(1)` and the directory `/lib/kbd/keymaps/`.

```
root@RHELv4u4:/etc/sysconfig# cat keyboard
KEYBOARDTYPE="pc"
KEYTABLE="us"
```

We will discuss networking files in this directory in the networking chapter.
9.6. data directories

/home

Users can store personal or project data under /home. It is common (but not mandatory by the fhs) practice to name the users home directory after the username in the format /home/$USERNAME. For example:

```
paul@ubu606:~$ ls /home
geert  annik  sandra  paul  tom
```

Besides giving every user (or every project or group) a location to store personal files, the home directory of a user also serves as a location to store the user profile. A typical Unix user profile contains many hidden files (files whose filename starts with a dot). The hidden files of the Unix user profiles contain settings specific for that user.

```
paul@ubu606:~$ ls -d /home/paul/.*
/home/paul/  /home/paul/.bash_profile  /home/paul/.ssh
/home/paul/.. /home/paul/.bashrc  /home/paul/.viminfo
/home/paul/.bash_history /home/paul/.lesshst
```

/root

On many systems /root is the default location for personal data and profile of the root user. If it does not exist by default, then some administrators create it.

/srv

You may use /srv for data that is served by your system. The FHS suggests locating cvs, rsync, ftp and www data in this location. The FHS also approves administrative naming in /srv, like /srv/project55/ftp and /srv/sales/www.

On Sun Solaris (or Oracle Solaris) /export is used for this purpose.

/media

The /media directory serves as a mount point for removable media devices such as CD-ROM's, digital cameras, and various usb-attached devices. Since /media is rather new in the Unix world, you could very well encounter systems running without this directory. Solaris 9 does not have it, Solaris 10 does. Most Linux distributions today mount all removable media in /media.

```
paul@debian5:~$ ls /media/
cdrom  cdrom0  usbdisk
```
/mnt

The /mnt directory should be empty and should only be used for temporary mount points (according to the FHS).

Unix and Linux administrators used to create many directories here, like /mnt/something/. You likely will encounter many systems with more than one directory created and/or mounted inside /mnt to be used for various local and remote filesystems.

/tmp

Applications and users should use /tmp to store temporary data when needed. Data stored in /tmp may use either disk space or RAM. Both of which are managed by the operating system. Never use /tmp to store data that is important or which you wish to archive.
9.7. in memory directories

/dev

Device files in /dev appear to be ordinary files, but are not actually located on the hard disk. The /dev directory is populated with files as the kernel is recognizing hardware.

common physical devices

Common hardware such as hard disk devices are represented by device files in /dev. Below a screenshot of SATA device files on a laptop and then IDE attached drives on a desktop. (The detailed meaning of these devices will be discussed later.)

```
# SATA or SCSI
# paul@laika:~$ ls /dev/sd*
/dev/sda  /dev/sda1  /dev/sda2  /dev/sda3  /dev/sdb  /dev/sdb1  /dev/sdb2

#
# IDE or ATAPI
# paul@barry:~$ ls /dev/hd*
/dev/hda  /dev/hda1  /dev/hda2  /dev/hdb  /dev/hdb1  /dev/hdb2  /dev/hdc
```

Besides representing physical hardware, some device files are special. These special devices can be very useful.

/dev/tty and /dev/pts

For example, /dev/tty1 represents a terminal or console attached to the system. (Don't break your head on the exact terminology of 'terminal' or 'console', what we mean here is a command line interface.) When typing commands in a terminal that is part of a graphical interface like Gnome or KDE, then your terminal will be represented as /dev/pts/1 (1 can be another number).

/dev/null

On Linux you will find other special devices such as /dev/null which can be considered a black hole; it has unlimited storage, but nothing can be retrieved from it. Technically speaking, anything written to /dev/null will be discarded. /dev/null can be useful to discard unwanted output from commands. /dev/null is not a good location to store your backups ;-)
the Linux file tree

/proc conversation with the kernel

/proc is another special directory, appearing to be ordinary files, but not taking up disk space. It is actually a view of the kernel, or better, what the kernel manages, and is a means to interact with it directly. /proc is a proc filesystem.

paul@RHELv4u4:~$ mount -t proc
none on /proc type proc (rw)

When listing the /proc directory you will see many numbers (on any Unix) and some interesting files (on Linux)

mul@laika:~$ ls /proc
1      2339   4724  5418  6587  7201       cmdline      mounts
10175  2523  4729  5421  6596  7204       cpuinfo      mtrr
10211  2783  4741  5658  6599  7206       crypto      net
10239  2975  4873  5661  6638  7214       devices      pagetypeinfo
141    29775 4874  5665  6652  7218       diskstats    partitions
15045  29792 4878  5927  6719  7218       dma          sched_debug
1519   2997  4879  6   6736  7223       driver      scsi
1548   3  4881  6032  6737  7224       execdomains self
1551   30228 4882  6033  6755  7227       fb          alabinio
1554   3069 5  6145  6762  7260       filesystems stat
1557   31422 5073  6298  6774  7267       fs          swaps
1606   3149  5147  6414  6816  7275       ide          sys
180    31507 5203  6418  6991  7282       interrupts sysrq-trigger
181    3189  5206  6419  6993  7298       iomem        sysvipc
182    3193  5228  6420  6996  7319       ioports      timer_list
18898  3246  5272  6421  7157  7330       irq          timer_stats
19799  3248  5291  6422  7163  7345       kallsyms     tty
19803  3253  5294  6423  7164  7353       kcore        uptime
19804  3372  5356  6424  7171  7525       key-users    version
1987 4  5370  6425  7175  7529       kmsg         version_signature
1989  42  5379  6426  7188  9964       loadavg    vmcore
2    45  5380  6430  7189  9964       locks       vmem
20845  4542  5412  6450  7191  9964       asound      vmstat
221    46  5414  6551  7192       buddyinfo  misc
2338  4704  5416  6568  7199       bus          modules

Let's investigate the file properties inside /proc. Looking at the date and time will display the current date and time showing the files are constantly updated (a view on the kernel).

paul@RHELv4u4:~$ date
Mon Jan 29 18:06:32 EST 2007
paul@RHELv4u4:~$ ls -al /proc/cpuinfo
-r--r--r--  1 root  root  0 Jan 29 18:06 /proc/cpuinfo
paul@RHELv4u4:~$

...time passes...

paul@RHELv4u4:~$ date
Mon Jan 29 18:10:00 EST 2007
paul@RHELv4u4:~$ ls -al /proc/cpuinfo
-r--r--r--  1 root  root  0 Jan 29 18:10 /proc/cpuinfo
Most files in /proc are 0 bytes, yet they contain data--sometimes a lot of data. You can see this by executing cat on files like /proc/cpuinfo, which contains information about the CPU.

```
paul@RHELv4u4:~$ file /proc/cpuinfo
/proc/cpuinfo: empty
paul@RHELv4u4:~$ cat /proc/cpuinfo
processor       : 0
vendor_id       : AuthenticAMD
cpu family      : 15
model           : 43
model name      : AMD Athlon(tm) 64 X2 Dual Core Processor 4600+
stepping        : 1
cpu MHz         : 2398.628
cache size      : 512 KB
fdiv_bug        : no
hlt_bug         : no
f00f_bug        : no
coma_bug        : no
fpu             : yes
fpu_exception   : yes
cpuid level     : 1
wp              : yes
flags           : fpu vme de pse tsc msr pae mce cx8 apic mtrr pge...
bogomips        : 4803.54
```

**Just for fun, here is /proc/cpuinfo on a Sun Sunblade 1000...**

```
paul@pasha:~$ cat /proc/cpuinfo
cpu : TI UltraSparc III (Cheetah)
fpu : UltraSparc III integrated FPU
promlib : Version 3 Revision 2
prom   : 4.2.2
type   : sun4u
cmpus probed : 2
ncmpus active : 2
Cpu0Bogo : 498.68
Cpu0ClkTck : 0000000002cb41780
Cpu1Bogo : 498.68
Cpu1ClkTck : 0000000002cb41780
MMU Type : Cheetah
State:
CPU0: online
CPU1: online
```

Most of the files in /proc are read only, some require root privileges, some files are writable, and many files in /proc/sys are writable. Let's discuss some of the files in /proc.

**/proc/interrupts**

On the x86 architecture, /proc/interrupts displays the interrupts.

```
paul@RHELv4u4:~$ cat /proc/interrupts
CPU0
```
the Linux file tree

On a machine with two CPU’s, the file looks like this.

```
paul@laika:~$ cat /proc/interrupts
CPU0 CPU1
  0: 860013  0  IO-APIC-edge timer
  1:  4533  0  IO-APIC-edge i8042
  7:   0  0  IO-APIC-edge parport0
  8: 6588227  0  IO-APIC-edge rtc
 10:  2314  0  IO-APIC-fasteoi acpi
 12:  133  0  IO-APIC-edge libata
 14:   0  0  IO-APIC-edge libata
 15:  72269  0  IO-APIC-edge libata
 18:   1  0  IO-APIC-fasteoi yenta
 19: 115036  0  IO-APIC-fasteoi eth0
 20: 126871  0  IO-APIC-fasteoi libata, ohci1394
 21: 30204  0  IO-APIC-fasteoi ehci_hcd:usb1, uhci_hcd:usb2
 22: 1334  0  IO-APIC-fasteoi saa7133[0], saa7133[0]
 24: 234739  0  IO-APIC-fasteoi nvidia
 NMI:  72  42
 LOC: 860000  859994
 ERR:  0
```

/proc/kcore

The physical memory is represented in /proc/kcore. Do not try to cat this file, instead use a debugger. The size of /proc/kcore is the same as your physical memory, plus four bytes.

```
paul@laika:~$ ls -lh /proc/kcore
-r-------- 1 root root 2.0G 2007-01-30 08:57 /proc/kcore
```

/sys Linux 2.6 hot plugging

The /sys directory was created for the Linux 2.6 kernel. Since 2.6, Linux uses sysfs to support usb and IEEE 1394 (FireWire) hot plug devices. See the manual pages of udev(8) (the successor of devfs) and hotplug(8) for more info (or visit http://linux-hotplug.sourceforge.net/).

Basically the /sys directory contains kernel information about hardware.
9.8. /usr Unix System Resources

Although /usr is pronounced like user, remember that it stands for Unix System Resources. The /usr hierarchy should contain sharable, read only data. Some people choose to mount /usr as read only. This can be done from its own partition or from a read only NFS share.

/usr/bin

The /usr/bin directory contains a lot of commands.

```
paul@deb508:~$ ls /usr/bin | wc -l
1395
```

(On Solaris the /bin directory is a symbolic link to /usr/bin.)

/usr/include

The /usr/include directory contains general use include files for C.

```
paul@ubu1010:~$ ls /usr/include/
aalib.h      expat_config.h      math.h          search.h
af_vfs.h     expat_external.h    mcheck.h         semaphore.h
alo.h        expat.h             memory.h         setjmp.h
AL           fcntl.h             menu.h           sgtty.h
aliases.h    features.h          mntent.h         shadow.h
...
```

/usr/lib

The /usr/lib directory contains libraries that are not directly executed by users or scripts.

```
paul@deb508:~$ ls /usr/lib | head -7
4Suite
ao
apt
arj
aspell
avahi
bonobo
```

/usr/local

The /usr/local directory can be used by an administrator to install software locally.

```
paul@deb508:~$ ls /usr/local/
bin etc games include lib man sbin share src
paul@deb508:~$ du -sh /usr/local/
128K /usr/local/
```
The `/usr/share` directory contains architecture independent data. As you can see, this is a fairly large directory.

```
paul@deb508:~$ ls /usr/share/ | wc -l
263
paul@deb508:~$ du -sh /usr/share/
1.3G /usr/share/
```

This directory typically contains `/usr/share/man` for manual pages.

```
paul@deb508:~$ ls /usr/share/man
cs fr hu it.UTF-8 man2 man6 pl.ISO8859-2 sv
de fr.ISO8859-1 id ja man3 man7 pl.UTF-8 tr
es fr.UTF-8 it ko man4 man8 pt_BR zh_CN
fi gl it.ISO8859-1 man1 man5 pl ru zh_TW
```

And it contains `/usr/share/games` for all static game data (so no high-scores or play logs).

```
paul@ubuntu1010:~$ ls /usr/share/games/
openttd wesnoth
```

The `/usr/src` directory is the recommended location for kernel source files.

```
paul@deb508:~$ ls -l /usr/src/
total 12
drw-r-xr-x  4 root root 4096 2011-02-01 14:43 linux-headers-2.6.26-2-686
drw-r-xr-x 18 root root 4096 2011-02-01 14:43 linux-headers-2.6.26-2-common
drw-r-xr-x  3 root root 4096 2009-10-28 16:01 linux-kbuild-2.6.26
```
9.9. /var variable data

Files that are unpredictable in size, such as log, cache and spool files, should be located in /var.

/var/log

The /var/log directory serves as a central point to contain all log files.

/var/log/messages

A typical first file to check when troubleshooting is the /var/log/messages file. By default this file will contain information on what just happened to the system.

/var/cache

The /var/cache directory can contain cache data for several applications.
The `/var/spool` directory typically contains spool directories for `mail` and `cron`, but also serves as a parent directory for other spool files (for example print spool files).

The **Red Hat Update Agent** for example uses files in `/var/spool/up2date`. This location is also used when files are downloaded from the **Red Hat Network**.

The `/var/lib` directory contains application state information.

Red Hat Enterprise Linux for example keeps files pertaining to `rpm` in `/var/lib/rpm`.

`/var/...`

/`var` also contains Process ID files in `/var/run` and temporary files that survive a reboot in `/var/tmp` and information about file locks in `/var/lock`. There will be more examples of `/var` usage further in this book.
9.10. practice: file system tree

1. Does the file /bin/cat exist? What about /bin/dd and /bin/echo. What is the type of these files?

2. What is the size of the Linux kernel file(s) (vmlinu*) in /boot?

3. Create a directory ~/test. Then issue the following commands:
   
   ```
   cd ~/test
   dd if=/dev/zero of=zeroes.txt count=1 bs=100
   od zeroes.txt
   ```

   **dd** will copy one times (count=1) a block of size 100 bytes (bs=100) from the file /dev/zero to ~/test/zeroes.txt. Can you describe the functionality of /dev/zero?

4. Now issue the following command:
   
   ```
   dd if=/dev/random of=random.txt count=1 bs=100 ; od random.txt
   ```

   **dd** will copy one times (count=1) a block of size 100 bytes (bs=100) from the file /dev/random to ~/test/random.txt. Can you describe the functionality of /dev/random?

5. Issue the following two commands, and look at the first character of each output line.
   
   ```
   ls -l /dev/sd* /dev/hd*
   ls -l /dev/tty* /dev/input/mou*
   ```

   The first ls will show block(b) devices, the second ls shows character(c) devices. Can you tell the difference between block and character devices?

6. Use cat to display /etc/hosts and /etc/resolv.conf. What is your idea about the purpose of these files?

7. Are there any files in /etc/skel/? Check also for hidden files.

8. Display /proc/cpuinfo. On what architecture is your Linux running?

9. Display /proc/interrupts. What is the size of this file? Where is this file stored?

10. Can you enter the /root directory? Are there (hidden) files?

11. Are ifconfig, fdisk, parted, shutdown and grub-install present in /sbin? Why are these binaries in /sbin and not in /bin?

12. Is /var/log a file or a directory? What about /var/spool?

13. Open two command prompts (Ctrl-Shift-T in gnome-terminal) or terminals (Ctrl-Alt-F1, Ctrl-Alt-F2, ...) and issue the **who am i** in both. Then try to echo a word from one terminal to the other.
14. Read the man page of `random` and explain the difference between `/dev/random` and `/dev/urandom`. 
9.11. solution: file system tree

1. Does the file /bin/cat exist? What about /bin/dd and /bin/echo. What is the type of these files?

   ls /bin/cat ; file /bin/cat
   ls /bin/dd ; file /bin/dd
   ls /bin/echo ; file /bin/echo

2. What is the size of the Linux kernel file(s) (vmlinu*) in /boot?

   ls -lh /boot/vm*

3. Create a directory ~/test. Then issue the following commands:

   cd ~/test
   dd if=/dev/zero of=zeroes.txt count=1 bs=100
   od zeroes.txt

   dd will copy one times (count=1) a block of size 100 bytes (bs=100) from the file /dev/zero to ~/test/zeroes.txt. Can you describe the functionality of /dev/zero?

   /dev/zero is a Linux special device. It can be considered a source of zeroes. You cannot send something to /dev/zero, but you can read zeroes from it.

4. Now issue the following command:

   dd if=/dev/random of=random.txt count=1 bs=100 ; od random.txt

   dd will copy one times (count=1) a block of size 100 bytes (bs=100) from the file /dev/random to ~/test/random.txt. Can you describe the functionality of /dev/random?

   /dev/random acts as a random number generator on your Linux machine.

5. Issue the following two commands, and look at the first character of each output line.

   ls -l /dev/sd* /dev/hd*
   ls -l /dev/tty* /dev/input/mou*

   The first ls will show block(b) devices, the second ls shows character(c) devices. Can you tell the difference between block and character devices?

   Block devices are always written to (or read from) in blocks. For hard disks, blocks of 512 bytes are common. Character devices act as a stream of characters (or bytes). Mouse and keyboard are typical character devices.

6. Use cat to display /etc/hosts and /etc/resolv.conf. What is your idea about the purpose of these files?
/etc/hosts contains hostnames with their ip address
/etc/resolv.conf should contain the ip address of a DNS name server.

7. Are there any files in /etc/skel? Check also for hidden files.
   Issue "ls -al /etc/skel/". Yes, there should be hidden files there.

8. Display /proc/cpuinfo. On what architecture is your Linux running?
   The file should contain at least one line with Intel or other cpu.

9. Display /proc/interrupts. What is the size of this file? Where is this file stored?
   The size is zero, yet the file contains data. It is not stored anywhere because /proc is a virtual file system that allows you to talk with the kernel. (If you answered "stored in RAM-memory, that is also correct...").

10. Can you enter the /root directory? Are there (hidden) files?
    Try "cd /root". Yes there are (hidden) files there.

11. Are ifconfig, fdisk, parted, shutdown and grub-install present in /sbin? Why are these binaries in /sbin and not in /bin?
    Because those files are only meant for system administrators.

12. Is /var/log a file or a directory? What about /var/spool?
    Both are directories.

13. Open two command prompts (Ctrl-Shift-T in gnome-terminal) or terminals (Ctrl-Alt-F1, Ctrl-Alt-F2, ...) and issue the who am i in both. Then try to echo a word from one terminal to the other.
    tty-terminal: echo Hello > /dev/tty1
    pts-terminal: echo Hello > /dev/pts/1

14. Read the man page of random and explain the difference between /dev/random and /dev/urandom.
    man 4 random
Part III. shell expansion
Chapter 10. commands and arguments

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This chapter introduces you to shell expansion by taking a close look at commands and arguments. Knowing shell expansion is important because many commands on your Linux system are processed and most likely changed by the shell before they are executed.

The command line interface or shell used on most Linux systems is called bash, which stands for Bourne again shell. The bash shell incorporates features from sh (the original Bourne shell), csh (the C shell), and ksh (the Korn shell).
10.1. echo

This chapter frequently uses the `echo` command to demonstrate shell features. The `echo` command is very simple: it echoes the input that it receives.

```
paul@laika:~$ echo Burtonville
Burtonville
paul@laika:~$ echo Smurfs are blue
Smurfs are blue
```

10.2. arguments

One of the primary features of a shell is to perform a command line scan. When you enter a command at the shell's command prompt and press the enter key, then the shell will start scanning that line, cutting it up in arguments. While scanning the line, the shell may make many changes to the arguments you typed. This process is called shell expansion. When the shell has finished scanning and modifying that line, then it will be executed.

white space removal

Parts that are separated by one or more consecutive white spaces (or tabs) are considered separate arguments, any white space is removed. The first argument is the command to be executed, the other arguments are given to the command. The shell effectively cuts your command into one or more arguments.

This explains why the following four different command lines are the same after shell expansion.

```
[paul@RHELv4u3 ~]$ echo Hello World
Hello World
[paul@RHELv4u3 ~]$ echo Hello   World
Hello World
[paul@RHELv4u3 ~]$ echo   Hello   World
Hello World
[paul@RHELv4u3 ~]$    echo      Hello      World
Hello World
```

The `echo` command will display each argument it receives from the shell. The `echo` command will also add a new whitespace between the arguments it received.

single quotes

You can prevent the removal of white spaces by quoting the spaces. The contents of the quoted string are considered as one argument. In the screenshot below the `echo` receives only one argument.

```
[paul@RHELv4b ~]$ echo 'A line with single quotes'
A line with single quotes
```
double quotes

You can also prevent the removal of white spaces by double quoting the spaces. Same as above, `echo` only receives one argument.

```
[paul@RHEL4b ~]$ echo "A line with      double    quotes"
A line with      double    quotes
[paul@RHEL4b ~]$  
```

echo and quotes

Quoted lines can include special escaped characters recognized by the `echo` command (when using `echo -e`). The screenshot below shows how to use `\n` for a newline and `\t` for a tab (usually eight white spaces).

```
[paul@RHEL4b ~]$ echo -e "A line with \na newline"
A line with
 a newline
[paul@RHEL4b ~]$ echo -e 'A line with \na newline'
A line with
 a newline
[paul@RHEL4b ~]$ echo -e "A line with \ta tab"
A line with     a tab
[paul@RHEL4b ~]$ echo -e 'A line with \ta tab'
A line with     a tab
[paul@RHEL4b ~]$  
```

The `echo` command can generate more than white spaces, tabs and newlines. Look in the man page for a list of options.

10.3. commands

external or builtin commands ?

Not all commands are external to the shell, some are builtin. External commands are programs that have their own binary and reside somewhere in the file system. Many external commands are located in `/bin` or `/sbin`. Builtin commands are an integral part of the shell program itself.

type

To find out whether a command given to the shell will be executed as an external command or as a builtin command, use the `type` command.

```
paul@laika:~$ type cd  
```
cd is a shell builtin
paul@laika:~$ type cat
cat is /bin/cat

As you can see, the cd command is built-in and the cat command is external.

You can also use this command to show you whether the command is aliased or not.

paul@laika:~$ type ls
ls is aliased to `ls --color=auto'

running external commands

Some commands have both builtin and external versions. When one of these commands is executed, the builtin version takes priority. To run the external version, you must enter the full path to the command.

paul@laika:~$ type -a echo
echo is a shell builtin
echo is /bin/echo
paul@laika:~$ /bin/echo Running the external echo command...

which

The which command will search for binaries in the $PATH environment variable (variables will be explained later). In the screenshot below, it is determined that cd is built-in, and ls, cp, rm, mv, mkdir, pwd, and which are external commands.

[root@RHEL4b ~]# which cp ls mv rm cd mkdir pwd which
/bin/cp
/bin/ls
/bin/mv
/bin/rm
/usr/bin/which: no cd in (/usr/kerberos/sbin:/usr/kerberos/bin:...
/bin/mkdir
/bin/pwd
/usr/bin/which

10.4. aliases

create an alias

The shell allows you to create aliases. Aliases are often used to create an easier to remember name for an existing command or to easily supply parameters.

[paul@RHELv4u3 ~]$ cat count.txt
one
two
tree
[paul@RHELv4u3 ~]$ alias dog=tac
[paul@RHELv4u3 ~]$ dog count.txt
commands and arguments

three
two
one

abbreviate commands

An alias can also be useful to abbreviate an existing command.

```
paul@laika:~$ alias ll='ls -lh --color=auto'
paul@laika:~$ alias c='clear'
paul@laika:~$
```

default options

Aliases can be used to supply commands with default options. The example below shows how to set the -i option default when typing rm.

```
[paul@RHELv4u3 ~]$ rm -i winter.txt
rm: remove regular file 'winter.txt'? no
[paul@RHELv4u3 ~]$ rm winter.txt
[paul@RHELv4u3 ~]$ ls winter.txt
ls: winter.txt: No such file or directory
[paul@RHELv4u3 ~]$ touch winter.txt
[paul@RHELv4u3 ~]$ alias rm='rm -i'
[paul@RHELv4u3 ~]$ rm winter.txt
rm: remove regular empty file 'winter.txt'? no
[paul@RHELv4u3 ~]$
```

Some distributions enable default aliases to protect users from accidentally erasing files ('rm -i', 'mv -i', 'cp -i')

viewing aliases

You can provide one or more aliases as arguments to the alias command to get their definitions. Providing no arguments gives a complete list of current aliases.

```
paul@laika:~$ alias c ll
alias c='clear'
alias ll='ls -lh --color=auto'
```

unalias

You can undo an alias with the unalias command.

```
[paul@RHEL4b ~]$ which rm
/bin/rm
[paul@RHEL4b ~]$ alias rm='rm -i'
[paul@RHEL4b ~]$ which rm
alias rm='rm -i'
[paul@RHEL4b ~]$ which rm
/bin/rm
[paul@RHEL4b ~]$ unalias rm
[paul@RHEL4b ~]$ which rm
/bin/rm
```

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10.5. displaying shell expansion

You can display shell expansion with `set -x`, and stop displaying it with `set +x`. You might want to use this further on in this course, or when in doubt about exactly what the shell is doing with your command.

```bash
[paul@RHELv4u3 ~]$ set -x
++ echo -ne '\033]0;paul@RHELv4u3:~\007'
[paul@RHELv4u3 ~]$ echo $USER
+ echo paul
paul
++ echo -ne '\033]0;paul@RHELv4u3:~\007'
[paul@RHELv4u3 ~]$ echo \$USER
+ echo '$USER'
$USER
++ echo -ne '\033]0;paul@RHELv4u3:~\007'
[paul@RHELv4u3 ~]$ set +x
+ set +x
[paul@RHELv4u3 ~]$ echo $USER
paul
```
10.6. practice: commands and arguments

1. How many arguments are in this line (not counting the command itself).

```
touch '/etc/cron/cron.allow' 'file 42.txt' "file 33.txt"
```

2. Is `tac` a shell builtin command?

3. Is there an existing alias for `rm`?

4. Read the man page of `rm`, make sure you understand the `-i` option of rm. Create and remove a file to test the `-i` option.

5. Execute: `alias rm='rm -i'`. Test your alias with a test file. Does this work as expected?


7a. Create an alias called 'city' that echoes your hometown.

7b. Use your alias to test that it works.

8. Execute `set -x` to display shell expansion for every command.

9. Test the functionality of `set -x` by executing your `city` and `rm` aliases.

10 Execute `set +x` to stop displaying shell expansion.

11. Remove your city alias.

12. What is the location of the `cat` and the `passwd` commands?

13. Explain the difference between the following commands:

```
echo /bin/echo
```

14. Explain the difference between the following commands:

```
echo Hello
echo -n Hello
```

15. Display A B C with two spaces between B and C.

(optional)16. Complete the following command (do not use spaces) to display exactly the following output:

```
4+4 =8
10+14 =24
```

18. Use `echo` to display the following exactly:

```
??\
```
19. Use one `echo` command to display three words on three lines.
10.7. solution: commands and arguments

1. How many arguments are in this line (not counting the command itself).

```
touch '/etc/cron/cron.allow' 'file 42.txt' "file 33.txt"
```

answer: three

2. Is `tac` a shell builtin command?

```
type tac
```

3. Is there an existing alias for `rm`?

```
alias rm
```

4. Read the man page of `rm`, make sure you understand the `-i` option of `rm`. Create and remove a file to test the `-i` option.

```
man rm
touch testfile
rm -i testfile
```

5. Execute: `alias rm='rm -i'`. Test your alias with a test file. Does this work as expected?

```
touch testfile
rm testfile (should ask for confirmation)
```


```
alias
```

7a. Create an alias called 'city' that echoes your hometown.

```
alias city='echo Antwerp'
```

7b. Use your alias to test that it works.

```
city (it should display Antwerp)
```

8. Execute `set -x` to display shell expansion for every command.

```
set -x
```

9. Test the functionality of `set -x` by executing your `city` and `rm` aliases.

```
shell should display the resolved aliases and then execute the command:
paul@deb503:~$ set -x
paul@deb503:~$ city
+ echo antwerp
antwerp
```

10 Execute `set +x` to stop displaying shell expansion.

```
set +x
```

11. Remove your city alias.
12. What is the location of the **cat** and the **passwd** commands?

which cat (probably /bin/cat)
which passwd (probably /usr/bin/passwd)

13. Explain the difference between the following commands:

```
  echo  
  /bin/echo
```

The **echo** command will be interpreted by the shell as the **built-in echo** command. The **/bin/echo** command will make the shell execute the **echo binary** located in the /bin directory.

14. Explain the difference between the following commands:

```
  echo Hello  
  echo -n Hello
```

The **-n** option of the **echo** command will prevent echo from echoing a trailing newline. **echo Hello** will echo six characters in total, **echo -n hello** only echoes five characters.

(The **-n** option might not work in the Korn shell.)

15. Display **A B C** with two spaces between B and C.

```
  echo "A B C"
```

16. Complete the following command (do not use spaces) to display exactly the following output:

```
  4+4  = 8  
  10+14 = 24
```

The solution is to use tabs with \t.

```
  echo -e "4+4\t=8" ; echo -e "10+14\t=24"
```

18. Use **echo** to display the following exactly:

```
  ??\  
  echo '??\' 
```

19. Use one **echo** command to display three words on three lines.

```
  echo -e "one \ntwo \nthree"
```
Chapter 11. control operators

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In this chapter we put more than one command on the command line using control operators. We also briefly discuss related parameters ($?) and similar special characters(&).
11.1. ; semicolon

You can put two or more commands on the same line separated by a semicolon ;. The shell will scan the line until it reaches the semicolon. All the arguments before this semicolon will be considered a separate command from all the arguments after the semicolon. Both series will be executed sequentially with the shell waiting for each command to finish before starting the next one.

```
[paul@RHELv4u3 ~]$ echo Hello
Hello
[paul@RHELv4u3 ~]$ echo World
World
[paul@RHELv4u3 ~]$ echo Hello ; echo World
Hello
World
[paul@RHELv4u3 ~]$
```

11.2. & ampersand

When a line ends with an ampersand &, the shell will not wait for the command to finish. You will get your shell prompt back, and the command is executed in background. You will get a message when this command has finished executing in background.

```
[paul@RHELv4u3 ~]$ sleep 20 &
[1] 7925
[paul@RHELv4u3 ~]$ ...
...wait 20 seconds...
[paul@RHELv4u3 ~]$
[1]+  Done                     sleep 20
```

The technical explanation of what happens in this case is explained in the chapter about processes.

11.3. $? dollar question mark

The exit code of the previous command is stored in the shell variable $? . Actually $? is a shell parameter and not a variable, since you cannot assign a value to $?.

```
paul@debian5:~/test$ touch file1
paul@debian5:~/test$ echo $? 0
paul@debian5:~/test$ rm file1
paul@debian5:~/test$ echo $? 0
paul@debian5:~/test$ rm file1
rml: cannot remove `file1': No such file or directory
paul@debian5:~/test$ echo $? 1
paul@debian5:~/test$
```
11.4. && double ampersand

The shell will interpret && as a logical AND. When using && the second command is executed only if the first one succeeds (returns a zero exit status).

```
paul@barry:~$ echo first && echo second
first
paul@barry:~$ zecho first && echo second
-bash: zecho: command not found
```

Another example of the same logical AND principle. This example starts with a working cd followed by ls, then a non-working cd which is not followed by ls.

```
[paul@RHELv4u3 ~]$ cd gen && ls
file1 file3 File55 fileab FileAB fileabc
file2 File4 FileA Fileab fileab2
[paul@RHELv4u3 gen]$ cd gen && ls
-bash: cd: gen: No such file or directory
```

11.5. || double vertical bar

The || represents a logical OR. The second command is executed only when the first command fails (returns a non-zero exit status).

```
paul@barry:~$ echo first || echo second ; echo third
first
paul@barry:~$ zecho first || echo second ; echo third
-bash: zecho: command not found
```

Another example of the same logical OR principle.

```
[paul@RHELv4u3 ~]$ cd gen || ls
file1 file3 File55 fileab FileAB fileabc
file2 File4 FileA Fileab fileab2
[paul@RHELv4u3 gen]$ cd gen || ls
-bash: cd: gen: No such file or directory
```

11.6. combining && and ||

You can use this logical AND and logical OR to write an if-then-else structure on the command line. This example uses echo to display whether the rm command was successful.

```
paul@laika:~/test$ rm file1 && echo It worked! || echo It failed!
It worked!
paul@laika:~/test$ rm file1 && echo It worked! || echo It failed!
rm: cannot remove 'file1': No such file or directory
```
It failed!
paul@laika:~/test$

11.7. # pound sign

Everything written after a **pound sign (#)** is ignored by the shell. This is useful to write a **shell comment**, but has no influence on the command execution or shell expansion.

```
paul@debian4:~$ mkdir test    # we create a directory
paul@debian4:~$ cd test       #### we enter the directory
paul@debian4:~/test$ ls       # is it empty ?
paul@debian4:~/test$
```

11.8. \ escaping special characters

The backslash \ character enables the use of control characters, but without the shell interpreting it, this is called **escaping** characters.

```
[paul@RHELv4u3 ~]$ echo hello \; world
hello ; world
[paul@RHELv4u3 ~]$ echo hello\ \ \ world
hello    world
[paul@RHELv4u3 ~]$ echo escaping \ \ \ \ # \ \ & \ " \ '
escaping \ # & "'
[paul@RHELv4u3 ~]$ echo escaping \?\*"'
escaping \?\*"'
```

**end of line backslash**

Lines ending in a backslash are continued on the next line. The shell does not interpret the newline character and will wait on shell expansion and execution of the command line until a newline without backslash is encountered.

```
[paul@RHEL4b ~]$ echo This command line \ 
> is split in three \ 
> parts
This command line is split in three parts
[paul@RHEL4b ~]$
```
11.9. practice: control operators

0. Each question can be answered by one command line!

1. When you type `passwd`, which file is executed?

2. What kind of file is that?

3. Execute the `pwd` command twice. (remember 0.)

4. Execute `ls` after `cd /etc`, but only if `cd /etc` did not error.

5. Execute `cd /etc` after `cd etc`, but only if `cd etc` fails.

6. Echo `it worked` when `touch test42` works, and echo `it failed` when the `touch` failed. All on one command line as a normal user (not root). Test this line in your home directory and in `/bin/`.

7. Execute `sleep 6`, what is this command doing?

8. Execute `sleep 200` in background (do not wait for it to finish).

9. Write a command line that executes `rm file55`. Your command line should print 'success' if file55 is removed, and print 'failed' if there was a problem.

(optional)10. Use echo to display "Hello World with strange' characters \* [ ] ~ \" (including all quotes)
11.10. solution: control operators

0. Each question can be answered by one command line!

1. When you type `passwd`, which file is executed?
   
   `which passwd`

2. What kind of file is that?
   
   `file /usr/bin/passwd`

3. Execute the `pwd` command twice. (remember 0.)
   
   `pwd ; pwd`

4. Execute `ls` after `cd /etc`, but only if `cd /etc` did not error.
   
   `cd /etc && ls`

5. Execute `cd /etc` after `cd etc`, but only if `cd etc` fails.
   
   `cd etc || cd /etc`

6. Echo `it worked` when `touch test42` works, and echo `it failed` when the `touch` failed. All on one command line as a normal user (not root). Test this line in your home directory and in `/bin/`.
   
   ```
   paul@deb503:~$ cd ; touch test42 && echo it worked || echo it failed
   it worked
   paul@deb503:~$ cd /bin; touch test42 && echo it worked || echo it failed
   touch: cannot touch `test42': Permission denied
   it failed
   ```

7. Execute `sleep 6`, what is this command doing?
   
   `pausing for six seconds`

8. Execute `sleep 200` in background (do not wait for it to finish).
   
   `sleep 200 &`

9. Write a command line that executes `rm file55`. Your command line should print 'success' if file55 is removed, and print 'failed' if there was a problem.
   
   `rm file55 && echo success || echo failed`

   (optional)10. Use echo to display "Hello World with strange' characters \* [ } ~ \\ . ". (including all quotes)
   
   ```
   echo "\"Hello World with strange' characters \* [ } ~ "
   or
   ```
   
   ```
   echo \"\"Hello World with strange' characters \* [ } ~ \"`
In this chapter we learn to manage environment variables in the shell. These variables are often read by applications.

We also take a brief look at child shells, embedded shells and shell options.
12.1. about variables

$ dollar sign

Another important character interpreted by the shell is the dollar sign $. The shell will look for an environment variable named like the string following the dollar sign and replace it with the value of the variable (or with nothing if the variable does not exist).

These are some examples using $HOSTNAME, $USER, $UID, $SHELL, and $HOME.

[paul@RHELv4u3 ~]$ echo This is the $SHELL shell
This is the /bin/bash shell
[paul@RHELv4u3 ~]$ echo This is $SHELL on computer $HOSTNAME
This is /bin/bash on computer RHELv4u3.localdomain
[paul@RHELv4u3 ~]$ echo The userid of $USER is $UID
The userid of paul is 500
[paul@RHELv4u3 ~]$ echo My homedir is $HOME
My homedir is /home/paul

case sensitive

This example shows that shell variables are case sensitive!

[paul@RHELv4u3 ~]$ echo Hello $USER
Hello paul
[paul@RHELv4u3 ~]$ echo Hello $user
Hello

$PS1

The $PS1 variable determines your shell prompt. You can use backslash escaped special characters like \u for the username or \w for the working directory. The bash manual has a complete reference.

In this example we change the value of $PS1 a couple of times.

paul@deb503:~$ PS1=prompt
prompt
promptPS1='prompt '
prompt
prompt PS1='>'
>
> PS1='\u@\h$ '
paul@deb503$
paul@deb503$ PS1='\u@\h:\WS'
paul@deb503:$
$PATH

The $PATH variable is used by the shell to determine where to find commands to execute (unless the command is built-in or aliased). It contains a list of directories, separated by colons.

```
[paul@RHEL4b ~]$ echo $PATH
/usr/kerberos/bin:/usr/local/bin:/bin:/usr/bin:
```

The shell will not look in the current directory for commands to execute! (Looking for executables in the current directory provided an easy way to hack PC-DOS computers). If you want the shell to look in the current directory, then add a . at the end of your $PATH.

```
[paul@RHEL4b ~]$ PATH=$PATH:.  
[paul@RHEL4b ~]$ echo $PATH
/usr/kerberos/bin:/usr/local/bin:/bin:/usr/bin:.
```

Your path might be different when using su instead of su - because the latter will take on the environment of the target user. The root user typically has /sbin directories added to the $PATH variable.

```
[paul@RHEL3 ~]$ su
Password:
[root@RHEL3 paul]# echo $PATH
/usr/local/bin:/bin:/usr/bin:/usr/X11R6/bin
[root@RHEL3 paul]# exit
[paul@RHEL3 ~]$ su -
Password:
[root@RHEL3 ~]# echo $PATH
/usr/local/sbin:/usr/local/bin:/sbin:/bin:/usr/sbin:/usr/bin:
```

creating variables

This example creates the variable $MyVar and sets its value. It then uses echo to verify the value.

```
[paul@RHELv4u3 gen]$ MyVar=555
[paul@RHELv4u3 gen]$ echo $MyVar
555
```

12.2. quotes

Notice that double quotes still allow the parsing of variables, whereas single quotes prevent this.

```
[paul@RHELv4u3 ~]$ MyVar=555
[paul@RHELv4u3 ~]$ echo $MyVar
555
[paul@RHELv4u3 ~]$ echo "$MyVar"
555
```
variables

[paul@RHELv4u3 ~]$ echo '$MyVar'
$MyVar

The bash shell will replace variables with their value in double quoted lines, but not in single quoted lines.

```bash
paul@laika:~$ city=Burtonville
paul@laika:~$ echo "We are in $city today."
We are in Burtonville today.
paul@laika:~$ echo 'We are in $city today.'
We are in $city today.
```

12.3. set

You can use the `set` command to display a list of environment variables. On Ubuntu and Debian systems, the `set` command will also list shell functions after the shell variables. Use `set | more` to see the variables then.

12.4. unset

Use the `unset` command to remove a variable from your shell environment.

```
[paul@RHEL4b ~]$ MyVar=8472
[paul@RHEL4b ~]$ echo $MyVar
8472
[paul@RHEL4b ~]$ unset MyVar
[paul@RHEL4b ~]$ echo $MyVar
```

12.5. env

The `env` command without options will display a list of exported variables. The difference with `set` with options is that `set` lists all variables, including those not exported to child shells.

But `env` can also be used to start a clean shell (a shell without any inherited environment). The `env -i` command clears the environment for the subshell.

Notice in this screenshot that `bash` will set the `$SHELL` variable on startup.

```
[paul@RHEL4b ~]$ bash -c 'echo $SHELL $HOME $USER'
/bin/bash /home/paul paul
[paul@RHEL4b ~]$ env -i bash -c 'echo $SHELL $HOME $USER'
/bin/bash
[paul@RHEL4b ~]$
```

You can use the `env` command to set the `$LANG`, or any other, variable for just one instance of `bash` with one command. The example below uses this to show the influence of the `$LANG` variable on file globbing (see the chapter on file globbing).

```
[paul@RHEL4b test]$ env LANG=C bash -c 'ls File[a-z]'
```
variables

Filea  Fileb
[paul@RHEL4b test]$ env LANG=en_US.UTF-8 bash -c 'ls File[a-z]' Filea  FileA  Fileb  FileB
[paul@RHEL4b test]$

12.6. export

You can export shell variables to other shells with the `export` command. This will export the variable to child shells.

```
[paul@RHEL4b ~]$ var3=three
[paul@RHEL4b ~]$ var4=four
[paul@RHEL4b ~]$ export var4
[paul@RHEL4b ~]$ echo $var3 $var4
three four
[paul@RHEL4b ~]$ bash
[paul@RHEL4b ~]$ echo $var3 $var4
four
```

But it will not export to the parent shell (previous screenshot continued).

```
[paul@RHEL4b ~]$ export var5=five
[paul@RHEL4b ~]$ echo $var3 $var4 $var5
four five
[paul@RHEL4b ~]$ exit
[paul@RHEL4b ~]$ echo $var3 $var4 $var5
three four
[paul@RHEL4b ~]$
```

12.7. delineate variables

Until now, we have seen that bash interpretes a variable starting from a dollar sign, continuing until the first occurrence of a non-alphanumeric character that is not an underscore. In some situations, this can be a problem. This issue can be resolved with curly braces like in this example.

```
[paul@RHEL4b ~]$ prefix=Super
[paul@RHEL4b ~]$ echo Hello $prefixman and $prefixgirl
Hello and
[paul@RHEL4b ~]$ echo Hello ${prefix}man and ${prefix}girl
Hello Superman and Supergirl
[paul@RHEL4b ~]$
```

12.8. unbound variables

The example below tries to display the value of the `$MyVar` variable, but it fails because the variable does not exist. By default the shell will display nothing when a variable is unbound (does not exist).

```
[paul@RHELv4u3 gen]$ echo $MyVar
[paul@RHELv4u3 gen]$
```
There is, however, the **nouns** shell option that you can use to generate an error when a variable does not exist.

```
paul@laika:~$ set -u
paul@laika:~$ echo $Myvar
bash: Myvar: unbound variable
paul@laika:~$ set +u
paul@laika:~$ echo $Myvar
```

In the bash shell `set -u` is identical to `set -o nounset` and likewise `set +u` is identical to `set +o nounset`.

### 12.9. shell options

Both `set` and `unset` are built-in shell commands. They can be used to set options of the bash shell itself. The next example will clarify this. By default, the shell will treat unset variables as a variable having no value. By setting the `-u` option, the shell will treat any reference to unset variables as an error. See the man page of bash for more information.

```
[paul@RHEL4b ~]$ echo $var123
[paul@RHEL4b ~]$ set -u
[paul@RHEL4b ~]$ echo $var123
-bash: var123: unbound variable
[paul@RHEL4b ~]$ set +u
[paul@RHEL4b ~]$ echo $var123

[paul@RHEL4b ~]$
```

To list all the set options for your shell, use `echo $-`. The **noclobber** (or `-C`) option will be explained later in this book (in the I/O redirection chapter).

```
[paul@RHEL4b ~]$ echo $-
himBH
[paul@RHEL4b ~]$ set -C ; set -u
[paul@RHEL4b ~]$ echo $-
himuBCH
[paul@RHEL4b ~]$ set +C ; set +u
[paul@RHEL4b ~]$ echo $-
himBH
[paul@RHEL4b ~]$
```

When typing `set` without options, you get a list of all variables without function when the shell is on **posix** mode. You can set bash in posix mode typing `set -o posix`.

### 12.10. shell embedding

Shells can be embedded on the command line, or in other words, the command line scan can spawn new processes containing a fork of the current shell. You can use variables to prove that new shells are created. In the screenshot below, the variable `$var1` only exists in the (temporary) sub shell.
variables

[paul@RHELv4u3 gen]$ echo $var1

[paul@RHELv4u3 gen]$ echo $(var1=5;echo $var1)
5
[paul@RHELv4u3 gen]$ echo $var1

You can embed a shell in an embedded shell, this is called nested embedding of shells.

This screenshot shows an embedded shell inside an embedded shell.

paul@deb503:~$ A=shell
paul@deb503:~$ echo $C$B$A $(B=sub;echo $C$B$A; echo $(A=sub;echo $C$B$A))
shell subshell subsub

back ticks

Single embedding can be useful to avoid changing your current directory. The screenshot below uses back ticks instead of dollar-bracket to embed.

[paul@RHELv4u3 ~]$ echo `cd /etc; ls -d * | grep pass`
passwd passwd passwd- passwd.OLD
[paul@RHELv4u3 ~]$  

You can only use the $() notation to nest embedded shells, backticks cannot do this.

back ticks or single quotes

Placing the embedding between backticks uses one character less than the dollar and parenthesis combo. Be careful however, backticks are often confused with single quotes. The technical difference between ` and ` is significant!

[paul@RHELv4u3 gen]$ echo `var1=5;echo $var1`
5
[paul@RHELv4u3 gen]$ echo `var1=5;echo $var1`
var1=5;echo $var1
var1=5;echo $var1
[paul@RHELv4u3 gen]$


12.11. practice: shell variables

1. Use echo to display Hello followed by your username. (use a bash variable!)

2. Create a variable `answer` with a value of 42.

3. Copy the value of `$LANG` to `$MyLANG`.

4. List all current shell variables.

5. List all exported shell variables.

6. Do the `env` and `set` commands display your variable?

6. Destroy your `answer` variable.

7. Find the list of shell options in the man page of `bash`. What is the difference between `set -u` and `set -o nounset`?

8. Create two variables, and `export` one of them.

9. Display the exported variable in an interactive child shell.

10. Create a variable, give it the value 'Dumb', create another variable with value 'do'. Use `echo` and the two variables to echo Dumbledore.

11. Activate `nounset` in your shell. Test that it shows an error message when using non-existing variables.

12. Deactivate nounset.

13. Find the list of backslash escaped characters in the manual of bash. Add the time to your `PS1` prompt.

14. Execute `cd /var` and `ls` in an embedded shell.

15. Create the variable `embvar` in an embedded shell and echo it. Does the variable exist in your current shell now?

16. Explain what "set -x" does. Can this be useful?

(optional)17. Given the following screenshot, add exactly four characters to that command line so that the total output is FirstMiddleLast.

```
[paul@RHEL4b ~]$ echo  First; echo Middle; echo Last
```

18. Display a `long listing` (ls -l) of the `passwd` command using the `which` command inside back ticks.
12.12. solution: shell variables

1. Use echo to display Hello followed by your username. (use a bash variable!)
   
   ```bash
   echo Hello $USER
   ```

2. Create a variable `answer` with a value of 42.
   
   ```bash
   answer=42
   ```

3. Copy the value of $LANG to $MyLANG.
   
   ```bash
   MyLANG=$LANG
   ```

4. List all current shell variables.
   
   ```bash
   set
   set|more on Ubuntu/Debian
   ```

5. List all exported shell variables.
   
   ```bash
   env
   ```

6. Do the `env` and `set` commands display your variable?
   
   ```bash
   env | more
   set | more
   ```

6. Destroy your `answer` variable.
   
   ```bash
   unset answer
   ```

7. Find the list of shell options in the man page of `bash`. What is the difference between `set -u` and `set -o nounset`?
   
   read the manual of bash (man bash), search for nounset -- both mean the same thing.

8. Create two variables, and `export` one of them.
   
   ```bash
   var1=1; export var2=2
   ```

9. Display the exported variable in an interactive child shell.
   
   ```bash
   bash
   echo $var2
   ```

10. Create a variable, give it the value 'Dumb', create another variable with value 'do'. Use `echo` and the two variables to echo Dumbledore.

    ```bash
    varx=Dumb; vary=do
    echo $varx'le'$vary're
    ```

    solution by Yves from Dexia : `echo $varx'le''$vary're'
    solution by Erwin from Telenet : `echo "$varx'le'$vary're`

11. Activate `nounset` in your shell. Test that it shows an error message when using non-existing variables.
set -u
OR
set -o nounset

Both these lines have the same effect.

12. Deactivate nounset.

set +u
OR
set +o nounset

13. Find the list of backslash escaped characters in the manual of bash. Add the time to your PS1 prompt.

PS1='\t \u@\h \W$ '

14. Execute cd /var and ls in an embedded shell.

echo $(cd /var ; ls)

The echo command is only needed to show the result of the ls command. Omitting will result in the shell trying to execute the first file as a command.

15. Create the variable embvar in an embedded shell and echo it. Does the variable exist in your current shell now?

$(embvar=emb;echo $embvar) ; echo $embvar (the last echo fails).

$embvar does not exist in your current shell

16. Explain what "set -x" does. Can this be useful?

It displays shell expansion for troubleshooting your command.

(optional)17. Given the following screenshot, add exactly four characters to that command line so that the total output is FirstMiddleLast.

[paul@RHEL4b ~]$ echo First; echo Middle; echo Last

echo -n First; echo -n Middle; echo Last

18. Display a long listing (ls -l) of the passwd command using the which command inside back ticks.

ls -l `which passwd`
Chapter 13. shell history

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The shell makes it easy for us to repeat commands, this chapter explains how.
13.1. repeating the last command

To repeat the last command in bash, type `!!`. This is pronounced as **bang bang**.

```
paul@debian5:/test42$ echo this will be repeated > file42.txt
paul@debian5:/test42$ !!
echo this will be repeated > file42.txt
paul@debian5:/test42$
```

13.2. repeating other commands

You can repeat other commands using one **bang** followed by one or more characters. The shell will repeat the last command that started with those characters.

```
paul@debian5:/test42$ touch file42
paul@debian5:/test42$ cat file42
paul@debian5:/test42$ !to
touch file42
paul@debian5:/test42$
```

13.3. history

To see older commands, use `history` to display the shell command history (or use `history n` to see the last n commands).

```
paul@debian5:/test$ history 10
38  mkdir test
39  cd test
40  touch file1
41  echo hello > file2
42  echo It is very cold today > winter.txt
43  ls
44  ls -l
45  cp winter.txt summer.txt
46  ls -l
47  history 10
```

13.4. !n

When typing `!` followed by the number preceding the command you want repeated, then the shell will echo the command and execute it.

```
paul@debian5:/test$ !43
ls
file1  file2  summer.txt  winter.txt
```

13.5. Ctrl-r

Another option is to use **Ctrl-r** to search in the history. In the screenshot below I only typed **Ctrl-r** followed by four characters **apti** and it finds the last command containing these four consecutive characters.
paul@debian5:~$
(reverse-i-search)`apti': sudo aptitude install screen

13.6. $HISTSIZE

The $HISTSIZE variable determines the number of commands that will be remembered in your current environment. Most distributions default this variable to 500 or 1000.

paul@debian5:~$ echo $HISTSIZE
500

You can change it to any value you like.

paul@debian5:~$ HISTSIZE=15000
paul@debian5:~$ echo $HISTSIZE
15000

13.7. $HISTFILE

The $HISTFILE variable points to the file that contains your history. The bash shell defaults this value to ~/.bash_history.

paul@debian5:~$ echo $HISTFILE
/home/paul/.bash_history

A session history is saved to this file when you exit the session!

Closing a gnome-terminal with the mouse, or typing reboot as root will NOT save your terminal’s history.

13.8. $HISTFILESIZE

The number of commands kept in your history file can be set using $HISTFILESIZE.

paul@debian5:~$ echo $HISTFILESIZE
15000

13.9. (optional)regular expressions

It is possible to use regular expressions when using the bang to repeat commands. The screenshot below switches 1 into 2.

paul@debian5:~/test$ cat file1
cat file2
hello
paul@debian5:~/test$
13.10. (optional) repeating commands in ksh

(just in case you end up on an AIX or Solaris computer that does not have bash installed)

Repeating a command in the Korn shell is very similar. The Korn shell also has the history command, but uses the letter r to recall lines from history.

This screenshot shows the history command. Note the different meaning of the parameter.

```
$ history 17
17 clear
18 echo hoi
19 history 12
20 echo world
21 history 17
```

Repeating with r can be combined with the line numbers given by the history command, or with the first few letters of the command.

```
$ r e
echo world
world
$ cd /etc
$ r
cd /etc
$`
13.11. practice: shell history

1. Issue the command `echo The answer to the meaning of life, the universe and everything is 42`.

2. Repeat the previous command using only two characters (there are two solutions!)

3. Display the last 5 commands you typed.

4. Issue the long `echo` from question 1 again, using the line numbers you received from the command in question 3.

5. How many commands can be kept in memory for your current shell session?

6. Where are these commands stored when exiting the shell?

7. How many commands can be written to the `history file` when exiting your current shell session?

8. Make sure your current bash shell remembers the next 5000 commands you type.

9. Open more than one console (press Ctrl-shift-t in gnome-terminal) with the same user account. When is command history written to the history file?
13.12. solution: shell history

1. Issue the command echo The answer to the meaning of life, the universe and everything is 42.

    echo The answer to the meaning of life, the universe and everything is 42

2. Repeat the previous command using only two characters (there are two solutiones!)

    !!
    OR
    !e

3. Display the last 5 commands you typed.

    paul@ubu1010:~$ history 5
    52  ls -l
    53  ls
    54  df -h | grep sda
    55  echo The answer to the meaning of life, the universe and everything is 42
    56  history 5

    You will receive different line numbers.

4. Issue the long echo from question 1 again, using the line numbers you received from the command in question 3.

    paul@ubu1010:~$ !56
    echo The answer to the meaning of life, the universe and everything is 42
    The answer to the meaning of life, the universe and everything is 42

5. How many commands can be kept in memory for your current shell session?

    echo $HISTSIZE

6. Where are these commands stored when exiting the shell?

    echo $HISTFILE

7. How many commands can be written to the history file when exiting your current shell session?

    echo $HISTFILESIZE

8. Make sure your current bash shell remembers the next 5000 commands you type.

    HISTSIZE=5000

9. Open more than one console (press Ctrl-shift-t in gnome-terminal) with the same user account. When is command history written to the history file?

    when you type exit
Chapter 14. file globbing

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The shell is also responsible for file globbing (or dynamic filename generation). This chapter will explain file globbing.
### 14.1. * asterisk

The asterisk * is interpreted by the shell as a sign to generate filenames, matching the asterisk to any combination of characters (even none). When no path is given, the shell will use filenames in the current directory. See the man page of `glob(7)` for more information. (This is part of LPI topic 1.103.3.)

```
[paul@RHELv4u3 gen]$ ls
file1  file2  file3  File4  File55  FileA  fileab  Fileab  FileAB  fileabc
[paul@RHELv4u3 gen]$ ls File*
File4  File55  FileA  Fileab  FileAB
[paul@RHELv4u3 gen]$ ls file*
file1  file2  file3  fileab  fileabc
[paul@RHELv4u3 gen]$ ls *ile55
File55
[paul@RHELv4u3 gen]$ ls F*ile55
File55
[paul@RHELv4u3 gen]$ ls F*55
File55
[paul@RHELv4u3 gen]$
```

### 14.2. ? question mark

Similar to the asterisk, the question mark ? is interpreted by the shell as a sign to generate filenames, matching the question mark with exactly one character.

```
[paul@RHELv4u3 gen]$ ls
file1  file2  file3  File4  File55  FileA  fileab  Fileab  FileAB  fileabc
[paul@RHELv4u3 gen]$ ls File?
File4  FileA
[paul@RHELv4u3 gen]$ ls Fil?4
File4
[paul@RHELv4u3 gen]$ ls Fil??
File4  FileA
[paul@RHELv4u3 gen]$ ls File??
File55  Fileab  FileAB
[paul@RHELv4u3 gen]$
```

### 14.3. [] square brackets

The square bracket [ is interpreted by the shell as a sign to generate filenames, matching any of the characters between [ and the first subsequent ]. The order in this list between the brackets is not important. Each pair of brackets is replaced by exactly one character.

```
[paul@RHELv4u3 gen]$ ls
file1  file2  file3  File4  File55  FileA  fileab  Fileab  FileAB  fileabc
[paul@RHELv4u3 gen]$ ls File[5A]
FileA
[paul@RHELv4u3 gen]$ ls File[A5]
FileA
[paul@RHELv4u3 gen]$ ls File[A5][5b]
File55
[paul@RHELv4u3 gen]$ ls File[a5][5b]
[paul@RHELv4u3 gen]$ ls File[a5][5b][abcdefhijklm]
ls: File[a5][5b][abcdefhijklm]: No such file or directory
```

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You can also exclude characters from a list between square brackets with the exclamation mark !. And you are allowed to make combinations of these wild cards.

You can also exclude characters from a list between square brackets with the exclamation mark !. And you are allowed to make combinations of these wild cards.

14.4. a-z and 0-9 ranges

The bash shell will also understand ranges of characters between brackets.

14.5. $LANG and square brackets

But, don't forget the influence of the LANG variable. Some languages include lowercase letters in an uppercase range (and vice versa).

14.6. preventing file globbing

The screenshot below should be no surprise. The echo * will echo a * when in an empty directory. And it will echo the names of all files when the directory is not empty.
file globbing

```bash
paul@ubu1010:~$ mkdir test42
paul@ubu1010:~$ cd test42
paul@ubu1010:/test42$ echo *
*
paul@ubu1010:/test42$ touch file42 file33
paul@ubu1010:/test42$ echo *
file33 file42
```

Globbing can be prevented using quotes or by escaping the special characters, as shown in this screenshot.

```bash
paul@ubu1010:/test42$ echo *
file33 file42
paul@ubu1010:/test42$ echo \*
*
paul@ubu1010:/test42$ echo "*"
*
paul@ubu1010:/test42$ echo "**"
*
```
14.7. practice: shell globbing

1. Create a test directory and enter it.

2. Create files file1 file10 file11 file2 File2 File3 file33 fileAB filea fileA fileAAA file( file 2 (the last one has 6 characters including a space)

3. List (with ls) all files starting with file

4. List (with ls) all files starting with File

5. List (with ls) all files starting with file and ending in a number.

6. List (with ls) all files starting with file and ending with a letter

7. List (with ls) all files starting with File and having a digit as fifth character.

8. List (with ls) all files starting with File and having a digit as fifth character and nothing else.

9. List (with ls) all files starting with a letter and ending in a number.

10. List (with ls) all files that have exactly five characters.

11. List (with ls) all files that start with f or F and end with 3 or A.

12. List (with ls) all files that start with f have i or R as second character and end in a number.

13. List all files that do not start with the letter F.

14. Copy the value of $LANG to $MyLANG.

15. Show the influence of $LANG in listing A-Z or a-z ranges.

16. You receive information that one of your servers was cracked, the cracker probably replaced the ls command. You know that the echo command is safe to use. Can echo replace ls ? How can you list the files in the current directory with echo ?

17. Is there another command besides cd to change directories ?
14.8. solution: shell globbing

1. Create a test directory and enter it.

   mkdir testdir; cd testdir

2. Create files file1 file10 file11 file2 File2 File3 file33 fileAB filea fileA fileAAA file file 2 (the last one has 6 characters including a space)

   touch file1 file10 file11 file2 File2 File3
   touch file33 fileAB filea fileA fileAAA
   touch "file("
   touch "file 2"

3. List (with ls) all files starting with file

   ls file*

4. List (with ls) all files starting with File

   ls File*

5. List (with ls) all files starting with file and ending in a number.

   ls file*[0-9]

6. List (with ls) all files starting with file and ending with a letter

   ls file*[a-z]

7. List (with ls) all files starting with File and having a digit as fifth character.

   ls File[0-9]*

8. List (with ls) all files starting with File and having a digit as fifth character and nothing else.

   ls File[0-9]

9. List (with ls) all files starting with a letter and ending in a number.

   ls [a-z][0-9]*

10. List (with ls) all files that have exactly five characters.

    ls ?????

11. List (with ls) all files that start with f or F and end with 3 or A.

    ls [fF][3A]

12. List (with ls) all files that start with f have i or R as second character and end in a number.

    ls f[iR][0-9]

13. List all files that do not start with the letter F.

    ls [!F]*
14. Copy the value of $LANG to $MyLANG.

MyLANG=$LANG

15. Show the influence of $LANG in listing A-Z or a-z ranges.

see example in book

16. You receive information that one of your servers was cracked, the cracker probably replaced the ls command. You know that the echo command is safe to use. Can echo replace ls? How can you list the files in the current directory with echo?

echo *

17. Is there another command besides cd to change directories?

pushd popd
Part IV. pipes and commands
One of the powers of the Unix command line is the use of **redirection** and **pipes**.

This chapter first explains **redirection** of input, output and error streams. It then introduces **pipes** that consist of several **commands**.
15.1. stdin, stdout, and stderr

The shell (and almost every other Linux command) takes input from stdin (stream 0) and sends output to stdout (stream 1) and error messages to stderr (stream 2).

The keyboard often server as stdin, stdout and stderr both go to the display. The shell allows you to redirect these streams.

15.2. output redirection

> stdout

stdout can be redirected with a greater than sign. While scanning the line, the shell will see the > sign and will clear the file.

```
[paul@RHELv4u3 ~]$ echo It is cold today!
It is cold today!
[paul@RHELv4u3 ~]$ echo It is cold today! > winter.txt
[paul@RHELv4u3 ~]$ cat winter.txt
It is cold today!
[paul@RHELv4u3 ~]$
```

Note that the > notation is in fact the abbreviation of 1> (stdout being referred to as stream 1).

output file is erased

To repeat: While scanning the line, the shell will see the > sign and will clear the file! This means that even when the command fails, the file will be cleared!

```
[paul@RHELv4u3 ~]$ cat winter.txt
It is cold today!
[paul@RHELv4u3 ~]$ zcho It is cold today! > winter.txt
-bash: zcho: command not found
[paul@RHELv4u3 ~]$ cat winter.txt
[paul@RHELv4u3 ~]$
```

noclobber

Erasing a file while using > can be prevented by setting the noclobber option.

```
[paul@RHELv4u3 ~]$ cat winter.txt
It is cold today!
[paul@RHELv4u3 ~]$ set -o noclobber
[paul@RHELv4u3 ~]$ cat winter.txt
It is cold today!
```
overruling noclobber

The `noclobber` can be overruled with `>`.

```bash
[paul@RHELv4u3 ~]$ set -o noclobber
[paul@RHELv4u3 ~]$ echo It is cold today! > winter.txt
-bash: winter.txt: cannot overwrite existing file
[paul@RHELv4u3 ~]$ set +o noclobber
[paul@RHELv4u3 ~]$ echo It is very cold today! >| winter.txt
[paul@RHELv4u3 ~]$ cat winter.txt
It is very cold today!
[paul@RHELv4u3 ~]$
```

>> append

Use `>>` to **append** output to a file.

```bash
[paul@RHELv4u3 ~]$ echo It is cold today! > winter.txt
[paul@RHELv4u3 ~]$ cat winter.txt
It is cold today!
[paul@RHELv4u3 ~]$ echo Where is the summer ? >> winter.txt
[paul@RHELv4u3 ~]$ cat winter.txt
It is cold today!
Where is the summer ?
[paul@RHELv4u3 ~]$
```

15.3. error redirection

2> stderr

Redirecting `stderr` is done with `2>`. This can be very useful to prevent error messages from cluttering your screen. The screenshot below shows redirection of `stdout` to a file, and `stderr` to `/dev/null`. Writing `1>` is the same as `>.

```bash
[paul@RHELv4u3 ~]$ find / > allfiles.txt 2> /dev/null
[paul@RHELv4u3 ~]$
```

2>&1

To redirect both `stdout` and `stderr` to the same file, use `2>&1`. 

```bash
[paul@RHELv4u3 ~]$ find / > allfiles.txt 2> /dev/null
[paul@RHELv4u3 ~]$
```
Note that the order of redirections is significant. For example, the command

```
ls > dirlist 2>&1
```

directs both standard output (file descriptor 1) and standard error (file descriptor 2) to the file dirlist, while the command

```
ls 2>&1 > dirlist
```

directs only the standard output to file dirlist, because the standard error was made a copy of the standard output before the standard output was redirected to dirlist.

### 15.4. input redirection

#### < stdin

Redirecting **stdin** is done with < (short for 0<).

```
[paul@RHEL4b ~] $ cat < text.txt
one
two
[paul@RHEL4b ~] $ tr 'onetw' 'ONEZZ' < text.txt
ONE
ZZO
[paul@RHEL4b ~] $
```

#### << here document

The **here document** (sometimes called here-is-document) is a way to append input until a certain sequence (usually EOF) is encountered. The **EOF** marker can be typed literally or can be called with Ctrl-D.

```
[paul@RHEL4b ~] $ cat <<EOF > text.txt
> one
> two
> EOF
[paul@RHEL4b ~] $ cat text.txt
one
two
[paul@RHEL4b ~] $ cat <<brol > text.txt
> brel
> brol
[paul@RHEL4b ~] $ cat text.txt
brel
[paul@RHEL4b ~] $
```
15.5. confusing redirection

The shell will scan the whole line before applying redirection. The following command line is very readable and is correct.

```bash
cat winter.txt > snow.txt 2> errors.txt
```

But this one is also correct, but less readable.

```bash
2> errors.txt cat winter.txt > snow.txt
```

Even this will be understood perfectly by the shell.

```bash
< winter.txt > snow.txt 2> errors.txt cat
```

15.6. quick file clear

So what is the quickest way to clear a file?

```bash
>foo
```

And what is the quickest way to clear a file when the `noclobber` option is set?

```bash
>|bar
```

15.7. swapping stdout and stderr

When filtering an output stream, e.g. through a regular pipe ( | ) you only can filter `stdout`. Say you want to filter out some unimportant error, out of the `stderr` stream. This cannot be done directly, and you need to 'swap' `stdout` and `stderr`. This can be done by using a 4th stream referred to with number 3:

```bash
3>&1 1>&2 2>&3
```

This Tower Of Hanoi like construction uses a temporary stream 3, to be able to swap `stdout` (1) and `stderr` (2). The following is an example of how to filter out all lines in the `stderr` stream, containing `$uninterestingerror`.

```bash
$command 3>&1 1>&2 2>&3 | grep -v $error 3>&1 1>&2 2>&3
```

But in this example, it can be done in a much shorter way, by using a pipe on STDERR:

```bash
/usr/bin/$somecommand |& grep -v $uninterestingerror
```
15.8. pipes

One of the most powerful advantages of Linux is the use of pipes.

A pipe takes stdout from the previous command and sends it as stdin to the next command. All commands in a pipe run simultaneously.

| vertical bar |

Consider the following example.

```bash
paul@debian5:~/test$ ls /etc > etcfiles.txt
paul@debian5:~/test$ tail -4 etcfiles.txt
X11
xdg
xml
xpdf
paul@debian5:~/test$
```

This can be written in one command line using a pipe.

```bash
paul@debian5:~/test$ ls /etc | tail -4
X11
xdg
xml
xpdf
paul@debian5:~/test$
```

The pipe is represented by a vertical bar | between two commands.

multiple pipes

One command line can use multiple pipes. All commands in the pipe can run at the same time.

```bash
paul@debian503:~/test$ ls /etc | tail -4 | tac
xpdf
xml
xdg
X11
```

15.9. practice: redirection and pipes

1. Use `ls` to output the contents of the `/etc/` directory to a file called `etc.txt`.

2. Activate the `noclobber` shell option.

3. Verify that `noclobber` is active by repeating your `ls` on `/etc/`.

4. When listing all shell options, which character represents the `noclobber` option?

5. Deactivate the `noclobber` option.

6. Make sure you have two shells open on the same computer. Create an empty `tailing.txt` file. Then type `tail -f tailing.txt`. Use the second shell to `append` a line of text to that file. Verify that the first shell displays this line.

7. Create a file that contains the names of five people. Use `cat` and output redirection to create the file and use a `here document` to end the input.
15.10. solution: redirection and pipes

1. Use `ls` to output the contents of the `/etc/` directory to a file called `etc.txt`.
   
   ```bash
   ls /etc > etc.txt
   ```

2. Activate the `noclobber` shell option.
   
   ```bash
   set -o noclobber
   ```

3. Verify that `noclobber` is active by repeating your `ls` on `/etc/`.
   
   ```bash
   ls /etc > etc.txt (should not work)
   ```

4. When listing all shell options, which character represents the `noclobber` option?
   
   ```bash
   echo $-
   ```

5. Deactivate the `noclobber` option.
   
   ```bash
   set +o noclobber
   ```

6. Make sure you have two shells open on the same computer. Create an empty `tailing.txt` file. Then type `tail -f tailing.txt`. Use the second shell to append a line of text to that file. Verify that the first shell displays this line.
   
   ```bash
   paul@deb503:~$ > tailing.txt
   paul@deb503:~$ tail -f tailing.txt
   hello
   world
   ```

   **in the other shell:**
   
   ```bash
   paul@deb503:~$ echo hello >> tailing.txt
   paul@deb503:~$ echo world >> tailing.txt
   ```

7. Create a file that contains the names of five people. Use `cat` and output redirection to create the file and use a `here document` to end the input.
   
   ```bash
   paul@deb503:~$ cat > tennis.txt << ace
   > Justine Henin
   > Venus Williams
   > Serena Williams
   > Martina Hingis
   > Kim Clijsters
   > ace
   paul@deb503:~$ cat tennis.txt
   Justine Henin
   Venus Williams
   Serena Williams
   Martina Hingis
   Kim Clijsters
   ```
Chapter 16. filters

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Commands that are created to be used with a pipe are often called filters. These filters are very small programs that do one specific thing very efficiently. They can be used as building blocks.

This chapter will introduce you to the most common filters. The combination of simple commands and filters in a long pipe allows you to design elegant solutions.
16.1. cat

When between two pipes, the cat command does nothing (except putting stdin on stdout).

[paul@RHEL4b pipes]$ tac count.txt | cat | cat | cat | cat | cat
five
four
three
two
one
[paul@RHEL4b pipes]$

16.2. tee

Writing long pipes in Unix is fun, but sometimes you might want intermediate results. This is where tee comes in handy. The tee filter puts stdin on stdout and also into a file. So tee is almost the same as cat, except that it has two identical outputs.

[paul@RHEL4b pipes]$ tac count.txt | tee temp.txt | tac
one
two
three
four
five
[paul@RHEL4b pipes]$ cat temp.txt
five
four
three
two
one
[paul@RHEL4b pipes]$

16.3. grep

The grep filter is famous among Unix users. The most common use of grep is to filter lines of text containing (or not containing) a certain string.

[paul@RHEL4b pipes]$ cat tennis.txt
Amelie Mauresmo, Fra
Kim Clijsters, BEL
Justine Henin, Bel
Serena Williams, usa
Venus Williams, USA
[paul@RHEL4b pipes]$ cat tennis.txt | grep Williams
Serena Williams, usa
Venus Williams, USA

You can write this without the cat.

[paul@RHEL4b pipes]$ grep Williams tennis.txt
Serena Williams, usa
Venus Williams, USA

One of the most useful options of grep is grep -i which filters in a case insensitive way.
Another very useful option is `grep -v` which outputs lines not matching the string.

```
[paul@RHEL4b pipes]$ grep -v Fra tennis.txt
Kim Clijsters, BEL
Justine Henin, Bel
Serena Williams, usa
Venus Williams, USA
[paul@RHEL4b pipes]$
```

And of course, both options can be combined to filter all lines not containing a case insensitive string.

```
[paul@RHEL4b pipes]$ grep -vi usa tennis.txt
Amelie Mauresmo, Fra
Kim Clijsters, BEL
Justine Henin, Bel
[paul@RHEL4b pipes]$
```

With `grep -A1` one line after the result is also displayed.

```
paul@debian5:~/pipes$ grep -A1 Henin tennis.txt
Justine Henin, Bel
Serena Williams, usa
```

With `grep -B1` one line before the result is also displayed.

```
paul@debian5:~/pipes$ grep -B1 Henin tennis.txt
Kim Clijsters, BEL
Justine Henin, Bel
```

With `grep -C1` (context) one line before and one after are also displayed. All three options (A,B, and C) can display any number of lines (using e.g. A2, B4 or C20).

```
paul@debian5:~/pipes$ grep -C1 Henin tennis.txt
Kim Clijsters, BEL
Justine Henin, Bel
Serena Williams, usa
```

### 16.4. cut

The `cut` filter can select columns from files, depending on a delimiter or a count of bytes. The screenshot below uses `cut` to filter for the username and userid in the `/etc/passwd` file. It uses the colon as a delimiter, and selects fields 1 and 3.
When using a space as the delimiter for `cut`, you have to quote the space.

```
[paul@RHEL4b pipes]$ cut -d: -f1,3 /etc/passwd | tail -4
Figo:510
Pfaff:511
Harry:516
Hermione:517
[paul@RHEL4b pipes]$ 
```

This example uses `cut` to display the second to the seventh character of `/etc/passwd`.

```
[paul@RHEL4b pipes]$ cut -c2-7 /etc/passwd | tail -4
igo:x:
faff:x
arry:x
ermion
[paul@RHEL4b pipes]$ 
```

### 16.5. `tr`

You can translate characters with `tr`. The screenshot shows the translation of all occurrences of e to E.

```
[paul@RHEL4b pipes]$ cat tennis.txt | tr 'e' 'E'
AmEliE MaurEsmo, Fra
Kim ClijstErs, BEL
Justine Henin, BEL
SeRena Williams, usa
VenUs Williams, USA
[paul@RHEL4b pipes]$ 
```

Here we set all letters to uppercase by defining two ranges.

```
[paul@RHEL4b pipes]$ cat tennis.txt | tr 'a-z' 'A-Z'
AMELIE MAURESMO, FRA
KIM CLIJSTERS, BEL
JUSTINE HENIN, BEL
SERENA WILLIAMS, USA
VENUS WILLIAMS, USA
[paul@RHEL4b pipes]$ 
```

Here we translate all newlines to spaces.

```
[paul@RHEL4b pipes]$ cat count.txt 
two
three
four
[paul@RHEL4b pipes]$ cat count.txt | tr ' ' '
one
two	hree
four
```
two
three
four
five
[paul@RHEL4b pipes]$ cat count.txt | tr '\n' ' '
oone two three four five [paul@RHEL4b pipes]$

The **tr** -s filter can also be used to squeeze multiple occurrences of a character to one.

[paul@RHEL4b pipes]$ cat spaces.txt
one two three
four five six
[paul@RHEL4b pipes]$ cat spaces.txt | tr -s ' '
one two three
four five six
[paul@RHEL4b pipes]$

You can also use **tr** to 'encrypt' texts with **rot13**.

[paul@RHEL4b pipes]$ cat count.txt | tr 'a-z' 'nopqrstuvwxyzabcdefghijklm'
bar
gjb
guerr
sbhe
svir
[paul@RHEL4b pipes]$ cat count.txt | tr 'a-z' 'n-za-m'
bar
gjb
guerr
sbhe
svir
[paul@RHEL4b pipes]$

This last example uses **tr** -d to delete characters.

paul@debian5:~/pipes$ cat tennis.txt | tr -d e
Amli Maursmo, Fra
Kim Clijstres, BEL
Justin Hnin, Bl
Srna Williams, usa
Vnus Williams, USA

### 16.6. wc

Counting words, lines and characters is easy with **wc**.

[paul@RHEL4b pipes]$ wc tennis.txt
  5  15 100 tennis.txt
[paul@RHEL4b pipes]$ wc -l tennis.txt
  5 tennis.txt
[paul@RHEL4b pipes]$ wc -w tennis.txt
  15 tennis.txt
[paul@RHEL4b pipes]$ wc -c tennis.txt
  100 tennis.txt
16.7. sort

The sort filter will default to an alphabetical sort.

```
paul@debian5:~/pipes$ cat music.txt
Queen
Brel
Led Zeppelin
Abba
paul@debian5:~/pipes$ sort music.txt
Abba
Brel
Led Zeppelin
Queen
```

But the sort filter has many options to tweak its usage. This example shows sorting different columns (column 1 or column 2).

```
[paul@RHEL4b pipes]$ sort -k1 country.txt
Belgium, Brussels, 10
France, Paris, 60
Germany, Berlin, 100
Iran, Teheran, 70
Italy, Rome, 50
[paul@RHEL4b pipes]$ sort -k2 country.txt
Germany, Berlin, 100
Belgium, Brussels, 10
France, Paris, 60
Italy, Rome, 50
Iran, Teheran, 70
```

The screenshot below shows the difference between an alphabetical sort and a numerical sort (both on the third column).

```
[paul@RHEL4b pipes]$ sort -k3 country.txt
Belgium, Brussels, 10
Germany, Berlin, 100
Italy, Rome, 50
France, Paris, 60
Iran, Teheran, 70
[paul@RHEL4b pipes]$ sort -n -k3 country.txt
Belgium, Brussels, 10
Italy, Rome, 50
France, Paris, 60
Iran, Teheran, 70
Germany, Berlin, 100
```

16.8. uniq

With uniq you can remove duplicates from a sorted list.
uniq can also count occurrences with the -c option.

```
paul@debian5:~$ sort music.txt | uniq -c
 1 Abba
 1 Brel
 2 Queen
```

## 16.9. comm

Comparing streams (or files) can be done with the **comm**. By default **comm** will output three columns. In this example, Abba, Cure and Queen are in both lists, Bowie and Sweet are only in the first file, Turner is only in the second.

```
paul@debian5:~$ cat > list1.txt
  Abba
  Bowie
  Cure
  Queen
  Sweet
paul@debian5:~$ cat > list2.txt
  Abba
  Cure
  Queen
  Turner
paul@debian5:~$ comm list1.txt list2.txt
  Abba
  Bowie
       Cure
       Queen
  Sweet
       Turner
```

The output of **comm** can be easier to read when outputting only a single column. The digits point out which output columns should not be displayed.

```
paul@debian5:~$ comm -12 list1.txt list2.txt
  Abba
  Cure
  Queen
paul@debian5:~$ comm -13 list1.txt list2.txt
  Turner
paul@debian5:~$ comm -23 list1.txt list2.txt
```
16.10. od

European humans like to work with ascii characters, but computers store files in bytes. The example below creates a simple file, and then uses od to show the contents of the file in hexadecimal bytes, in octal bytes and in ascii (or backslashed) characters.

```
paul@laika:~/test$ cat > text.txt
abcdefg
1234567
paul@laika:~/test$ od -t x1 text.txt
0000000 61 62 63 64 65 66 67 0a 31 32 33 34 35 36 37 0a
0000020
paul@laika:~/test$ od -b text.txt
0000000 141 142 143 144 145 146 147 012 061 062 063 064 065 066 067 012
0000020
paul@laika:~/test$ od -c text.txt
0000000   a   b   c   d   e   f   g \n   1   2   3   4   5   6   7 \n0000020
paul@laika:~/test$
```

16.11. sed

The stream editor sed can perform editing functions in the stream, using regular expressions.

```
paul@debian5:~/pipes$ echo level5 | sed 's/5/42/'
level42
paul@debian5:~/pipes$ echo level5 | sed 's/level/jump/'
jump5
```

Add g for global replacements (all occurrences of the string per line).

```
paul@debian5:~/pipes$ echo level5 level7 | sed 's/level/jump/'
jump5 level7
paul@debian5:~/pipes$ echo level5 level7 | sed 's/level/jump/g'
jump5 jump7
```

With d you can remove lines from a stream containing a character.

```
paul@debian5:~/test42$ cat tennis.txt
Venus Williams, USA
Martina Hingis, SUI
Justine Henin, BE
Serena Williams, USA
Kim Clijsters, BE
Yanina Wickmayer, BE
paul@debian5:~/test42$ cat tennis.txt | sed '/BE/d'
```
16.12. pipe examples

who | wc

How many users are logged on to this system?

[paul@RHEL4b pipes]$ who
root     tty1         Jul 25 10:50
paul     pts/0        Jul 25 09:29 (laika)
Harry    pts/1        Jul 25 12:26 (barry)
paul     pts/2        Jul 25 12:26 (pasha)
[paul@RHEL4b pipes]$ who | wc -l
4

who | cut | sort

Display a sorted list of logged on users.

[paul@RHEL4b pipes]$ who | cut -d' ' -f1 | sort
Harry
paul
paul
root

Display a sorted list of logged on users, but every user only once.

[paul@RHEL4b pipes]$ who | cut -d' ' -f1 | sort | uniq
Harry
paul
root

grep | cut

Display a list of all bash user accounts on this computer. Users accounts are explained in detail later.

paul@debian5:$ grep bash /etc/passwd
root:x:0:0:root:/root:/bin/bash
paul:x:1000:1000:paul,,,:/home/paul:/bin/bash
serena:x:1001:1001::/home/serena:/bin/bash
paul@debian5:$ grep bash /etc/passwd | cut -d: -f1
root
paul
serena
16.13. practice: filters

1. Put a sorted list of all bash users in bashusers.txt.

2. Put a sorted list of all logged on users in onlineusers.txt.

3. Make a list of all files in /etc that contain the string samba.

4. Make a sorted list of all files in /etc that contain the case insensitive string samba.

5. Look at the output of /sbin/ifconfig. Write a line that displays only ip address and the subnet mask.

6. Write a line that removes all non-letters from a stream.

7. Write a line that receives a textfile, and outputs all words on a separate line.

8. Write a spell checker on the command line. (There might be a dictionary in /usr/share/dict/.)
16.14. solution: filters

1. Put a sorted list of all bash users in bashusers.txt.
   
   `grep bash /etc/passwd | cut -d: -f1 | sort > bashusers.txt`

2. Put a sorted list of all logged on users in onlineusers.txt.

   `who | cut -d' ' -f1 | sort > onlineusers.txt`

3. Make a list of all files in /etc that contain the string samba.

   `ls /etc | grep samba`

4. Make a sorted list of all files in /etc that contain the case insensitive string samba.

   `ls /etc | grep -i samba | sort`

5. Look at the output of `/sbin/ifconfig`. Write a line that displays only ip address and the subnet mask.

   `/sbin/ifconfig | head -2 | grep 'inet ' | tr -s ' ' | cut -d' ' -f3,5`

6. Write a line that removes all non-letters from a stream.

   `paul@deb503:~$ cat text
   This is, yes really! , a text with ?&* too many str$ange# characters ;-)`

   `paul@deb503:~$ cat text | tr -d ',!$?.*&^%#@;()-'
   This is yes really a text with too many strange characters`

7. Write a line that receives a textfile, and outputs all words on a separate line.

   `paul@deb503:~$ cat text2
   it is very cold today without the sun`

   `paul@deb503:~$ cat text2 | tr ' ' '\n'
   it
   is
   very
   cold
today
without
the
sun`

8. Write a spell checker on the command line. (There might be a dictionary in `/usr/share/dict/`.)

   `paul@rhel ~$ echo "The zun is shining today" > text`

   `paul@rhel ~$ cat > DICT
   is
   shining
   sun
   the
today`
paul@rhel ~$ cat text | tr 'A-Z' 'a-z\n' | sort | uniq | comm -23 - DICT
zun

You could also add the solution from question number 6 to remove non-letters, and `tr -s ''` to remove redundant spaces.
Chapter 17. basic unix tools

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This chapter introduces commands to find or locate files and to compress files, together with other common tools that were not discussed before. While the tools discussed here are technically not considered filters, they can be used in pipes.
17.1. find

The **find** command can be very useful at the start of a pipe to search for files. Here are some examples. You might want to add `2>/dev/null` to the command lines to avoid cluttering your screen with error messages.

Find all files in `/etc` and put the list in `etcfiles.txt`

```bash
find /etc > etcfiles.txt
```

Find all files of the entire system and put the list in `allfiles.txt`

```bash
find / > allfiles.txt
```

Find files that end in `.conf` in the current directory (and all subdirs).

```bash
find . -name "*.conf"
```

Find files of type file (not directory, pipe or etc.) that end in `.conf`.

```bash
find . -type f -name "*.conf"
```

Find files of type directory that end in `.bak`.

```bash
find /data -type d -name "*.bak"
```

Find files that are newer than `file42.txt`

```bash
find . -newer file42.txt
```

Find can also execute another command on every file found. This example will look for `*.odf` files and copy them to `/backup/`.

```bash
find /data -name "*.odf" -exec cp {} /backup/ \;
```

Find can also execute, after your confirmation, another command on every file found. This example will remove `*.odf` files if you approve of it for every file found.

```bash
find /data -name "*.odf" -ok rm {} \;
```

17.2. locate

The **locate** tool is very different from **find** in that it uses an index to locate files. This is a lot faster than traversing all the directories, but it also means that it is always outdated. If the index does not exist yet, then you have to create it (as root on Red Hat Enterprise Linux) with the **updatedb** command.

```bash
[paul@RHEL4b ~]$ locate Samba
warning: locate: could not open database: /var/lib/slocate/slocate.db:...
warning: You need to run the 'updatedb' command (as root) to create th...
Please have a look at /etc/updatedb.conf to enable the daily cron job.
[paul@RHEL4b ~]$ updatedb
fatal error: updatedb: You are not authorized to create a default sloc...
[paul@RHEL4b ~]$ su - 
Password:
```
Most Linux distributions will schedule the `updatedb` to run once every day.

### 17.3. date

The **date** command can display the date, time, timezone and more.

```
paul@rhel55 ~$ date
Sat Apr 17 12:44:30 CEST 2010
```

A date string can be customized to display the format of your choice. Check the man page for more options.

```
paul@rhel55 ~$ date +%A %d-%m-%Y
Saturday 17-04-2010
```

Time on any Unix is calculated in number of seconds since 1969 (the first second being the first second of the first of January 1970). Use **date +%s** to display Unix time in seconds.

```
paul@rhel55 ~$ date +%s
1271501080
```

When will this seconds counter reach two thousand million?

```
paul@rhel55 ~$ date -d '1970-01-01 + 2000000000 seconds'
Wed May 18 04:33:20 CEST 2033
```

### 17.4. cal

The **cal** command displays the current month, with the current day highlighted.

```
paul@rhel55 ~$ cal
April 2010
Su Mo Tu We Th Fr Sa
   1  2  3
 4  5  6  7  8  9 10
11 12 13 14 15 16 17
18 19 20 21 22 23 24
25 26 27 28 29 30
```

You can select any month in the past or the future.

```
paul@rhel55 ~$ cal 2 1970
February 1970
Su Mo Tu We Th Fr Sa
1  2  3  4  5  6  7
```
17.5. sleep

The `sleep` command is sometimes used in scripts to wait a number of seconds. This example shows a five second `sleep`.

```
paul@rhel55 ~$ sleep 5
paul@rhel55 ~$
```

17.6. time

The `time` command can display how long it takes to execute a command. The `date` command takes only a little time.

```
paul@rhel55 ~$ time date
Sat Apr 17 13:08:27 CEST 2010
real   0m0.014s
user   0m0.008s
sys    0m0.006s
```

The `sleep 5` command takes five `real` seconds to execute, but consumes little `cpu` time.

```
paul@rhel55 ~$ time sleep 5
real   0m5.018s
user   0m0.005s
sys    0m0.011s
```

This `bzip2` command compresses a file and uses a lot of `cpu time`.

```
paul@rhel55 ~$ time bzip2 text.txt
real   0m2.368s
user   0m0.847s
sys    0m0.539s
```

17.7. gzip - gunzip

Users never have enough disk space, so compression comes in handy. The `gzip` command can make files take up less space.
basic unix tools

paul@rhel55 ~$ ls -lh text.txt
-rw-rw-r-- 1 paul paul 6.4M Apr 17 13:11 text.txt
paul@rhel55 ~$ gzip text.txt
paul@rhel55 ~$ ls -lh text.txt.gz
-rw-rw-r-- 1 paul paul 760K Apr 17 13:11 text.txt.gz

You can get the original back with **gunzip**.

paul@rhel55 ~$ gunzip text.txt.gz
paul@rhel55 ~$ ls -lh text.txt
-rw-rw-r-- 1 paul paul 6.4M Apr 17 13:11 text.txt

17.8. zcat - zmore

Text files that are compressed with **gzip** can be viewed with **zcat** and **zmore**.

paul@rhel55 ~$ head -4 text.txt
/
/opt
/opt/VBoxGuestAdditions-3.1.6
/opt/VBoxGuestAdditions-3.1.6/routines.sh
paul@rhel55 ~$ gzip text.txt
paul@rhel55 ~$ zcat text.txt.gz | head -4
/
[opt
[opt/VBoxGuestAdditions-3.1.6
[opt/VBoxGuestAdditions-3.1.6/routines.sh

17.9. bzip2 - bunzip2

Files can also be compressed with **bzip2** which takes a little more time than **gzip**, but compresses better.

paul@rhel55 ~$ bzip2 text.txt
paul@rhel55 ~$ ls -lh text.txt.bz2
-rw-rw-r-- 1 paul paul 569K Apr 17 13:11 text.txt.bz2

Files can be uncompressed again with **bunzip2**.

paul@rhel55 ~$ bunzip2 text.txt.bz2
paul@rhel55 ~$ ls -lh text.txt
-rw-rw-r-- 1 paul paul 6.4M Apr 17 13:11 text.txt

17.10. bzcat - bzmore

And in the same way **bzcat** and **bzmore** can display files compressed with **bzip2**.
basic unix tools

```bash
paul@rhel55 ~$ bzip2 text.txt
paul@rhel55 ~$ bzcat text.txt.bz2 | head -4
/
/opt
/opt/VBoxGuestAdditions-3.1.6
/opt/VBoxGuestAdditions-3.1.6/routines.sh
```
17.11. practice: basic Unix tools

1. Explain the difference between these two commands. This question is very important. If you don't know the answer, then look back at the shell chapter.

   find /data -name "*.txt"
   find /data -name *.txt

2. Explain the difference between these two statements. Will they both work when there are 200 .odf files in /data ? How about when there are 2 million .odf files ?

   find /data -name "*.odf" > data_odf.txt
   find /data/*.odf > data_odf.txt

3. Write a find command that finds all files created after January 30th 2010.

4. Write a find command that finds all *.odf files created in September 2009.

5. Count the number of *.conf files in /etc and all its subdirs.

6. Two commands that do the same thing: copy *.odf files to /backup/. What would be a reason to replace the first command with the second ? Again, this is an important question.

   cp -r /data/*.odf /backup/
   find /data -name "*.odf" -exec cp {} /backup/ \
;

7. Create a file called loctest.txt. Can you find this file with locate ? Why not ? How do you make locate find this file ?

8. Use find and -exec to rename all .htm files to .html.

9. Issue the date command. Now display the date in YYYY/MM/DD format.

10. Issue the cal command. Display a calendar of 1582 and 1752. Notice anything special ?
17.12. solution: basic Unix tools

1. Explain the difference between these two commands. This question is very important. If you don’t know the answer, then look back at the shell chapter.

   `find /data -name "*.txt"`
   `find /data -name *.txt`

   When `*.txt` is quoted then the shell will not touch it. The `find` tool will look in the `/data` for all files ending in `.txt`.

   When `*.txt` is not quoted then the shell might expand this (when one or more files that ends in `.txt` exist in the current directory). The `find` might show a different result, or can result in a syntax error.

2. Explain the difference between these two statements. Will they both work when there are 200 `.odf` files in `/data`? How about when there are 2 million `.odf` files?

   `find /data -name "*.odf" > data_odf.txt`
   `find /data/*.odf > data_odf.txt`

   The first `find` will output all `.odf` filenames in `/data` and all subdirectories. The shell will redirect this to a file.

   The second `find` will output all files named `.odf` in `/data` and will also output all files that exist in directories named `*.odf` (in `/data`).

   With two million files the command line would be expanded beyond the maximum that the shell can accept. The last part of the command line would be lost.

3. Write a `find` command that finds all files created after January 30th 2010.

   `touch -t 201001302359 marker_date`
   `find . -type f -newer marker_date`

   There is another solution :
   `find . -type f -newerat "20100130 23:59:59"`

4. Write a `find` command that finds all `.odf` files created in September 2009.

   `touch -t 200908312359 marker_start`
   `touch -t 200910010000 marker_end`
   `find . -type f -name "*.odf" -newer marker_start ! -newer marker_end`

   The exclamation mark `! -newer` can be read as `not newer`.

5. Count the number of `.conf` files in `/etc` and all its subdirs.

   `find /etc -type f -name "*.conf" | wc -l`

6. Two commands that do the same thing: copy `.odf` files to `/backup/`. What would be a reason to replace the first command with the second? Again, this is an important question.

   `cp -r /data/*.odf /backup/`
basic unix tools
find /data -name "*.odf" -exec cp {} /backup/ \;

The first might fail when there are too many files to fit on one command line.
7. Create a file called loctest.txt. Can you find this file with locate ? Why not ? How
do you make locate find this file ?
You cannot locate this with locate because it is not yet in the index.
updatedb

8. Use find and -exec to rename all .htm files to .html.
paul@rhel55 ~$ find . -name '*.htm'
./one.htm
./two.htm
paul@rhel55 ~$ find . -name '*.htm' -exec mv {} {}l \;
paul@rhel55 ~$ find . -name '*.htm*'
./one.html
./two.html

9. Issue the date command. Now display the date in YYYY/MM/DD format.
date +%Y/%m/%d

10. Issue the cal command. Display a calendar of 1582 and 1752. Notice anything
special ?
cal 1582

The calendars are different depending on the country. Check http://linux-training.be/
files/studentfiles/dates.txt

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Chapter 18. Introduction to vi

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The vi editor is installed on almost every Unix. Linux will very often install vim (vi improved) which is similar. Every system administrator should know vi(m), because it is an easy tool to solve problems.

The vi editor is not intuitive, but once you get to know it, vi becomes a very powerful application. Most Linux distributions will include the vimtutor which is a 45 minute lesson in vi(m).
18.1. command mode and insert mode

The vi editor starts in command mode. In command mode, you can type commands. Some commands will bring you into insert mode. In insert mode, you can type text. The escape key will return you to command mode.

<table>
<thead>
<tr>
<th>key</th>
<th>action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Esc</td>
<td>set vi(m) in command mode.</td>
</tr>
</tbody>
</table>

18.2. start typing (a A i I o O)

The difference between a A i I o and O is the location where you can start typing. a will append after the current character and A will append at the end of the line. i will insert before the current character and I will insert at the beginning of the line. o will put you in a new line after the current line and O will put you in a new line before the current line.

<table>
<thead>
<tr>
<th>command</th>
<th>action</th>
</tr>
</thead>
<tbody>
<tr>
<td>a</td>
<td>start typing after the current character</td>
</tr>
<tr>
<td>A</td>
<td>start typing at the end of the current line</td>
</tr>
<tr>
<td>i</td>
<td>start typing before the current character</td>
</tr>
<tr>
<td>I</td>
<td>start typing at the start of the current line</td>
</tr>
<tr>
<td>o</td>
<td>start typing on a new line after the current line</td>
</tr>
<tr>
<td>O</td>
<td>start typing on a new line before the current line</td>
</tr>
</tbody>
</table>

18.3. replace and delete a character (r x X)

When in command mode (it doesn't hurt to hit the escape key more than once) you can use the x key to delete the current character. The big X key (or shift x) will delete the character left of the cursor. Also when in command mode, you can use the r key to replace one single character. The r key will bring you in insert mode for just one key press, and will return you immediately to command mode.
### 18.3. replace and delete

<table>
<thead>
<tr>
<th>command</th>
<th>action</th>
</tr>
</thead>
<tbody>
<tr>
<td>x</td>
<td>delete the character below the cursor</td>
</tr>
<tr>
<td>X</td>
<td>delete the character before the cursor</td>
</tr>
<tr>
<td>r</td>
<td>replace the character below the cursor</td>
</tr>
<tr>
<td>p</td>
<td>paste after the cursor (here the last deleted character)</td>
</tr>
<tr>
<td>xp</td>
<td>switch two characters</td>
</tr>
</tbody>
</table>

### 18.4. undo and repeat (u .)

When in command mode, you can undo your mistakes with u. You can do your mistakes twice with . (in other words, the . will repeat your last command).

<table>
<thead>
<tr>
<th>command</th>
<th>action</th>
</tr>
</thead>
<tbody>
<tr>
<td>u</td>
<td>undo the last action</td>
</tr>
<tr>
<td>.</td>
<td>repeat the last action</td>
</tr>
</tbody>
</table>

### 18.5. cut, copy and paste a line (dd yy p P)

When in command mode, dd will cut the current line. yy will copy the current line. You can paste the last copied or cut line after (p) or before (P) the current line.

<table>
<thead>
<tr>
<th>command</th>
<th>action</th>
</tr>
</thead>
<tbody>
<tr>
<td>dd</td>
<td>cut the current line</td>
</tr>
<tr>
<td>yy</td>
<td>(yank yank) copy the current line</td>
</tr>
<tr>
<td>p</td>
<td>paste after the current line</td>
</tr>
<tr>
<td>P</td>
<td>paste before the current line</td>
</tr>
</tbody>
</table>

### 18.6. cut, copy and paste lines (3dd 2yy)

When in command mode, before typing dd or yy, you can type a number to repeat the command a number of times. Thus, 5dd will cut 5 lines and 4yy will copy (yank) 4 lines. That last one will be noted by vi in the bottom left corner as "4 line yanked".

<table>
<thead>
<tr>
<th>command</th>
<th>action</th>
</tr>
</thead>
<tbody>
<tr>
<td>3dd</td>
<td>cut three lines</td>
</tr>
<tr>
<td>4yy</td>
<td>copy four lines</td>
</tr>
</tbody>
</table>
18.7. start and end of a line (0 or ^ and $)

When in command mode, the 0 and the caret ^ will bring you to the start of the current line, whereas the $ will put the cursor at the end of the current line. You can add 0 and $ to the d command, d0 will delete every character between the current character and the start of the line. Likewise d$ will delete everything from the current character till the end of the line. Similarly y0 and y$ will yank till start and end of the current line.

<table>
<thead>
<tr>
<th>command</th>
<th>action</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>jump to start of current line</td>
</tr>
<tr>
<td>^</td>
<td>jump to start of current line</td>
</tr>
<tr>
<td>$</td>
<td>jump to end of current line</td>
</tr>
<tr>
<td>d0</td>
<td>delete until start of line</td>
</tr>
<tr>
<td>d$</td>
<td>delete until end of line</td>
</tr>
</tbody>
</table>

18.8. join two lines (J) and more

When in command mode, pressing J will append the next line to the current line. With yyp you duplicate a line and with ddp you switch two lines.

<table>
<thead>
<tr>
<th>command</th>
<th>action</th>
</tr>
</thead>
<tbody>
<tr>
<td>J</td>
<td>join two lines</td>
</tr>
<tr>
<td>yyp</td>
<td>duplicate a line</td>
</tr>
<tr>
<td>ddp</td>
<td>switch two lines</td>
</tr>
</tbody>
</table>

18.9. words (w b)

When in command mode, w will jump to the next word and b will move to the previous word. w and b can also be combined with d and y to copy and cut words (dw db yw yb).
Table 18.9. words

<table>
<thead>
<tr>
<th>command</th>
<th>action</th>
</tr>
</thead>
<tbody>
<tr>
<td>w</td>
<td>forward one word</td>
</tr>
<tr>
<td>b</td>
<td>back one word</td>
</tr>
<tr>
<td>3w</td>
<td>forward three words</td>
</tr>
<tr>
<td>dw</td>
<td>delete one word</td>
</tr>
<tr>
<td>yw</td>
<td>yank (copy) one word</td>
</tr>
<tr>
<td>5yb</td>
<td>yank five words back</td>
</tr>
<tr>
<td>7dw</td>
<td>delete seven words</td>
</tr>
</tbody>
</table>

18.10. save (or not) and exit (:w :q :q! )

Pressing the colon : will allow you to give instructions to vi (technically speaking, typing the colon will open the ex editor). :w will write (save) the file, :q will quit an unchanged file without saving, and :q! will quit vi discarding any changes. :wq will save and quit and is the same as typing ZZ in command mode.

Table 18.10. save and exit vi

<table>
<thead>
<tr>
<th>command</th>
<th>action</th>
</tr>
</thead>
<tbody>
<tr>
<td>:w</td>
<td>save (write)</td>
</tr>
<tr>
<td>:w fname</td>
<td>save as fname</td>
</tr>
<tr>
<td>:q</td>
<td>quit</td>
</tr>
<tr>
<td>:wq</td>
<td>save and quit</td>
</tr>
<tr>
<td>ZZ</td>
<td>save and quit</td>
</tr>
<tr>
<td>:q!</td>
<td>quit (discarding your changes)</td>
</tr>
<tr>
<td>:w!</td>
<td>save (and write to non-writable file!)</td>
</tr>
</tbody>
</table>

The last one is a bit special. With :w! vi will try to chmod the file to get write permission (this works when you are the owner) and will chmod it back when the write succeeds. This should always work when you are root (and the file system is writable).

18.11. Searching (/ ?)

When in command mode typing / will allow you to search in vi for strings (can be a regular expression). Typing /foo will do a forward search for the string foo and typing ?bar will do a backward search for bar.
Introduction to vi

### Table 18.11. searching

<table>
<thead>
<tr>
<th>command</th>
<th>action</th>
</tr>
</thead>
<tbody>
<tr>
<td>/string</td>
<td>forward search for string</td>
</tr>
<tr>
<td>?string</td>
<td>backward search for string</td>
</tr>
<tr>
<td>n</td>
<td>go to next occurrence of search string</td>
</tr>
<tr>
<td>/^string</td>
<td>forward search string at beginning of line</td>
</tr>
<tr>
<td>/string$</td>
<td>forward search string at end of line</td>
</tr>
<tr>
<td>/br[aeio]l</td>
<td>search for bral brel bril and brol</td>
</tr>
<tr>
<td>/&lt;he&gt;</td>
<td>search for the word he (and not for here or the)</td>
</tr>
</tbody>
</table>

### 18.12. replace all ( :1,$ s/foo/bar/g )

To replace all occurrences of the string foo with bar, first switch to ex mode with :. Then tell vi which lines to use, for example 1,5 will do the replace all from the first to the last line. You can write 1,5 to only process the first five lines. The s/foo/bar/g will replace all occurrences of foo with bar.

**Table 18.12. replace**

<table>
<thead>
<tr>
<th>command</th>
<th>action</th>
</tr>
</thead>
<tbody>
<tr>
<td>:4,8 s/foo/bar/g</td>
<td>replace foo with bar on lines 4 to 8</td>
</tr>
<tr>
<td>:1,$ s/foo/bar/g</td>
<td>replace foo with bar on all lines</td>
</tr>
</tbody>
</table>

### 18.13. reading files (:r :r !cmd)

When in command mode, :r foo will read the file named foo, :r !foo will execute the command foo. The result will be put at the current location. Thus :r !ls will put a listing of the current directory in your text file.

**Table 18.13. read files and input**

<table>
<thead>
<tr>
<th>command</th>
<th>action</th>
</tr>
</thead>
<tbody>
<tr>
<td>:r fname</td>
<td>(read) file fname and paste contents</td>
</tr>
<tr>
<td>:r !cmd</td>
<td>execute cmd and paste its output</td>
</tr>
</tbody>
</table>

### 18.14. text buffers

There are 36 buffers in vi to store text. You can use them with the " character.
Table 18.14. text buffers

<table>
<thead>
<tr>
<th>command</th>
<th>action</th>
</tr>
</thead>
<tbody>
<tr>
<td>&quot;add</td>
<td>delete current line and put text in buffer a</td>
</tr>
<tr>
<td>&quot;g7yy</td>
<td>copy seven lines into buffer g</td>
</tr>
<tr>
<td>&quot;ap</td>
<td>paste from buffer a</td>
</tr>
</tbody>
</table>

18.15. multiple files

You can edit multiple files with vi. Here are some tips.

Table 18.15. multiple files

<table>
<thead>
<tr>
<th>command</th>
<th>action</th>
</tr>
</thead>
<tbody>
<tr>
<td>vi file1 file2 file3</td>
<td>start editing three files</td>
</tr>
<tr>
<td>:args</td>
<td>lists files and marks active file</td>
</tr>
<tr>
<td>:n</td>
<td>start editing the next file</td>
</tr>
<tr>
<td>:e</td>
<td>toggle with last edited file</td>
</tr>
<tr>
<td>:rew</td>
<td>rewind file pointer to first file</td>
</tr>
</tbody>
</table>

18.16. abbreviations

With :ab you can put abbreviations in vi. Use :una to undo the abbreviation.

Table 18.16. abbreviations

<table>
<thead>
<tr>
<th>command</th>
<th>action</th>
</tr>
</thead>
<tbody>
<tr>
<td>:ab str long string</td>
<td>abbreviate str to be 'long string'</td>
</tr>
<tr>
<td>:una str</td>
<td>un-abbreviate str</td>
</tr>
</tbody>
</table>

18.17. key mappings

Similarly to their abbreviations, you can use mappings with :map for command mode and :map! for insert mode.

This example shows how to set the F6 function key to toggle between set number and set nonumber. The <bar> seperates the two commands, set number! toggles the state and set number? reports the current state.

:map <F6> :set number!<bar>set number?<CR>

18.18. setting options

Some options that you can set in vim.
Introduction to vi

:set number  ( also try :se nu )
:set nonumber
:syntax on
:syntax off
:set all  (list all options)
:set tabstop=8
:set tx   (CR/LF style endings)
:set notx

You can set these options (and much more) in ~/.vimrc for vim or in ~/.exrc for standard vi.

paul@barry:~$ cat ~/.vimrc
set number
set tabstop=8
set textwidth=78
map <F6> :set number!<bar>set number?<CR>
paul@barry:~$
18.19. practice: vi(m)

1. Start the vimtutor and do some or all of the exercises. You might need to run `aptitude install vim` on xubuntu.

2. What 3 key combination in command mode will duplicate the current line.

3. What 3 key combination in command mode will switch two lines' place (line five becomes line six and line six becomes line five).

4. What 2 key combination in command mode will switch a character's place with the next one.

5. vi can understand macro's. A macro can be recorded with q followed by the name of the macro. So qa will record the macro named a. Pressing q again will end the recording. You can recall the macro with @ followed by the name of the macro. Try this example: i 1 'Escape Key' qa yyp 'Ctrl a' q 5@a (Ctrl a will increase the number with one).

6. Copy /etc/passwd to your ~/passwd. Open the last one in vi and press Ctrl v. Use the arrow keys to select a Visual Block, you can copy this with y or delete it with d. Try pasting it.

7. What does dwwP do when you are at the beginning of a word in a sentence?
18.20. solution: vi(m)

1. Start the vimtutor and do some or all of the exercises. You might need to run `aptitude install vim` on xubuntu.

2. What 3 key combination in command mode will duplicate the current line.

```
yyp
```

3. What 3 key combination in command mode will switch two lines' place (line five becomes line six and line six becomes line five).

```
ddp
```

4. What 2 key combination in command mode will switch a character's place with the next one.

```
xp
```

5. vi can understand macro's. A macro can be recorded with q followed by the name of the macro. So qa will record the macro named a. Pressing q again will end the recording. You can recall the macro with @ followed by the name of the macro. Try this example: i 1 'Escape Key' qa yyp 'Ctrl a' q 5@a (Ctrl a will increase the number with one).

6. Copy /etc/passwd to your ~/passwd. Open the last one in vi and press Ctrl v. Use the arrow keys to select a Visual Block, you can copy this with y or delete it with d. Try pasting it.

```
vi passwd
(press Ctrl-V)
```

7. What does `dwwP` do when you are at the beginning of a word in a sentence?

`dwwP` can switch the current word with the next word.
Part VI. scripting
Chapter 19. scripting introduction

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19.6. sourcing a script ................................................................. 153
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19.1. scripts are everywhere

Shells like **bash** and **Korn** have support for programming constructs that can be saved as **scripts**. These **scripts** in turn then become more **shell** commands. Many Linux commands are **scripts**. **User profile scripts** are run when a user logs on and **init scripts** are run when a **daemon** is stopped or started.

This means that system administrators also need basic knowledge of **scripting** to understand how their servers and their applications are started, updated, upgraded, patched, maintained, configured and removed, and also to understand how a user environment is built.

19.2. hello world

Just like in every programming course, we start with a simple **hello_world** script. The following script will output **Hello World**.

```
#!/bin/bash

echo Hello World
```

After creating this simple script in **vi** or with **echo**, you'll have to **chmod +x hello_world** to make it executable. And unless you add the scripts directory to your path, you'll have to type the path to the script for the shell to be able to find it.

```
Paul@RHEL4a ~]$ echo echo Hello World > hello_world
Paul@RHEL4a ~]$ chmod +x hello_world
Paul@RHEL4a ~]$ ./hello_world
Hello World
```

19.3. she-bang

Let's expand our example a little further by putting `#!/bin/bash` on the first line of the script. The `#!` is called a **she-bang** (sometimes called **sha-bang**), where the **she-bang** is the first two characters of the script.

```
#!/bin/bash

echo Hello World
```

You can never be sure which shell a user is running. A script that works flawlessly in **bash** might not work in **ksh**, **csh**, or **dash**. To instruct a shell to run your script in a certain shell, you can start your script with a **she-bang** followed by the shell it is supposed to run in. This script will run in a bash shell.

```
#!/bin/bash

echo -n hello

echo A bash subshell `echo -n hello`
```

This script will run in a Korn shell (unless `/bin/ksh` is a hard link to `/bin/bash`). The `/etc/shells` file contains a list of shells on your system.
#!/bin/ksh
echo -n hello
echo a Korn subshell `echo -n hello`

19.4. comment

Let's expand our example a little further by adding comment lines.

#!/bin/bash
#
# Hello World Script
#
echo Hello World

19.5. variables

Here is a simple example of a variable inside a script.

#!/bin/bash
#
# simple variable in script
#
var1=4
echo var1 = $var1

Scripts can contain variables, but since scripts are run in their own shell, the variables
do not survive the end of the script.

[paul@RHEL4a ~]$ echo $var1
[paul@RHEL4a ~]$ ./vars
var1 = 4
[paul@RHEL4a ~]$ echo $var1
[paul@RHEL4a ~]$

19.6. sourcing a script

Luckily, you can force a script to run in the same shell; this is called sourcing a script.

[paul@RHEL4a ~]$ source ./vars
var1 = 4
[paul@RHEL4a ~]$ echo $var1
4
[paul@RHEL4a ~]$

The above is identical to the below.

[paul@RHEL4a ~]$ . ./vars
var1 = 4
[paul@RHEL4a ~]$ echo $var1
19.7. prevent setuid root spoofing

Some user may try to perform setuid based script root spoofing. This is a rare but possible attack. To improve script security and to avoid interpreter spoofing, you need to add -- after the `#!/bin/bash`, which disables further option processing so the shell will not accept any options.

```
#!/bin/bash
```
or
```
#!/bin/bash --
```

Any arguments after the -- are treated as filenames and arguments. An argument of - is equivalent to --.
19.8. practice: introduction to scripting

0. Give each script a different name, keep them for later!

1. Write a script that outputs the name of a city.

2. Make sure the script runs in the bash shell.

3. Make sure the script runs in the Korn shell.

4. Create a script that defines two variables, and outputs their value.

5. The previous script does not influence your current shell (the variables do not exist outside of the script). Now run the script so that it influences your current shell.

6. Is there a shorter way to source the script?

7. Comment your scripts so that you know what they are doing.
19.9. solution: introduction to scripting

0. Give each script a different name, keep them for later!

1. Write a script that outputs the name of a city.

```bash
$ echo 'echo Antwerp' > first.bash
$ chmod +x first.bash
$ ./first.bash
Antwerp
```

2. Make sure the script runs in the bash shell.

```bash
$ cat first.bash
#!/bin/bash
echo Antwerp
```

3. Make sure the script runs in the Korn shell.

```bash
$ cat first.bash
#!/bin/ksh
echo Antwerp
```

Note that while first.bash will technically work as a Korn shell script, the name ending in .bash is confusing.

4. Create a script that defines two variables, and outputs their value.

```bash
$ cat second.bash
#!/bin/bash
var33=300
var42=400
echo $var33 $var42
```

5. The previous script does not influence your current shell (the variables do not exist outside of the script). Now run the script so that it influences your current shell.

```bash
source second.bash
```

6. Is there a shorter way to source the script?

```bash
./second.bash
```

7. Comment your scripts so that you know what they are doing.

```bash
$ cat second.bash
#!/bin/bash
# script to test variables and sourcing
# define two variables
var33=300
var42=400

# output the value of these variables
echo $var33 $var42
```
Chapter 20. scripting loops

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20.1. test [ ]

The test command can test whether something is true or false. Let's start by testing whether 10 is greater than 55.

```
[paul@RHEL4b ~]$ test 10 -gt 55 ; echo $?
1
[paul@RHEL4b ~]$
```

The test command returns 1 if the test fails. And as you see in the next screenshot, test returns 0 when a test succeeds.

```
[paul@RHEL4b ~]$ test 56 -gt 55 ; echo $?
0
[paul@RHEL4b ~]$
```

If you prefer true and false, then write the test like this.

```
[paul@RHEL4b ~]$ test 56 -gt 55 && echo true || echo false
true
[paul@RHEL4b ~]$ test 6 -gt 55 && echo true || echo false
false
```

The test command can also be written as square brackets, the screenshot below is identical to the one above.

```
[paul@RHEL4b ~]$ [ 56 -gt 55 ] && echo true || echo false
true
[paul@RHEL4b ~]$ [ 6 -gt 55 ] && echo true || echo false
false
```

Below are some example tests. Take a look at man test to see more options for tests.

- `[-d foo]` Does the directory foo exist?
- `[ '/etc' = $PWD ]` Is the string /etc equal to the variable $PWD?
- `[ $1 != 'secret' ]` Is the first parameter different from secret?
- `[ 55 -lt $bar ]` Is 55 less than the value of $bar?
- `[ $foo -ge 1000 ]` Is the value of $foo greater or equal to 1000?
- `[ "abc" < $bar ]` Does abc sort before the value of $bar?
- `[ -f foo ]` Is foo a regular file?
- `[ -r bar ]` Is bar a readable file?
- `[ foo -nt bar ]` Is file foo newer than file bar?
- `[ -o nounset ]` Is the shell option nounset set?

Tests can be combined with logical AND and OR.

```
paul@RHEL4b:~$ [ 66 -gt 55 -a 66 -lt 500 ] && echo true || echo false
true
paul@RHEL4b:~$ [ 66 -gt 55 -a 660 -lt 500 ] && echo true || echo false
false
paul@RHEL4b:~$ [ 66 -gt 55 -o 660 -lt 500 ] && echo true || echo false
true
```

20.2. if if, then then, or else

The if then else construction is about choice. If a certain condition is met, then execute something, else execute something else. The example below tests whether a file exists, and if the file exists then a proper message is echoed.
#!/bin/bash

if [ -f isit.txt ]
then echo isit.txt exists!
else echo isit.txt not found!
fi

If we name the above script 'choice', then it executes like this.

[paul@RHEL4a scripts]$ ./choice
isit.txt not found!
[paul@RHEL4a scripts]$ touch isit.txt
[paul@RHEL4a scripts]$ ./choice
isit.txt exists!
[paul@RHEL4a scripts]$ 

## 20.3. for loop

The example below shows the syntax of a classical **for loop** in bash.

```bash
for i in 1 2 4
do
    echo $i
done
```

An example of a **for loop** combined with an embedded shell.

```ksh
#!/bin/ksh
for counter in `seq 1 20`
do
    echo counting from 1 to 20, now at $counter
    sleep 1
done
```

This **for loop** use file globbing (from the shell expansion). Putting the instruction on the command line has identical functionality.

kahlan@solexp11$ ls
count.ksh go.ksh
kahlan@solexp11$ for file in *.ksh ; do cp $file $file.backup ; done
done
kahlan@solexp11$ ls
count.ksh count.ksh.backup go.ksh go.ksh.backup

## 20.4. while loop

Below a simple example of a **while loop**.

```bash
let i=100;
while [ $i -ge 0 ]
do
    echo Counting down, from 100 to 0, now at $i;
    let i--;
done
```

Endless loops can be made with **while true** or **while :**, where the **colon** is the equivalent of **no operation** in the **Korn** and **bash** shells.

#!/bin/ksh
# endless loop
while :
do
echo hello
sleep 1
done

## 20.5. until loop

Below a simple example of an **until loop**.

```bash
let i=100;
until [ $i -le 0 ];
do
  echo Counting down, from 100 to 1, now at $i;
  let i--;
done
```
20.6. practice: scripting tests and loops

1. Write a script that uses a `for` loop to count from 3 to 7.

2. Write a script that uses a `for` loop to count from 1 to 17000.

3. Write a script that uses a `while` loop to count from 3 to 7.

4. Write a script that uses an `until` loop to count down from 8 to 4.

5. Write a script that counts the number of files ending in `.txt` in the current directory.

6. Wrap an `if` statement around the script so it is also correct when there are zero files ending in `.txt`.
20.7. solution: scripting tests and loops

1. Write a script that uses a `for` loop to count from 3 to 7.

```bash
#!/bin/bash

for i in 3 4 5 6 7
do
  echo Counting from 3 to 7, now at $i
done
```

2. Write a script that uses a `for` loop to count from 1 to 17000.

```bash
#!/bin/bash

for i in `seq 1 17000`
do
  echo Counting from 1 to 17000, now at $i
done
```

3. Write a script that uses a `while` loop to count from 3 to 7.

```bash
#!/bin/bash

i=3
while [ $i -le 7 ]
do
  echo Counting from 3 to 7, now at $i
  let i=i+1
done
```

4. Write a script that uses an `until` loop to count down from 8 to 4.

```bash
#!/bin/bash

i=8
until [ $i -lt 4 ]
do
  echo Counting down from 8 to 4, now at $i
  let i=i-1
done
```

5. Write a script that counts the number of files ending in `.txt` in the current directory.

```bash
#!/bin/bash

let i=0
for file in *.txt
do
  let i++
done
echo "There are $i files ending in .txt"
```

6. Wrap an `if` statement around the script so it is also correct when there are zero files ending in `.txt`.

```bash
#!/bin/bash

ls *.txt > /dev/null 2>&1
if [ $? -ne 0 ]
```
then echo "There are 0 files ending in .txt"
else
  let i=0
  for file in *.txt
do
    let i++
done
  echo "There are $i files ending in .txt"
fi
Chapter 21. scripting parameters

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21.1. script parameters

A **bash** shell script can have parameters. The numbering you see in the script below continues if you have more parameters. You also have special parameters containing the number of parameters, a string of all of them, and also the process id, and the last return code. The man page of **bash** has a full list.

```bash
#!/bin/bash
echo The first argument is $1
echo The second argument is $2
echo The third argument is $3

echo \$ $$  PID of the script
echo \# $#  count arguments
echo \? $? last return code
echo \* $* all the arguments
```

Below is the output of the script above in action.

```
[paul@RHEL4a scripts]$ ./pars one two three
The first argument is one
The second argument is two
The third argument is three
$ 5610 PID of the script
# 3 count arguments
? 0 last return code
* one two three all the arguments
[paul@RHEL4a scripts]$ ./pars 1 2
The first argument is 1
The second argument is 2
The third argument is
$ 5612 PID of the script
# 2 count arguments
? 0 last return code
* 1 2 all the arguments
[paul@RHEL4a scripts]$ 
```

21.2. shift through parameters

The **shift** statement can parse all **parameters** one by one. This is a sample script.

```
kahlan@solexp11$ cat shift.ksh
#!/bin/ksh
if [ "$#" == "0" ]
then
  echo You have to give at least one parameter.
  exit 1
fi

while (( $# ))
  do
    echo You gave me $1
    shift
done
```
Below is some sample output of the script above.

kahlan@solexp11$ ./shift.ksh one
You gave me one
kahlan@solexp11$ ./shift.ksh one two three 1201 "33 42"
You gave me one
You gave me two
You gave me three
You gave me 1201
You gave me 33 42
kahlan@solexp11$ ./shift.ksh
You have to give at least one parameter.

21.3. runtime input

You can ask the user for input with the read command in a script.

#!/bin/bash
echo -n Enter a number:
read number

21.4. sourcing a config file

[paul@RHEL4a scripts]$ cat myApp.conf
# The config file of myApp

# Enter the path here
myAppPath=/var/myApp

# Enter the number of quines here
quines=5

[paul@RHEL4a scripts]$ cat myApp.bash
#!/bin/bash
#
# Welcome to the myApp application
#
. ./myApp.conf

echo There are $quines quines

[paul@RHEL4a scripts]$ ./myApp.bash
There are 5 quines
[paul@RHEL4a scripts]$

21.5. get script options with getopts

The getopts function allows you to parse options given to a command.

kahlan@solexp11$ cat options.ksh
#!/bin/ksh
scripting parameters

while getopts ":afz" option;
  do
    case $option in
      a)
        echo received -a ;;
      f)
        echo received -f ;;
      z)
        echo received -z ;;
      *)
        echo "invalid option -$OPTARG"
          ;;
    esac
  done

This is sample output from the script above.

kahlan@solexp11$ ./options.ksh
kahlan@solexp11$ ./options.ksh -af
received -a
received -f
kahlan@solexp11$ ./options.ksh -zfg
received -z
received -f
invalid option -g
kahlan@solexp11$ ./options.ksh -a -b -z
received -a
invalid option -b
received -z

You can also check for options that need an argument, as this example shows.

kahlan@solexp11$ cat argoptions.ksh
#!/bin/ksh
while getopts ":af:z" option;
  do
    case $option in
      a)
        echo received -a ;;
      f)
        echo received -f with $OPTARG
          ;;
      z)
        echo received -z ;;
      :)
        echo "option -$OPTARG needs an argument"
          ;;
      *)
        echo "invalid option -$OPTARG"
          ;;
    esac
done

This is sample output from the script above.

kahlan@solexp11$ ./argoptions.ksh -a -f hello -z
received -a
received -f with hello
received -z
kahlan@solexp11$ ./argoptions.ksh -zf 42
received -z
received -a
received -f with 42
kahlan@solexp11$ ./argoptions.ksh -zf
received -z
option -f needs an argument

21.6. get shell options with shopt

You can toggle the values of variables controlling optional shell behavior with the `shopt` built-in shell command. The example below first verifies whether the cdspell option is set; it is not. The next shopt command sets the value, and the third shopt command verifies that the option really is set. You can now use minor spelling mistakes in the cd command. The man page of bash has a complete list of options.

paul@laika:~$ shopt -q cdspell ; echo $? 1
paul@laika:~$ shopt -s cdspell
paul@laika:~$ shopt -q cdspell ; echo $? 0
paul@laika:~$ cd /Etc
/etc
21.7. practice: parameters and options

1. Write a script that receives four parameters, and outputs them in reverse order.

2. Write a script that receives two parameters (two filenames) and outputs whether those files exist.

3. Write a script that asks for a filename. Verify existence of the file, then verify that you own the file, and whether it is writable. If not, then make it writable.

4. Make a configuration file for the previous script. Put a logging switch in the config file, logging means writing detailed output of everything the script does to a log file in /tmp.
21.8. solution: parameters and options

1. Write a script that receives four parameters, and outputs them in reverse order.
   ```bash
   echo $4 $3 $2 $1
   ```

2. Write a script that receives two parameters (two filenames) and outputs whether
   those files exist.
   ```bash
   #!/bin/bash
   
   if [ -f $1 ]
   then echo $1 exists!
   else echo $1 not found!
   fi
   
   if [ -f $2 ]
   then echo $2 exists!
   else echo $2 not found!
   fi
   ```

3. Write a script that asks for a filename. Verify existence of the file, then verify that
   you own the file, and whether it is writable. If not, then make it writable.

4. Make a configuration file for the previous script. Put a logging switch in the config
   file, logging means writing detailed output of everything the script does to a log file
   in /tmp.
Chapter 22. more scripting

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22.1. eval

`eval` reads arguments as input to the shell (the resulting commands are executed). This allows using the value of a variable as a variable.

```
paul@deb503:~/test42$ answer=42
paul@deb503:~/test42$ word=answer
paul@deb503:~/test42$ eval x=\$\$word ; echo $x
42
```

Both in `bash` and `Korn` the arguments can be quoted.

```
kahlan@solexp11$ answer=42
kahlan@solexp11$ word=answer
kahlan@solexp11$ eval "y=\$\$word" ; echo y
42
```

22.2. `(( ))`

The `(( ))` allows for evaluation of numerical expressions.

```
paul@deb503:~/test42$ (( 42 > 33 )) && echo true || echo false
true
paul@deb503:~/test42$ (( 42 > 1201 )) && echo true || echo false
false
paul@deb503:~/test42$ var42=42
paul@deb503:~/test42$ (( 42 == var42 )) && echo true || echo false
true
paul@deb503:~/test42$ var42=33
paul@deb503:~/test42$ (( 42 == var42 )) && echo true || echo false
false
```

22.3. let

The `let` built-in shell function instructs the shell to perform an evaluation of arithmetic expressions. It will return 0 unless the last arithmetic expression evaluates to 0.

```
[paul@RHEL4b ~]$ let x="3 + 4" ; echo $x
7
[paul@RHEL4b ~]$ let x="10 + 100/10" ; echo $x
20
[paul@RHEL4b ~]$ let x="10-2+100/10" ; echo $x
18
[paul@RHEL4b ~]$ let x="10*2+100/10" ; echo $x
30
```

The `shell` can also convert between different bases.

```
[paul@RHEL4b ~]$ let x="0xFF" ; echo $x
255
```
There is a difference between assigning a variable directly, or using `let` to evaluate the arithmetic expressions (even if it is just assigning a value).

```bash
ekahlan@solexp11$ dec=15 ; oct=017 ; hex=0x0f
kahlan@solexp11$ echo $dec $oct $hex
15 017 0x0f
kahlan@solexp11$ let dec=15 ; let oct=017 ; let hex=0x0f
kahlan@solexp11$ echo $dec $oct $hex
15 15 15
```

### 22.4. case

You can sometimes simplify nested if statements with a case construct.

```bash
[paul@RHEL4b ~]$ ./help
What animal did you see ? lion
You better start running fast!
[paul@RHEL4b ~]$ ./help
What animal did you see ? dog
Don't worry, give it a cookie.
[paul@RHEL4b ~]$ cat help
#!/bin/bash
#
# Wild Animals Helpdesk Advice
#
echo -n "What animal did you see ? 
read animal
case $animal in
  "lion" | "tiger")
    echo "You better start running fast!"
  ;;
  "cat")
    echo "Let that mouse go..."
  ;;
  "dog")
    echo "Don't worry, give it a cookie."
  ;;
  "chicken" | "goose" | "duck" )
    echo "Eggs for breakfast!"
  ;;
  "liger")
    echo "Approach and say 'Ah you big fluffy kitty...'."
  ;;
  "babelfish")
    echo "Did it fall out your ear ?"
  ;;
  *)
    echo "You discovered an unknown animal, name it!"
  *)
```
22.5. shell functions

Shell functions can be used to group commands in a logical way.

```bash
kahlan@solexp11$ cat funcs.ksh
#!/bin/ksh
function greetings {
    echo Hello World!
    echo and hello to $USER to!
}

echo We will now call a function

greetings
echo The end

This is sample output from this script with a function.

kahlan@solexp11$ ./funcs.ksh
We will now call a function
Hello World!
and hello to kahlan to!
The end

A shell function can also receive parameters.

kahlan@solexp11$ cat addfunc.ksh
#!/bin/ksh
function plus {
    let result="$1 + $2"
    echo $1 + $2 = $result
}

plus 3 10
plus 20 13
plus 20 22

This script produces the following output.

kahlan@solexp11$ ./addfunc.ksh
3 + 10 = 13
20 + 13 = 33
20 + 22 = 42
22.6. practice: more scripting

1. Write a script that asks for two numbers, and outputs the sum and product (as shown here).

   Enter a number: 5
   Enter another number: 2

   Sum: $5 + 2 = 7$
   Product: $5 \times 2 = 10$

2. Improve the previous script to test that the numbers are between 1 and 100, exit with an error if necessary.

3. Improve the previous script to congratulate the user if the sum equals the product.

4. Write a script with a case insensitive case statement, using the shopt nocasematch option. The nocasematch option is reset to the value it had before the scripts started.

5. If time permits (or if you are waiting for other students to finish this practice), take a look at linux system scripts in /etc/init.d and /etc/rc.d and try to understand them. Where does execution of a script start in /etc/init.d/samba? There are also some hidden scripts in ~, we will discuss them later.
22.7. solution : more scripting

1. Write a script that asks for two numbers, and outputs the sum and product (as shown here).

Enter a number: 5
Enter another number: 2

Sum: $5 + 2 = 7$
Product: $5 \times 2 = 10$

```bash
#!/bin/bash

echo -n "Enter a number : 
read n1

echo -n "Enter another number : 
read n2

let sum="n1+n2"
let pro="n1*n2"

echo -e "Sum\t: $n1 + $n2 = $sum"
eco -e "Product\t: $n1 * $n2 = $pro"
```

2. Improve the previous script to test that the numbers are between 1 and 100, exit with an error if necessary.

```bash
echo -n "Enter a number between 1 and 100 : 
read n1

if [ $n1 -lt 1 -o $n1 -gt 100 ]
then
    echo Wrong number...
    exit 1
fi
```

3. Improve the previous script to congratulate the user if the sum equals the product.

```bash
if [ $sum -eq $pro ]
then echo Congratulations $sum == $pro
fi
```

4. Write a script with a case insensitive case statement, using the shopt nocasematch option. The nocasematch option is reset to the value it had before the scripts started.

```bash
#!/bin/bash

if shopt -q nocasematch; then
    nocase=yes;
else
    nocase=no;
    shopt -s nocasematch;
fi

echo -n "What animal did you see ? 
read animal
```
case $animal in
  "lion" | "tiger")
    echo "You better start running fast!"
  ;;
  "cat")
    echo "Let that mouse go..."
  ;;
  "dog")
    echo "Don't worry, give it a cookie."
  ;;
  "chicken" | "goose" | "duck" )
    echo "Eggs for breakfast!"
  ;;
  "liger")
    echo "Approach and say 'Ah you big fluffy kitty.'"
  ;;
  "babelfish")
    echo "Did it fall out your ear ?"
  ;;
  *)
    echo "You discovered an unknown animal, name it!"
  ;;
esac

if [ nocase = yes ] ; then
  shopt -s nocasematch;
else
  shopt -u nocasematch;
fi

5. If time permits (or if you are waiting for other students to finish this practice), take a look at Linux system scripts in /etc/init.d and /etc/rc.d and try to understand them. Where does execution of a script start in /etc/init.d/samba? There are also some hidden scripts in ~, we will discuss them later.
Part VII. local user management
Chapter 23. users

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23.1. identify yourself

whoami

The **whoami** command tells you your username.

```bash
[root@RHEL5 ~]# whoami
root
[root@RHEL5 ~]# su - paul
[paul@RHEL5 ~]$ whoami
paul
```

who

The **who** command will give you information about who is logged on the system.

```bash
[paul@RHEL5 ~]$ who
root  tty1         2008-06-24 13:24
sandra pts/0        2008-06-24 14:05 (192.168.1.34)
paul   pts/1        2008-06-24 16:23 (192.168.1.37)
```

who am i

With **who am i** the who command will display only the line pointing to your current session.

```bash
[paul@RHEL5 ~]$ who am i
paul   pts/1        2008-06-24 16:23 (192.168.1.34)
```

w

The **w** command shows you who is logged on and what they are doing.

```
$ w
05:13:36 up 3 min, 4 users, load average: 0.48, 0.72, 0.33
USER TTY FROM LOGIN@ IDLE JCPU PCPU WHAT
root tty1 - 05:11 2.00s 0.32s 0.27s find / -name shading
inge pts/0 192.168.1.33 05:12 0.00s 0.02s 0.02s -ksh
laura pts/1 192.168.1.34 05:12 46.00s 0.03s 0.03s -bash
paul pts/2 192.168.1.34 05:13 25.00s 0.07s 0.04s top
```

id

The **id** command will give you your user id, primary group id, and a list of the groups that you belong to.
root@laika:~# id
uid=0(root) gid=0(root) groups=0(root)
root@laika:~# su - brel
brel@laika:~$ id
uid=1001(brel) gid=1001(brel) groups=1001(brel),1008(chanson),11578(wolf)
23.2. users

user management

User management on any Unix can be done in three complimentary ways. You can use the \texttt{graphical} tools provided by your distribution. These tools have a look and feel that depends on the distribution. If you are a novice linux user on your home system, then use the graphical tool that is provided by your distribution. This will make sure that you do not run into problems.

Another option is to use \texttt{command line tools} like \texttt{useradd}, \texttt{usermod}, \texttt{gpasswd}, \texttt{passwd} and others. Server administrators are likely to use these tools, since they are familiar and very similar across many different distributions. This chapter will focus on these command line tools.

A third and rather extremist way is to \texttt{edit the local configuration files} directly using \texttt{vi} (or \texttt{vipw/vigr}). Do not attempt this as a novice on production systems!

/etc/passwd

The local user database on Linux (and on most Unixes) is /\texttt{etc/passwd}.

```
[\texttt{root@RHEL5 ~}]\# \texttt{tail /etc/passwd}
inge:x:518:524:art dealer:/home/inge:/bin/ksh
ann:x:519:525:flute player:/home/ann:/bin/bash
frederik:x:520:526:rubius poet:/home/frederik:/bin/bash
steven:x:521:527:roman emperor:/home/steven:/bin/bash
pascale:x:522:528:artist:/home/pascale:/bin/ksh
geert:x:524:530:kernel developer:/home/geert:/bin/bash
wim:x:525:531:master damuti:/home/wim:/bin/bash
pascale:x:526:532:radish stresser:/home/sandra:/bin/bash
annelies:x:527:533:sword fighter:/home/annelies:/bin/bash
laura:x:528:534:art dealer:/home/laura:/bin/ksh
```

As you can see, this file contains seven columns separated by a colon. The columns contain the username, an x, the user id, the primary group id, a description, the name of the home directory, and the login shell.

root

The root user also called the superuser is the most powerful account on your Linux system. This user can do almost anything, including the creation of other users. The root user always has userid 0 (regardless of the name of the account).

```
[\texttt{root@RHEL5 ~}]\# \texttt{head -1 /etc/passwd}
root:x:0:0:root:/root:/bin/bash
```
useradd

You can add users with the `useradd` command. The example below shows how to add a user named yanina (last parameter) and at the same time forcing the creation of the home directory (-m), setting the name of the home directory (-d), and setting a description (-c).

```
[root@RHEL5 ~]# useradd -m -d /home/yanina -c "yanina wickmayer" yanina
[root@RHEL5 ~]# tail -1 /etc/passwd
yanina:x:529:529:yanina wickmayer:/home/yanina:/bin/bash
```

The user named yanina received userid 529 and **primary group** id 529.

/etc/default/useradd

Both Red Hat Enterprise Linux and Debian/Ubuntu have a file called `/etc/default/useradd` that contains some default user options. Besides using cat to display this file, you can also use `useradd -D`.

```
[root@RHEL4 ~]# useradd -D
GROUP=100
HOME=/home
INACTIVE=-1
EXPIRE=
SHELL=/bin/bash
SKEL=/etc/skel
```

userdel

You can delete the user yanina with `userdel`. The `-r` option of userdel will also remove the home directory.

```
[root@RHEL5 ~]# userdel -r yanina
```

usermod

You can modify the properties of a user with the `usermod` command. This example uses `usermod` to change the description of the user harry.

```
[root@RHEL4 ~]# tail -1 /etc/passwd
harry:x:516:520:harry potter:/home/harry:/bin/bash
[root@RHEL4 ~]# usermod -c 'wizard' harry
[root@RHEL4 ~]# tail -1 /etc/passwd
harry:x:516:520:wizard:/home/harry:/bin/bash
```
23.3. passwords

passwd

Passwords of users can be set with the `passwd` command. Users will have to provide their old password before twice entering the new one.

    [harry@RHEL4 ~]$ passwd
    Changing password for user harry.
    Changing password for harry
    (current) UNIX password:
    New UNIX password:
    BAD PASSWORD: it's WAY too short
    New UNIX password:
    Retype new UNIX password:
    passwd: all authentication tokens updated successfully.
    [harry@RHEL4 ~]$  

As you can see, the passwd tool will do some basic verification to prevent users from using too simple passwords. The root user does not have to follow these rules (there will be a warning though). The root user also does not have to provide the old password before entering the new password twice.

/etc/shadow

User passwords are encrypted and kept in `/etc/shadow`. The /etc/shadow file is read only and can only be read by root. We will see in the file permissions section how it is possible for users to change their password. For now, you will have to know that users can change their password with the `/usr/bin/passwd` command.

    [root@RHEL5 ~]# tail /etc/shadow
    inge:$1$yWMSimOV$8sYvCkByFVYlKnU3ncd0:14054:0:99999:7::
    ann:!!:14054:0:99999:7::
    frederik:!!:14054:0:99999:7::
    steven:!!:14054:0:99999:7::
    pascale:!!:14054:0:99999:7::
    geert:!!:14054:0:99999:7::
    wim:!!:14054:0:99999:7::
    sandra:!!:14054:0:99999:7::
    annelies:!!:14054:0:99999:7::
    laura:$1$Tvby1Kpa$1L.WzgoBuJUS3LCl1Rmdv1:14054:0:99999:7::

The /etc/shadow file contains nine colon separated columns. The nine fields contain (from left to right) the user name, the encrypted password (note that only inge and laura have an encrypted password), the day the password was last changed (day 1 is January 1, 1970), number of days the password must be left unchanged, password expiry day, warning number of days before password expiry, number of days after expiry before disabling the account, and the day the account was disabled (again, since 1970). The last field has no meaning yet.
password encryption

cryptography with passwd

Passwords are stored in an encrypted format. This encryption is done by the crypt function. The easiest (and recommended) way to add a user with a password to the system is to add the user with the useradd -m user command, and then set the user’s password with passwd.

[root@RHEL4 ~]# useradd -m xavier
[root@RHEL4 ~]# passwd xavier
Changing password for user xavier.
New UNIX password:
Retype new UNIX password:
passwd: all authentication tokens updated successfully.
[root@RHEL4 ~]#

cryptography with openssl

Another way to create users with a password is to use the -p option of useradd, but that option requires an encrypted password. You can generate this encrypted password with the openssl passwd command.

[root@RHEL4 ~]# openssl passwd stargate
ZZNX16QZVgUQg
[root@RHEL4 ~]# useradd -m -p ZZNX16QZVgUQg mohamed

cryptography with crypt

A third option is to create your own C program using the crypt function, and compile this into a command.

[paul@laika ~]$ cat MyCrypt.c
#include <stdio.h>
#define __USE_XOPEN
#include <unistd.h>

int main(int argc, char** argv)
{
    if(argc==3)
    {
        printf("%s\n", crypt(argv[1],argv[2]));
    }
    else
    {
        printf("Usage: MyCrypt $password $salt\n\n");
    }
    return 0;
}
This little program can be compiled with `gcc` like this.

```
[paul@laika ~]$ gcc MyCrypt.c -o MyCrypt -lcrypt
```

To use it, we need to give two parameters to `MyCrypt`. The first is the unencrypted password, the second is the salt. The salt is used to perturb the encryption algorithm in one of 4096 different ways. This variation prevents two users with the same password from having the same entry in `/etc/shadow`.

```
paul@laika:~$ ./MyCrypt stargate 12
12L4FoTS3/k9U
paul@laika:~$ ./MyCrypt stargate 01
01Y.yPn1Q6R.Y
paul@laika:~$ ./MyCrypt stargate 33
330asFUbzgVeg
paul@laika:~$ ./MyCrypt stargate 42
42XFxoT4R75gk
```

Did you notice that the first two characters of the password are the salt?

The standard output of the crypt function is using the DES algorithm which is old and can be cracked in minutes. A better method is to use MD5 passwords which can be recognized by a salt starting with `$1$`.

```
paul@laika:~$ ./MyCrypt stargate '$1$12'
$1$12$L4FoTS3/k9U
paul@laika:~$ ./MyCrypt stargate '$1$01'
$1$01$yPn1Q6R.Y
paul@laika:~$ ./MyCrypt stargate '$1$33'
$1$33$asFUbzgVeg
paul@laika:~$ ./MyCrypt stargate '$1$42'
$1$42$XFxoT4R75gk
```

The MD5 salt can be up to eight characters long. The salt is displayed in `/etc/shadow` between the second and third $`, so never use the password as the salt!

```
paul@laika:~$ ./MyCrypt stargate '$1$stargate'
$1$stargate$L4FoTS3/k9U
```

**password defaults**

**/etc/logindefs**

The `/etc/login.defs` file contains some default settings for user passwords like password aging and length settings. (You will also find the numerical limits of user ids and group ids and whether or not a home directory should be created by default).
grep -i pass /etc/login.defs
# Password aging controls:
# PASS_MAX_DAYS Maximum number of days a password may be used.
# PASS_MIN_DAYS Minimum number of days allowed between password changes.
# PASS_MIN_LEN Minimum acceptable password length.
# PASS_WARN_AGE Number of days warning given before a password expires.
PASS_MAX_DAYS 99999
PASS_MIN_DAYS 0
PASS_MIN_LEN 5
PASS_WARN_AGE 7

chage

The `chage` command can be used to set an expiration date for a user account (-E), set a minimum (-m) and maximum (-M) password age, a password expiration date, and set the number of warning days before the password expiration date. Much of this functionality is also available from the `passwd` command. The -l option of chage will list these settings for a user.

```
[root@RHEL4 ~]# chage -l harry
Minimum: 0
Maximum: 99999
Warning: 7
Inactive: -1
Last Change: Jul 23, 2007
Password Expires: Never
Password Inactive: Never
Account Expires: Never
```

disabling a password

Passwords in `/etc/shadow` cannot begin with an exclamation mark. When the second field in `/etc/passwd` starts with an exclamation mark, then the password can not be used.

Using this feature is often called locking, disabling, or suspending a user account. Besides vi (or vipw) you can also accomplish this with `usermod`.

The first line in the next screenshot will disable the password of user harry, making it impossible for harry to authenticate using this password.

```
[root@RHEL4 ~]# usermod -L harry
[root@RHEL4 ~]# tail -1 /etc/shadow
harry:!$1$143TO9IZ$RLm/FpQkpDrV4/Tkhku5el:13717:0:99999:7::::::
```

The root user (and users with `sudo` rights on `su`) still will be able to `su` to harry (because the password is not needed here). Also note that harry will still be able to login if he has set up passwordless ssh!
You can unlock the account again with `usermod -U`.

Watch out for tiny differences in the command line options of `passwd`, `usermod`, and `useradd` on different distributions! Verify the local files when using features like "disabling, suspending, or locking" users and passwords!

**editing local files**

If you still want to manually edit the `/etc/passwd` or `/etc/shadow`, after knowing these commands for password management, then use `vipw` instead of vi(m) directly. The `vipw` tool will do proper locking of the file.

```
[root@RHEL5 ~]# vipw /etc/passwd
vipw: the password file is busy (/etc/ptmp present)
```
23.4. home directories

creating home directories

The easiest way to create a home directory is to supply the `-m` option with `useradd` (it is likely set as a default option on Linux).

A less easy way is to create a home directory manually with `mkdir` which also requires setting the owner and the permissions on the directory with `chmod` and `chown` (both commands are discussed in detail in another chapter).

```
[root@RHEL5 ~]# mkdir /home/laura
[root@RHEL5 ~]# chown laura:laura /home/laura
[root@RHEL5 ~]# chmod 700 /home/laura
[root@RHEL5 ~]# ls -ld /home/laura
drwx------ 2 laura laura 4096 Jun 24 15:17 /home/laura/
```

/`etc/skel/`

When using `useradd` with the `-m` option, the `/etc/skel/` directory is copied to the newly created home directory. The `/etc/skel/` directory contains some (usually hidden) files that contain profile settings and default values for applications. In this way `/etc/skel/` serves as a default home directory and as a default user profile.

```
[root@RHEL5 ~]# ls -la /etc/skel/
total 48
drwxr-xr-x  2 root root 4096 Apr  1 00:11 .
drwxr-xr-x  97 root root 12288 Jun 24 15:36 ..
-rw-r--r--  1 root root   24 Jul 12 2006 .bash_logout
-rw-r--r--  1 root root   176 Jul 12 2006 .bash_profile
-rw-r--r--  1 root root   124 Jul 12 2006 .bashrc
```

deleting home directories

The `-r` option of `userdel` will make sure that the home directory is deleted together with the user account.

```
[root@RHEL5 ~]# ls -ld /home/wim/
ls: /home/wim/: No such file or directory
```
23.5. user shell

login shell

The `/etc/passwd` file specifies the login shell for the user. In the screenshot below you can see that user annelies will log in with the `/bin/bash` shell, and user laura with the `/bin/ksh` shell.

```
[root@RHEL5 ~]# tail -2 /etc/passwd
annelies:x:527:533:sword fighter:/home/annelies:/bin/bash
laura:x:528:534:art dealer:/home/laura:/bin/ksh
```

You can use the `usermod` command to change the shell for a user.

```
[root@RHEL5 ~]# usermod -s /bin/bash laura
[root@RHEL5 ~]# tail -1 /etc/passwd
laura:x:528:534:art dealer:/home/laura:/bin/bash
```

chsh

Users can change their login shell with the `chsh` command. First, user harry obtains a list of available shells (he could also have done a `cat /etc/shells`) and then changes his login shell to the Korn shell (`/bin/ksh`). At the next login, harry will default into ksh instead of bash.

```
[harry@RHEL4 ~]$ chsh -l
/bin/sh
/bin/bash
/sbin/nologin
/bin/ash
/bin/bsh
/bin/ksh
/usr/bin/ksh
/usr/bin/pdksh
/bin/tcsh
/bin/csh
/bin/zsh
[harry@RHEL4 ~]$ chsh -s /bin/ksh
Changing shell for harry.
Password:
Shell changed.
[harry@RHEL4 ~]$
```
23.6. switch users with su

su to another user

The `su` command allows a user to run a shell as another user.

```
[paul@RHEL4b ~]$ su harry
Password: 
[harry@RHEL4b paul]$
```

su to root

Yes you can also `su` to become `root`, when you know the `root` password.

```
[harry@RHEL4b paul]$ su root
Password: 
[root@RHEL4b paul]#
```

su as root

Unless you are logged in as `root`, running a shell as another user requires that you know the password of that user. The `root` user can become any user without knowing the user's password.

```
[root@RHEL4b paul]# su serena
[serena@RHEL4b paul]$
```

su - $username

By default, the `su` command maintains the same shell environment. To become another user and also get the target user's environment, issue the `su -` command followed by the target username.

```
[paul@RHEL4b ~]$ su - harry
Password: 
[harry@RHEL4b ~]$
```

su -

When no username is provided to `su` or `su -`, the command will assume `root` is the target.

```
[harry@RHEL4b ~]$ su -
Password: 
[root@RHEL4b ~]#
```
23.7. run a program as another user

about sudo

The sudo program allows a user to start a program with the credentials of another user. Before this works, the system administrator has to set up the /etc/sudoers file. This can be useful to delegate administrative tasks to another user (without giving the root password).

The screenshot below shows the usage of sudo. User paul received the right to run useradd with the credentials of root. This allows paul to create new users on the system without becoming root and without knowing the root password.

```
paul@laika:~$ useradd -m inge
useradd: unable to lock password file
paul@laika:~$ sudo useradd -m inge
[sudo] password for paul:
paul@laika:~$
```

Image copied from xkcd.com.

setuid on sudo

The sudo binary has the setuid bit set, so any user can run it with the effective userid of root.
visudo

Check the man page of **visudo** before playing with the /etc/sudoers file.

**sudo su**

On some Linux systems like Ubuntu and Kubuntu, the **root** user does not have a password set. This means that it is not possible to login as **root** (extra security). To perform tasks as **root**, the first user is given all **sudo rights** via the /etc/sudoers. In fact all users that are members of the admin group can use sudo to run all commands as root.

```
root@laika:~# grep admin /etc/sudoers
# Members of the admin group may gain root privileges
%admin ALL=(ALL) ALL
```

The end result of this is that the user can type **sudo su -** and become root without having to enter the root password. The sudo command does require you to enter your own password. Thus the password prompt in the screenshot below is for sudo, not for su.

```
paul@laika:~$ sudo su -
Password:
root@laika:~#
```
23.8. practice: users

1. Create the users Serena Williams, Venus Williams and Justine Henin, all of them with password set to stargate, with username (lowercase!) as their first name, and their full name in the comment. Verify that the users and their home directory are properly created.

2. Create a user called kornuser, give him the Korn shell (/bin/ksh) as his default shell. Log on with this user (on a command line or in a tty).

3. Create a user named einstime without home directory, give him /bin/date as his default logon shell. What happens when you log on with this user? Can you think of a useful real world example for changing a user's login shell to an application?

4. Try the commands who, whoami, who am i, w, id, echo $USER $UID.

5a. Lock the venus user account with usermod.

5b. Use passwd -d to disable the serena password. Verify the serena line in /etc/shadow before and after disabling.

5c. What is the difference between locking a user account and disabling a user account's password?

6. As root change the password of einstime to stargate.

7. Now try changing the password of serena to serena as serena.

8. Make sure every new user needs to change his password every 10 days.

9. Set the warning number of days to four for the kornuser.

10a. Set the password of two separate users to stargate. Look at the encrypted stargate's in /etc/shadow and explain.

10b. Take a backup as root of /etc/shadow. Use vi to copy an encrypted stargate to another user. Can this other user now log on with stargate as a password?

11. Put a file in the skeleton directory and check whether it is copied to user's home directory. When is the skeleton directory copied?

12. Why use vipw instead of vi? What could be the problem when using vi or vim?

13. Use chsh to list all shells, and compare to cat /etc/shells. Change your login shell to the Korn shell, log out and back in. Now change back to bash.

14. Which useradd option allows you to name a home directory?

15. How can you see whether the password of user harry is locked or unlocked? Give a solution with grep and a solution with passwd.
23.9. solution: users

1. Create the users Serena Williams, Venus Williams and Justine Henin, all of them with password set to stargate, with username (lowercase) as their first name, and their full name in the comment. Verify that the users and their home directory are properly created.

```
useradd -m -c "Serena Williams" serena ; passwd serena
useradd -m -c "Venus Williams" venus ; passwd venus
useradd -m -c "Justine Henin" justine ; passwd justine
tail /etc/passwd ; tail /etc/shadow ; ls /home
```

Keep user logon names in lowercase!

2. Create a user called **kornuser**, give him the Korn shell (/bin/ksh) as his default shell. Log on with this user (on a command line or in a tty).

```
useradd -s /bin/ksh kornuser ; passwd kornuser
```

3. Create a user named **einstime** without home directory, give him /bin/date as his default logon shell. What happens when you log on with this user? Can you think of a useful real world example for changing a user's login shell to an application?

```
useradd -s /bin/date einstime ; passwd einstime
```

It can be useful when users need to access only one application on the server. Just logging on opens the application for them, and closing the application automatically logs them off.

4. Try the commands who, whoami, who am i, w, id, echo $USER $UID .

```
who ; whoami ; who am i ; w ; id ; echo $USER $UID
```

5a. Lock the **venus** user account with usermod.

```
usermod -L venus
```

5b. Use **passwd -d** to disable the serena password. Verify the serena line in /etc/shadow before and after disabling.

```
grep serena /etc/shadow; passwd -d serena ; grep serena /etc/shadow
```

5c. What is the difference between locking a user account and disabling a user account's password?

Locking will prevent the user from logging on to the system with his password (by putting a ! in front of the password in /etc/shadow). Disabling with passwd will erase the password from /etc/shadow.

6. As **root** change the password of **einstime** to stargate.

```
Log on as root and type: passwd einstime
```

7. Now try changing the password of serena to serena as serena.

```
log on as serena, then execute: passwd serena... it should fail!
```
8. Make sure every new user needs to change his password every 10 days.

For an existing user: chage -M 10 serena
For all new users: vi /etc/login.defs (and change PASS_MAX_DAYS to 10)

9. Set the warning number of days to four for the kornuser.

chage -W 4 kornuser

10a. Set the password of two separate users to stargate. Look at the encrypted stargate's in /etc/shadow and explain.

If you used passwd, then the salt will be different for the two encrypted passwords.

10b. Take a backup as root of /etc/shadow. Use vi to copy an encrypted stargate to another user. Can this other user now log on with stargate as a password?

Yes.

11. Put a file in the skeleton directory and check whether it is copied to user's home directory. When is the skeleton directory copied?

When you create a user account with a new home directory.

12. Why use vipw instead of vi? What could be the problem when using vi or vim?

vipw will give a warning when someone else is already using that file.

13. Use chsh to list all shells, and compare to cat /etc/shells. Change your login shell to the Korn shell, log out and back in. Now change back to bash.

On Red Hat Enterprise Linux: chsh -l
On Debian/Ubuntu: cat /etc/shells

14. Which useradd option allows you to name a home directory?

-d

15. How can you see whether the password of user harry is locked or unlocked? Give a solution with grep and a solution with passwd.

grep harry /etc/shadow
passwd -S harry
23.10. shell environment

It is nice to have these preset and custom aliases and variables, but where do they all come from? The shell uses a number of startup files that are checked (and executed) whenever the shell is invoked. What follows is an overview of startup scripts.

/etc/profile

Both the bash and the ksh shell will verify the existence of /etc/profile and execute it if it exists.

When reading this script, you might notice (at least on Debian Lenny and on Red Hat Enterprise Linux 5) that it builds the PATH environment variable. The script might also change the PS1 variable, set the HOSTNAME and execute even more scripts like /etc/inputrc

You can use this script to set aliases and variables for every user on the system.

~/.bash_profile

When this file exists in the users home directory, then bash will execute it. On Debian Linux it does not exist by default.

RHEL5 uses a brief ~/.bash_profile where it checks for the existence of ~/.bashrc and then executes it. It also adds $HOME/bin to the $PATH variable.

[serena@rhel53 ~]$ cat .bash_profile
# .bash_profile

# Get the aliases and functions
if [ -f ~/.bashrc ]; then
  . ~/.bashrc
fi

# User specific environment and startup programs

PATH=$PATH:$HOME/bin
export PATH

~/.bash_login

When .bash_profile does not exist, then bash will check for ~/.bash_login and execute it.

Neither Debian nor Red Hat have this file by default.
~/.profile

When neither ~/.bash_profile and ~/.bash_login exist, then bash will verify the existence of ~/.profile and execute it. This file does not exist by default on Red Hat.

On Debian this script can execute ~/.bashrc and will add $HOME/bin to the $PATH variable.

```
serena@deb503:~$ tail -12 .profile
# if running bash
if [ -n "$BASH_VERSION" ]; then
  # include .bashrc if it exists
  if [ -f "$HOME/.bashrc" ]; then
    . "$HOME/.bashrc"
  fi
fi

# set PATH so it includes user's private bin if it exists
if [ -d "$HOME/bin" ]; then
  PATH="$HOME/bin:$PATH"
fi
```

~/.bashrc

As seen in the previous points, the ~/.bashrc script might be executed by other scripts. Let us take a look at what it does by default.

Red Hat uses a very simple ~/.bashrc, checking for /etc/bashrc and executing it. It also leaves room for custom aliases and functions.

```
[serena@rhel53 ~]$ more .bashrc
# .bashrc
# Source global definitions
if [ -f /etc/bashrc ]; then
  /etc/bashrc
fi

# User specific aliases and functions
```

On Debian this script is quite a bit longer and configures $PS1, some history variables and a number of active and inactive aliases.

```
serena@deb503:~$ ls -l .bashrc
-rw-r--r-- 1 serena serena 3116 2008-05-12 21:02 .bashrc
```

~/.bash_logout

When exiting bash, it can execute ~/.bash_logout. Debian and Red Hat both use this opportunity to clear the screen.
serena@deb503:~$ cat .bash_logout
# ~/.bash_logout: executed by bash(1) when login shell exits.
# when leaving the console clear the screen to increase privacy
if [ "$SHLVL" = 1 ]; then
    [ -x /usr/bin/clear_console ] && /usr/bin/clear_console -q
fi

[serena@rhel53 ~]$ cat .bash_logout
# ~/.bash_logout
/usr/bin/clear

Debian overview

Below is a table overview of when Debian is running any of these bash startup scripts.

Table 23.1. Debian User Environment

<table>
<thead>
<tr>
<th>script</th>
<th>su</th>
<th>su -</th>
<th>ssh</th>
<th>gdm</th>
</tr>
</thead>
<tbody>
<tr>
<td>~/.bashrc</td>
<td>no</td>
<td>yes</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>~/.profile</td>
<td>no</td>
<td>yes</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>/etc/profile</td>
<td>no</td>
<td>yes</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>/etc/bash.bashrc</td>
<td>yes</td>
<td>no</td>
<td>no</td>
<td>yes</td>
</tr>
</tbody>
</table>

RHEL5 overview

Below is a table overview of when Red Hat Enterprise Linux 5 is running any of these bash startup scripts.

Table 23.2. Red Hat User Environment

<table>
<thead>
<tr>
<th>script</th>
<th>su</th>
<th>su -</th>
<th>ssh</th>
<th>gdm</th>
</tr>
</thead>
<tbody>
<tr>
<td>~/.bashrc</td>
<td>yes</td>
<td>yes</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>~/.bash_profile</td>
<td>no</td>
<td>yes</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>/etc/profile</td>
<td>no</td>
<td>yes</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>/etc/bash.bashrc</td>
<td>yes</td>
<td>yes</td>
<td>yes</td>
<td>yes</td>
</tr>
</tbody>
</table>
Chapter 24. groups

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24.1. about groups

Users can be listed in groups. Groups allow you to set permissions on the group level instead of having to set permissions for every individual user. Every Unix or Linux distribution will have a graphical tool to manage groups. Novice users are advised to use this graphical tool. More experienced users can use command line tools to manage users, but be careful: Some distributions do not allow the mixed use of GUI and CLI tools to manage groups (YaST in Novell Suse). Senior administrators can edit the relevant files directly with vi or vigr.

24.2. groupadd

Groups can be created with the groupadd command. The example below shows the creation of five (empty) groups.

```bash
root@laika:~# groupadd tennis
root@laika:~# groupadd football
root@laika:~# groupadd snooker
root@laika:~# groupadd formula1
root@laika:~# groupadd salsa
```

24.3. /etc/group

Users can be a member of several groups. Group membership is defined by the /etc/group file.

```bash
root@laika:~# tail -5 /etc/group
tennis:x:1006:
football:x:1007:
snooker:x:1008:
formula1:x:1009:
salsa:x:1010:
root@laika:~#
```

The first field is the group's name. The second field is the group's (encrypted) password (can be empty). The third field is the group identification or GID. The fourth field is the list of members, these groups have no members.

24.4. usermod

Group membership can be modified with the useradd or usermod command.

```bash
root@laika:~# usermod -a -G tennis inge
root@laika:~# usermod -a -G tennis katrien
root@laika:~# usermod -a -G salsa katrien
root@laika:~# usermod -a -G snooker sandra
root@laika:~# usermod -a -G formula1 annelies
```
root@laika:~# tail -5 /etc/group
tennis:x:1006:inge,katrien
football:x:1007:
snooker:x:1008:sandra
formula1:x:1009:annelies
salsa:x:1010:katrien
root@laika:~#

Be careful when using `usermod` to add users to groups. By default, the `usermod` command will remove the user from every group of which he is a member if the group is not listed in the command! Using the `-a` (append) switch prevents this behaviour.

### 24.5. groupmod

You can change the group name with the `groupmod` command.

root@laika:~# groupmod -n darts snooker
root@laika:~# tail -5 /etc/group
tennis:x:1006:inge,katrien
football:x:1007:
formula1:x:1009:annelies
salsa:x:1010:katrien
darts:x:1008:sandra

### 24.6. groupdel

You can permanently remove a group with the `groupdel` command.

root@laika:~# groupdel tennis
root@laika:~#

### 24.7. groups

A user can type the `groups` command to see a list of groups where the user belongs to.

[harry@RHEL4b ~]$ groups
harry sports
[harry@RHEL4b ~]$

### 24.8. gpasswd

You can delegate control of group membership to another user with the `gpasswd` command. In the example below we delegate permissions to add and remove group members to serena for the sports group. Then we `su` to serena and add harry to the sports group.
groups

[serena@RHEL4b ~]$ gpasswd -A serena sports
[serena@RHEL4b ~]$ su - serena
[serena@RHEL4b ~]$ id harry
uid=516(harry) gid=520(harry) groups=520(harry)
[serena@RHEL4b ~]$ gpasswd -a harry sports
Adding user harry to group sports
[serena@RHEL4b ~]$ id harry
uid=516(harry) gid=520(harry) groups=520(harry),522(sports)
[serena@RHEL4b ~]$ tail -1 /etc/group
sports:x:522:serena,venus,harry
[serena@RHEL4b ~]$

Group administrators do not have to be a member of the group. They can remove themselves from a group, but this does not influence their ability to add or remove members.

[serena@RHEL4b ~]$ gpasswd -d serena sports
Removing user serena from group sports
[serena@RHEL4b ~]$ exit

Information about group administrators is kept in the /etc/gshadow file.

[serena@RHEL4b ~]$ tail -1 /etc/gshadow
sports:!:serena:venus,harry
[serena@RHEL4b ~]$

To remove all group administrators from a group, use the gpasswd command to set an empty administrators list.

[serena@RHEL4b ~]$ gpasswd -A "" sports

24.9. vigr

Similar to vipw, the vigr command can be used to manually edit the /etc/group file, since it will do proper locking of the file. Only experienced senior administrators should use vi or vigr to manage groups.
24.10. practice: groups

1. Create the groups tennis, football and sports.

2. In one command, make venus a member of tennis and sports.

3. Rename the football group to foot.

4. Use vi to add serena to the tennis group.

5. Use the id command to verify that serena is a member of tennis.

6. Make someone responsible for managing group membership of foot and sports. Test that it works.
24.11. solution: groups

1. Create the groups tennis, football and sports.
   groupadd tennis ; groupadd football ; groupadd sports

2. In one command, make venus a member of tennis and sports.
   usermod -a -G tennis,sports venus

3. Rename the football group to foot.
   groupmod -n foot football

4. Use vi to add serena to the tennis group.
   vi /etc/group

5. Use the id command to verify that serena is a member of tennis.
   id (and after logoff logon serena should be member)

6. Make someone responsible for managing group membership of foot and sports.
   Test that it works.
   gpasswd -A (to make manager)
   gpasswd -a (to add member)
Part VIII. file security
Chapter 25. standard file permissions

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25.1. file ownership

user owner and group owner

The users and groups of a system can be locally managed in /etc/passwd and /etc/group, or they can be in a NIS, LDAP, or Samba domain. These users and groups can own files. Actually, every file has a user owner and a group owner, as can be seen in the following screenshot.

```
paul@RHELv4u4:~/test$ ls -l
total 24
-rw-rw-r--  1 paul paul  17 Feb  7 11:53 file1
-rw-rw-r--  1 paul paul 106 Feb  5 17:04 file2
-rw-rw-r--  1 paul proj 984 Feb  5 15:38 data.odt
-rw-r--r--  1 root root   0 Feb  7 16:07 stuff.txt
paul@RHELv4u4:~/test$
```

User paul owns three files, two of those are also owned by the group paul; data.odt is owned by the group proj. The root user owns the file stuff.txt, as does the group root.

chgrp

You can change the group owner of a file using the chgrp command.

```
root@laika:/home/paul# touch FileForPaul
root@laika:/home/paul# ls -l FileForPaul
-rw-r--r-- 1 root root 0 2008-08-06 14:11 FileForPaul
root@laika:/home/paul# chgrp paul FileForPaul
root@laika:/home/paul# ls -l FileForPaul
-rw-r--r-- 1 root paul 0 2008-08-06 14:11 FileForPaul
```

chown

The user owner of a file can be changed with chown command.

```
root@laika:/home/paul# ls -l FileForPaul
-rw-r--r-- 1 root paul 0 2008-08-06 14:11 FileForPaul
root@laika:/home/paul# chown paul FileForPaul
root@laika:/home/paul# ls -l FileForPaul
-rw-r--r-- 1 paul paul 0 2008-08-06 14:11 FileForPaul
```

You can also use chown to change both the user owner and the group owner.

```
root@laika:/home/paul# ls -l FileForPaul
-rw-r--r-- 1 paul paul 0 2008-08-06 14:11 FileForPaul
root@laika:/home/paul# chown root:project42 FileForPaul
root@laika:/home/paul# ls -l FileForPaul
-rw-r--r-- 1 root project42 0 2008-08-06 14:11 FileForPaul
```
25.2. list of special files

When you use `ls -l`, for each file you can see ten characters before the user and group owner. The first character tells us the type of file. Regular files get a -, directories get a d, symbolic links are shown with an l, pipes get a p, character devices a c, block devices a b, and sockets an s.

**Table 25.1. Unix special files**

<table>
<thead>
<tr>
<th>first character</th>
<th>file type</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>normal file</td>
</tr>
<tr>
<td>d</td>
<td>directory</td>
</tr>
<tr>
<td>l</td>
<td>symbolic link</td>
</tr>
<tr>
<td>p</td>
<td>named pipe</td>
</tr>
<tr>
<td>b</td>
<td>block device</td>
</tr>
<tr>
<td>c</td>
<td>character device</td>
</tr>
<tr>
<td>s</td>
<td>socket</td>
</tr>
</tbody>
</table>

25.3. permissions

**rwX**

The nine characters following the file type denote the permissions in three triplets. A permission can be r for read access, w for write access, and x for execute. You need the r permission to list (ls) the contents of a directory. You need the x permission to enter (cd) a directory. You need the w permission to create files in or remove files from a directory.

**Table 25.2. standard Unix file permissions**

<table>
<thead>
<tr>
<th>permission</th>
<th>on a file</th>
<th>on a directory</th>
</tr>
</thead>
<tbody>
<tr>
<td>r (read)</td>
<td>read file contents (cat)</td>
<td>read directory contents (ls)</td>
</tr>
<tr>
<td>w (write)</td>
<td>change file contents (vi)</td>
<td>create files in (touch)</td>
</tr>
<tr>
<td>x (execute)</td>
<td>execute the file</td>
<td>enter the directory (cd)</td>
</tr>
</tbody>
</table>

**three sets of rwX**

We already know that the output of `ls -l` starts with ten characters for each file. This screenshot shows a regular file (because the first character is a - ).
standard file permissions

paul@RHELv4u4:~/test$ ls -l proc42.bash
-rwxr-xr--  1 paul proj 984 Feb  6 12:01 proc42.bash

Below is a table describing the function of all ten characters.

Table 25.3. Unix file permissions position

<table>
<thead>
<tr>
<th>position</th>
<th>characters</th>
<th>function</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>-</td>
<td>this is a regular file</td>
</tr>
<tr>
<td>2-4</td>
<td>rwx</td>
<td>permissions for the user owner</td>
</tr>
<tr>
<td>5-7</td>
<td>r-x</td>
<td>permissions for the group owner</td>
</tr>
<tr>
<td>8-10</td>
<td>r--</td>
<td>permissions for others</td>
</tr>
</tbody>
</table>

When you are the user owner of a file, then the user owner permissions apply to you. The rest of the permissions have no influence on your access to the file.

When you belong to the group that is the group owner of a file, then the group owner permissions apply to you. The rest of the permissions have no influence on your access to the file.

When you are not the user owner of a file and you do not belong to the group owner, then the others permissions apply to you. The rest of the permissions have no influence on your access to the file.

permission examples

Some example combinations on files and directories are seen in this screenshot. The name of the file explains the permissions.

paul@laika:~/perms$ ls -lh
Drwxr-xr-x  2 paul paul 4.0K 2007-02-07 22:26 AllEnter_UserCreateDelete
-rwxrwxrwx  1 paul paul 0 2007-02-07 22:21 EveryoneFullControl.txt
-r-r-------  1 paul paul 0 2007-02-07 22:21 OnlyOwnersRead.txt
-rwxrwxrwx  1 paul paul 0 2007-02-07 22:21 OwnersAll_RestNothing.txt
Drxr-xr-x---  2 paul paul 4.0K 2007-02-07 22:25 UserAndGroupEnter
dr-x-------  2 paul paul 4.0K 2007-02-07 22:25 OnlyUserEnter
paul@laika:~/perms$

To summarize, the first rwx triplet represents the permissions for the user owner. The second triplet corresponds to the group owner; it specifies permissions for all members of that group. The third triplet defines permissions for all other users that are not the user owner and are not a member of the group owner.

setting permissions (chmod)

Permissions can be changed with chmod. The first example gives the user owner execute permissions.
standard file permissions

paul@laika:/perms$ ls -l permissions.txt
-rw-r--r-- 1 paul paul 0 2007-02-07 22:34 permissions.txt
paul@laika:/perms$ chmod u+x permissions.txt
paul@laika:/perms$ ls -l permissions.txt
-rwx--r-- 1 paul paul 0 2007-02-07 22:34 permissions.txt

This example removes the group owners read permission.

paul@laika:/perms$ chmod g-r permissions.txt
paul@laika:/perms$ ls -l permissions.txt
-rwx---r-- 1 paul paul 0 2007-02-07 22:34 permissions.txt

This example removes the others read permission.

paul@laika:/perms$ chmod o-r permissions.txt
paul@laika:/perms$ ls -l permissions.txt
-rwx------ 1 paul paul 0 2007-02-07 22:34 permissions.txt

This example gives all of them the write permission.

paul@laika:/perms$ chmod a+w permissions.txt
paul@laika:/perms$ ls -l permissions.txt
-rwx-w--w- 1 paul paul 0 2007-02-07 22:34 permissions.txt

You don't even have to type the a.

paul@laika:/perms$ chmod +x permissions.txt
paul@laika:/perms$ ls -l permissions.txt
-rwx-wx-wx 1 paul paul 0 2007-02-07 22:34 permissions.txt

You can also set explicit permissions.

paul@laika:/perms$ chmod u=rw permissions.txt
paul@laika:/perms$ ls -l permissions.txt
-rw--wx-wx 1 paul paul 0 2007-02-07 22:34 permissions.txt

Feel free to make any kind of combination.

paul@laika:/perms$ chmod u=rw,g=rw,o=r permissions.txt
paul@laika:/perms$ ls -l permissions.txt
-rw-rw-r-- 1 paul paul 0 2007-02-07 22:34 permissions.txt

Even fishy combinations are accepted by chmod.

paul@laika:/perms$ chmod u=rwx,ug+rw,o=r permissions.txt
paul@laika:/perms$ ls -l permissions.txt
-rwxrw-r-- 1 paul paul 0 2007-02-07 22:34 permissions.txt
standard file permissions

setting octal permissions

Most Unix administrators will use the **old school** octal system to talk about and set permissions. Look at the triplet bitwise, equating r to 4, w to 2, and x to 1.

<table>
<thead>
<tr>
<th>binary</th>
<th>octal</th>
<th>permission</th>
</tr>
</thead>
<tbody>
<tr>
<td>000</td>
<td>0</td>
<td>---</td>
</tr>
<tr>
<td>001</td>
<td>1</td>
<td>--x</td>
</tr>
<tr>
<td>010</td>
<td>2</td>
<td>-w-</td>
</tr>
<tr>
<td>011</td>
<td>3</td>
<td>-wx</td>
</tr>
<tr>
<td>100</td>
<td>4</td>
<td>r--</td>
</tr>
<tr>
<td>101</td>
<td>5</td>
<td>r-x</td>
</tr>
<tr>
<td>110</td>
<td>6</td>
<td>rw-</td>
</tr>
<tr>
<td>111</td>
<td>7</td>
<td>rwx</td>
</tr>
</tbody>
</table>

This makes **777** equal to rwxrwxrwx and by the same logic, **654** mean rw-r-xr--. The **chmod** command will accept these numbers.

```
paul@laika:~/perms$ chmod 777 permissions.txt
paul@laika:~/perms$ ls -l permissions.txt
-rwxrwxrwx 1 paul paul 0 2007-02-07 22:34 permissions.txt
paul@laika:~/perms$ chmod 664 permissions.txt
paul@laika:~/perms$ ls -l permissions.txt
-rw-rw-r-- 1 paul paul 0 2007-02-07 22:34 permissions.txt
paul@laika:~/perms$ chmod 750 permissions.txt
paul@laika:~/perms$ ls -l permissions.txt
-rwxr-x--- 1 paul paul 0 2007-02-07 22:34 permissions.txt
```

**umask**

When creating a file or directory, a set of default permissions are applied. These default permissions are determined by the **umask**. The **umask** specifies permissions that you do not want set on by default. You can display the **umask** with the **umask** command.

```
[Harry@RHEL4b ~]$ umask
0002
[Harry@RHEL4b ~]$ touch test
[Harry@RHEL4b ~]$ ls -l test
-rw-rw-r-- 1 Harry Harry 0 2007-02-07 22:34 permissions.txt
[Harry@RHEL4b ~]$ 
```

As you can also see, the file is also not executable by default. This is a general security feature among Unixes; newly created files are never executable by default. You have
to explicitly do a \texttt{chmod +x} to make a file executable. This also means that the 1 bit in the \texttt{umask} has no meaning--a \texttt{umask} of 0022 is the same as 0033.

\textbf{mkdir -m}

When creating directories with \texttt{mkdir} you can use the \texttt{-m} option to set the \texttt{mode}. This screenshot explains.

```
paul@debian5~$ mkdir -m 700 MyDir
paul@debian5~$ mkdir -m 777 Public
paul@debian5~$ ls -dl MyDir/ Public/
drwx------ 2 paul paul 4096 2011-10-16 19:16 MyDir/
drwxrwxrwx 2 paul paul 4096 2011-10-16 19:16 Public/
```
25.4. practice: standard file permissions

1. As normal user, create a directory ~/permissions. Create a file owned by yourself in there.

2. Copy a file owned by root from /etc/ to your permissions dir, who owns this file now?

3. As root, create a file in the users ~/permissions directory.

4. As normal user, look at who owns this file created by root.

5. Change the ownership of all files in ~/permissions to yourself.

6. Make sure you have all rights to these files, and others can only read.

7. With chmod, is 770 the same as rwxrwx---?

8. With chmod, is 664 the same as r-xr-xr--?

9. With chmod, is 400 the same as r--------?

10. With chmod, is 734 the same as rwxr-xr--?

11a. Display the umask in octal and in symbolic form.

11b. Set the umask to 077, but use the symbolic format to set it. Verify that this works.

12. Create a file as root, give only read to others. Can a normal user read this file? Test writing to this file with vi.

13a. Create a file as normal user, give only read to others. Can another normal user read this file? Test writing to this file with vi.

13b. Can root read this file? Can root write to this file with vi?

14. Create a directory that belongs to a group, where every member of that group can read and write to files, and create files. Make sure that people can only delete their own files.
25.5. solution: standard file permissions

1. As normal user, create a directory ~/permissions. Create a file owned by yourself in there.

   mkdir ~/permissions ; touch ~/permissions/myfile.txt

2. Copy a file owned by root from /etc/ to your permissions dir, who owns this file now?

   cp /etc/hosts ~/permissions/

   The copy is owned by you.

3. As root, create a file in the users ~/permissions directory.

   (become root)# touch /home/username/permissions/rootfile

4. As normal user, look at who owns this file created by root.

   ls -l ~/permissions

   The file created by root is owned by root.

5. Change the ownership of all files in ~/permissions to yourself.

   chown user ~/permissions/*

   You cannot become owner of the file that belongs to root.

6. Make sure you have all rights to these files, and others can only read.

   chmod 644 (on files)
   chmod 755 (on directories)

7. With chmod, is 770 the same as rwxrwx---?

   yes

8. With chmod, is 664 the same as r-xr-xr--?

   No

9. With chmod, is 400 the same as r--------?

   yes

10. With chmod, is 734 the same as rwxr-xr--?

   no

11a. Display the umask in octal and in symbolic form.

   umask ; umask -S
11b. Set the umask to 077, but use the symbolic format to set it. Verify that this works.

```
umask -S u=rwx,go=
```

12. Create a file as root, give only read to others. Can a normal user read this file? Test writing to this file with vi.

```
(become root)
# echo hello > /home/username/root.txt
# chmod 744 /home/username/root.txt
(become user)
vi ~/root.txt
```

13a. Create a file as normal user, give only read to others. Can another normal user read this file? Test writing to this file with vi.

```
echo hello > file ; chmod 744 file
```

Yes, others can read this file

13b. Can root read this file? Can root write to this file with vi?

Yes, root can read and write to this file. Permissions do not apply to root.

14. Create a directory that belongs to a group, where every member of that group can read and write to files, and create files. Make sure that people can only delete their own files.

```
mkdir /home/project42 ; groupadd project42
chgrp project42 /home/project42 ; chmod 775 /home/project42
```

You can not yet do the last part of this exercise...
Chapter 26. advanced file permissions

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advanced file permissions

26.1. sticky bit on directory

You can set the **sticky bit** on a directory to prevent users from removing files that they do not own as a user owner. The sticky bit is displayed at the same location as the x permission for others. The sticky bit is represented by a t (meaning x is also there) or a T (when there is no x for others).

```
root@RHELv4u4:~# mkdir /project55
root@RHELv4u4:~# ls -ld /project55
drwxr-xr-x  2 root root 4096 Feb  7 17:38 /project55
root@RHELv4u4:~# chmod +t /project55/
root@RHELv4u4:~# ls -ld /project55
drwxr-xr-t  2 root root 4096 Feb  7 17:38 /project55
root@RHELv4u4:~#`

The **sticky bit** can also be set with octal permissions, it is binary 1 in the first of four triplets.

```
root@RHELv4u4:~# chmod 1775 /project55/
root@RHELv4u4:~# ls -ld /project55
drwxrwxr-t  2 root root 4096 Feb  7 17:38 /project55
root@RHELv4u4:~#`

You will typically find the **sticky bit** on the **/tmp** directory.

```
root@barry:~# ls -ld /tmp
drwxrwxrwt 6 root root 4096 2009-06-04 19:02 /tmp
root@barry:~#`

26.2. setgid bit on directory

**setgid** can be used on directories to make sure that all files inside the directory are owned by the group owner of the directory. The **setgid** bit is displayed at the same location as the x permission for group owner. The **setgid** bit is represented by an s (meaning x is also there) or a S (when there is no x for the group owner). As this example shows, even though **root** does not belong to the group proj55, the files created by root in /project55 will belong to proj55 since the **setgid** is set.

```
root@RHELv4u4:~# groupadd proj55
root@RHELv4u4:~# chown root:proj55 /project55/
root@RHELv4u4:~# chmod 2775 /project55/
root@RHELv4u4:~# touch /project55/fromroot.txt
root@RHELv4u4:~# ls -ld /project55/
total 4
-rw-r--r--  1 root proj55 0 Feb  7 17:45 fromroot.txt
root@RHELv4u4:~#`

You can use the **find** command to find all **setgid** directories.
advanced file permissions

paul@laika:~$ find / -type d -perm -2000 2> /dev/null
/var/log/mysql
/var/log/news
/var/local
...

26.3. setgid and setuid on regular files

These two permissions cause an executable file to be executed with the permissions of the **file owner** instead of the **executing owner**. This means that if any user executes a program that belongs to the **root user**, and the setuid bit is set on that program, then the program runs as **root**. This can be dangerous, but sometimes this is good for security.

Take the example of passwords; they are stored in `/etc/shadow` which is only readable by **root**. (The **root** user never needs permissions anyway.)

```
root@RHELv4u4:~# ls -l /etc/shadow
-r--------  1 root root 1260 Jan 21 07:49 /etc/shadow
```

Changing your password requires an update of this file, so how can normal non-root users do this? Let’s take a look at the permissions on the `/usr/bin/passwd`.

```
root@RHELv4u4:~# ls -l /usr/bin/passwd
-r-s--x--x  1 root root 21200 Jun 17  2005 /usr/bin/passwd
```

When running the `passwd` program, you are executing it with **root** credentials.

You can use the `find` command to find all **setuid** programs.

```
paul@laika:~$ find /usr/bin -type f -perm -04000
/usr/bin/arping
/usr/bin/kgrantpty
/usr/bin/newgrp
/usr/bin/chfn
/usr/bin/sudo
/usr/bin/fping6
/usr/bin/passwd
/usr/bin/gpasswd
...
```

In most cases, setting the **setuid** bit on executables is sufficient. Setting the **setgid** bit will result in these programs to run with the credentials of their group owner.
26.4. practice: sticky, setuid and setgid bits

1a. Set up a directory, owned by the group sports.

1b. Members of the sports group should be able to create files in this directory.

1c. All files created in this directory should be group-owned by the sports group.

1d. Users should be able to delete only their own user-owned files.

1e. Test that this works!

2. Verify the permissions on /usr/bin/passwd. Remove the setuid, then try changing your password as a normal user. Reset the permissions back and try again.

3. If time permits (or if you are waiting for other students to finish this practice), read about file attributes in the man page of chattr and lsattr. Try setting the i attribute on a file and test that it works.
26.5. solution: sticky, setuid and setgid bits

1a. Set up a directory, owned by the group sports.

groupadd sports
mkdir /home/sports
chown root:sports /home/sports

1b. Members of the sports group should be able to create files in this directory.

chmod 770 /home/sports

1c. All files created in this directory should be group-owned by the sports group.

chmod 2770 /home/sports

1d. Users should be able to delete only their own user-owned files.

chmod +t /home/sports

1e. Test that this works!

Log in with different users (group members and others and root), create files and watch the permissions. Try changing and deleting files...

2. Verify the permissions on /usr/bin/passwd. Remove the setuid, then try changing your password as a normal user. Reset the permissions back and try again.

root@deb503:~# ls -l /usr/bin/passwd
-rwsr-xr-x 1 root root 31704 2009-11-14 15:41 /usr/bin/passwd
root@deb503:~# chmod 755 /usr/bin/passwd
root@deb503:~# ls -l /usr/bin/passwd
-rwxr-xr-x 1 root root 31704 2009-11-14 15:41 /usr/bin/passwd
A normal user cannot change password now.

root@deb503:~# chmod 4755 /usr/bin/passwd
root@deb503:~# ls -l /usr/bin/passwd
-rwxr-xr-x 1 root root 31704 2009-11-14 15:41 /usr/bin/passwd

3. If time permits (or if you are waiting for other students to finish this practice), read about file attributes in the man page of chattr and lsattr. Try setting the i attribute on a file and test that it works.

paul@laika:~$ sudo su -
[sudo] password for paul:
root@laika:~# mkdir attr
root@laika:~# cd attr/
root@laika:~/attr# touch file42
root@laika:~/attr# lsattr
------------------ ./file42
root@laika:~/attr# chattr +i file42
root@laika:~/attr# lsattr
------------------ ./file42
root@laika:~/attr# chattr +i file42
advanced file permissions

root@laika:~/attr# lsattr
----i------------- ./file42
root@laika:~/attr# rm -rf file42
rm: cannot remove `file42': Operation not permitted
root@laika:~/attr# chattr -i file42
root@laika:~/attr# rm -rf file42
root@laika:~/attr#
Chapter 27. access control lists

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Standard Unix permissions might not be enough for some organisations. This chapter introduces access control lists or acl’s to further protect files and directories.
27.1. acl in /etc/fstab

File systems that support access control lists, or *acls*, have to be mounted with the *acl* option listed in /etc/fstab. In the example below, you can see that the root file system has *acl* support, whereas /home/data does not.

```
root@laika:~# tail -4 /etc/fstab
/dev/sda1        /              ext3     acl,relatime    0  1
/dev/sdb2        /home/data     auto     noacl,defaults  0  0
pasha:/home/r    /home/pasha    nfs      defaults        0  0
wolf:/srv/data   /home/wolf     nfs      defaults        0  0
```

27.2. getfacl

Reading *acls* can be done with /usr/bin/getfacl. This screenshot shows how to read the *acl* of file33 with getfacl.

```
paul@laika:~/test$ getfacl file33
# file: file33
# owner: paul
# group: paul
user::rw-
group::r--
mask::rwx
other::r--
```

27.3. setfacl

Writing or changing *acls* can be done with /usr/bin/setfacl. These screenshots show how to change the *acl* of file33 with setfacl.

First we add user *sandra* with octal permission 7 to the *acl*.

```
paul@laika:~/test$ setfacl -m u:sandra:7 file33
```

Then we add the group *tennis* with octal permission 6 to the *acl* of the same file.

```
paul@laika:~/test$ setfacl -m g:tennis:6 file33
```

The result is visible with getfacl.

```
paul@laika:~/test$ getfacl file33
# file: file33
# owner: paul
# group: paul
```
access control lists

user::rw-
user:sandra:rwx
group::r--
group:tennis:rw-
mask:rwx
other::r--

27.4. remove an acl entry

The -x option of the **setfacl** command will remove an **acl** entry from the targeted file.

```
paul@laika:~/test$ setfacl -m u:sandra:7 file33
paul@laika:~/test$ getfacl file33 | grep sandra
user:sandra:rwx
paul@laika:~/test$ setfacl -x sandra file33
paul@laika:~/test$ getfacl file33 | grep sandra
```

Note that omitting the **u** or **g** when defining the **acl** for an account will default it to a user account.

27.5. remove the complete acl

The -b option of the **setfacl** command will remove the **acl** from the targeted file.

```
paul@laika:~/test$ setfacl -b file33
paul@laika:~/test$ getfacl file33
# file: file33
# owner: paul
# group: paul
user::rw-
group::r--
other::r--
```

27.6. the acl mask

The **acl mask** defines the maximum effective permissions for any entry in the **acl**. This **mask** is calculated every time you execute the **setfacl** or **chmod** commands.

You can prevent the calculation by using the **--no-mask** switch.

```
paul@laika:~/test$ setfacl --no-mask -m u:sandra:7 file33
paul@laika:~/test$ getfacl file33
# file: file33
# owner: paul
# group: paul
user::rw-
user:sandra:rwx   #effective:rw-
group::r--
mask::r--
```
27.7. eiciel

Desktop users might want to use **eiciel** to manage **acls** with a graphical tool.

You will need to install **eiciel** and **nautilus-actions** to have an extra tab in **nautilus** to manage **acls**.

```
paul@laika:~$ sudo aptitude install eiciel nautilus-actions
```
Chapter 28. file links

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28.1. inodes

To understand links in a file system, you first have to understand what an inode is.

inode contents

An inode is a data structure that contains metadata about a file. When the file system stores a new file on the hard disk, it stores not only the contents (data) of the file, but also extra properties like the name of the file, the creation date, its permissions, the owner of the file, and more. All this information (except the name of the file and the contents of the file) is stored in the inode of the file.

The ls -l command will display some of the inode contents, as seen in this screenshot.

root@rhel53 ~# ls -ld /home/project42/
    drwxr-xr-x 4 root pro42 4.0K Mar 27 14:29 /home/project42/

inode table

The inode table contains all of the inodes and is created when you create the file system (with mkfs). You can use the df -i command to see how many inodes are used and free on mounted file systems.

root@rhel53 ~# df -i
Filesystem        Inodes  IUsed  IFree IUse% Mounted on
/dev/mapper/VolGroup00-LogVol00 4947968 115326 4832642   3% /
/dev/hda1          26104   45  26059    1% /boot
tmpfs              64417    1  64416    1% /dev/shm
/dev/sda1         262144 2207  260937    1% /home/project42
/dev/sdb1         74400 5519  73841    8% /home/project33
/dev/sdb5          0     0     0    - /home/sales
/dev/sdb6         100744 11  100733    1% /home/research

In the df -i screenshot above you can see the inode usage for several mounted file systems. You don't see numbers for /dev/sdb5 because it is a fat file system.

inode number

Each inode has a unique number (the inode number). You can see the inode numbers with the ls -li command.

paul@RHELv4u4:~/test$ touch file1
paul@RHELv4u4:~/test$ touch file2
paul@RHELv4u4:~/test$ touch file3
paul@RHELv4u4:~/test$ ls -li
total 12
817266 -rw-rw-r--  1 paul paul 0 Feb  5 15:38 file1
These three files were created one after the other and got three different inodes (the first column). All the information you see with this ls command resides in the inode, except for the filename (which is contained in the directory).

**inode and file contents**

Let's put some data in one of the files.

```bash
cat file2
It is winter now and it is very cold.
We do not like the cold, we prefer hot summer nights.
cat file2
```

The data that is displayed by the cat command is not in the inode, but somewhere else on the disk. The inode contains a pointer to that data.

28.2. about directories

**a directory is a table**

A directory is a special kind of file that contains a table which maps filenames to inodes. Listing our current directory with ls -ali will display the contents of the directory file.

```bash
cat file2
```

You can see five names, and the mapping to their five inodes. The dot . is a mapping to itself, and the dotdot .. is a mapping to the parent directory. The three other names are mappings to different inodes.
28.3. hard links

creating hard links

When we create a **hard link** to a file with `ln`, an extra entry is added in the directory. A new file name is mapped to an existing inode.

```
paul@RHELv4u4:~/test$ ln file2 hardlink_to_file2
paul@RHELv4u4:~/test$ ls -li
```

```
total 24
817266 -rw-rw-r--  1 paul paul  0 Feb  5 15:38 file1
817270 -rw-rw-r--  2 paul paul  0 Feb  5 15:42 file2
817268 -rw-rw-r--  1 paul paul  0 Feb  5 15:38 file3
817270 -rw-rw-r--  2 paul paul  0 Feb  5 15:42 hardlink_to_file2
paul@RHELv4u4:~/test$
```

Both files have the same inode, so they will always have the same permissions and the same owner. Both files will have the same content. Actually, both files are equal now, meaning you can safely remove the original file, the hardlinked file will remain. The inode contains a counter, counting the number of hard links to itself. When the counter drops to zero, then the inode is emptied.

**finding hard links**

You can use the `find` command to look for files with a certain inode. The screenshot below shows how to search for all filenames that point to inode 817270. Remember that an **inode** number is unique to its partition.

```
paul@RHELv4u4:~/test$ find / -inum 817270 2> /dev/null
/home/paul/test/file2
/home/paul/test/hardlink_to_file2
```

28.4. symbolic links

Symbolic links (sometimes called **soft links**) do not link to inodes, but create a name to name mapping. Symbolic links are created with `ln -s`. As you can see below, the **symbolic link** gets an inode of its own.

```
paul@RHELv4u4:~/test$ ln -s file2 symlink_to_file2
paul@RHELv4u4:~/test$ ls -li
```

```
total 32
817273 -rw-rw-r--  1 paul paul  0 Feb  5 17:06 file1
817270 -rw-rw-r--  2 paul paul 92 Feb  5 15:42 file2
817268 -rw-rw-r--  1 paul paul  0 Feb  5 15:38 file3
817270 -rw-rw-r--  2 paul paul 92 Feb  5 15:42 hardlink_to_file2
817267 lrwxrwxrwx  1 paul paul  5 Feb  5 16:55 symlink_to_file2 -> file2
paul@RHELv4u4:~/test$
```
Permissions on a symbolic link have no meaning, since the permissions of the target apply. Hard links are limited to their own partition (because they point to an inode), symbolic links can link anywhere (other file systems, even networked).

### 28.5. removing links

Links can be removed with `rm`.

```
paul@laika:~$ touch data.txt
paul@laika:~$ ln -s data.txt sl_data.txt
paul@laika:~$ ln data.txt hl_data.txt
paul@laika:~$ rm sl_data.txt
paul@laika:~$ rm hl_data.txt
```
28.6. practice : links

1. Create two files named winter.txt and summer.txt, put some text in them.

2. Create a hard link to winter.txt named hlwinter.txt.

3. Display the inode numbers of these three files, the hard links should have the same inode.

4. Use the find command to list the two hardlinked files

5. Everything about a file is in the inode, except two things : name them!

6. Create a symbolic link to summer.txt called slsummer.txt.

7. Find all files with inode number 2. What does this information tell you?

8. Look at the directories /etc/init.d/ /etc/rc.d/ /etc/rc3.d/ ... do you see the links?

9. Look in /lib with ls -l...

10. Use **find** to look in your home directory for regular files that do not(!) have one hard link.
28.7. solution : links

1. Create two files named winter.txt and summer.txt, put some text in them.
   
   ```
   echo cold > winter.txt ; echo hot > summer.txt
   ```

2. Create a hard link to winter.txt named hlwinter.txt.
   
   ```
   ln winter.txt hlwinter.txt
   ```

3. Display the inode numbers of these three files, the hard links should have the same
   inode.
   
   ```
   ls -li winter.txt summer.txt hlwinter.txt
   ```

4. Use the find command to list the two hardlinked files
   
   ```
   find . -inum xyz
   ```

5. Everything about a file is in the inode, except two things : name them!

   The name of the file is in a directory, and the contents is somewhere on the disk.

6. Create a symbolic link to summer.txt called slsummer.txt.
   
   ```
   ln -s summer.txt slsummer.txt
   ```

7. Find all files with inode number 2. What does this information tell you ?

   It tells you there is more than one inode table (one for every formatted partition +
   virtual file systems)

8. Look at the directories /etc/init.d/ /etc/rc.d/ /etc/rc3.d/ ... do you see the links ?
   
   ```
   ls -l /etc/init.d
   ls -l /etc/rc.d
   ls -l /etc/rc3.d
   ```

9. Look in /lib with ls -l...
   
   ```
   ls -l /lib
   ```

10. Use **find** to look in your home directory for regular files that do not(!) have one
    hard link.
    
    ```
    find ~ ! -links 1 -type f
    ```
Part IX. process management
Chapter 29. introduction to processes

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29.1. terminology

**process**

A process is compiled source code that is currently running on the system.

**PID**

All processes have a process id or PID.

**PPID**

Every process has a parent process (with a PPID). The child process is often started by the parent process.

**init**

The init process always has process ID 1. The init process is started by the kernel itself so technically it does not have a parent process. init serves as a foster parent for orphaned processes.

**kill**

When a process stops running, the process dies, when you want a process to die, you kill it.

**daemon**

Processes that start at system startup and keep running forever are called daemon processes or daemons. These daemons never die.

**zombie**

When a process is killed, but it still shows up on the system, then the process is referred to as zombie. You cannot kill zombies, because they are already dead.
29.2. basic process management

$$ and $PPID

Some shell environment variables contain information about processes. The $$ variable will hold your current process ID, and $PPID contains the parent PID. Actually $$ is a shell parameter and not a variable, you cannot assign a value to it.

Below we use echo to display the values of $$ and $PPID.

[paul@RHEL4b ~]$ echo $$ $PPID
4224 4223

pidof

You can find all process id's by name using the pidof command.

root@rhel53 ~# pidof mingetty
2819 2798 2797 2796 2795 2794

parent and child

Processes have a parent-child relationship. Every process has a parent process.

When starting a new bash you can use echo to verify that the pid from before is the ppid of the new shell. The child process from above is now the parent process.

[paul@RHEL4b ~]$ bash
[paul@RHEL4b ~]$ echo $$ $PPID
4812 4224

Typing exit will end the current process and brings us back to our original values for $$ and $PPID.

[paul@RHEL4b ~]$ echo $$ $PPID
4812 4224
[paul@RHEL4b ~]$ exit
exit
[paul@RHEL4b ~]$ echo $$ $PPID
4224 4223
[paul@RHEL4b ~]$
fork and exec

A process starts another process in two phases. First the process creates a fork of itself, an identical copy. Then the forked process executes an exec to replace the forked process with the target child process.

```
[paul@RHEL4b ~]$ echo $$
4224
[paul@RHEL4b ~]$ bash
[paul@RHEL4b ~]$ echo $$ $PPID
5310 4224
[paul@RHEL4b ~]$
```

exec

With the exec command, you can execute a process without forking a new process. In the following screenshot a Korn shell (ksh) is started and is being replaced with a bash shell using the exec command. The pid of the bash shell is the same as the pid of the Korn shell. Exiting the child bash shell will get me back to the parent bash, not to the Korn shell (which does not exist anymore).

```
[paul@RHEL4b ~]$ echo $$
4224 # PID of bash
[paul@RHEL4b ~]$ ksh
$ echo $$ $PPID
5343 4224 # PID of ksh and bash
$ exec bash
[paul@RHEL4b ~]$ echo $$ $PPID
5343 4224 # PID of bash and bash
[paul@RHEL4b ~]$ exit
exit
[paul@RHEL4b ~]$ echo $$
4224
```

ps

One of the most common tools on Linux to look at processes is ps. The following screenshot shows the parent child relationship between three bash processes.

```
[paul@RHEL4b ~]$ echo $$ $PPID
4224 4223
[paul@RHEL4b ~]$ bash
[paul@RHEL4b ~]$ echo $$ $PPID
4866 4224
[paul@RHEL4b ~]$ bash
[paul@RHEL4b ~]$ echo $$ $PPID
4884 4866
[paul@RHEL4b ~]$ ps fx
   PID TTY      STAT   TIME COMMAND
4223 ?        S      0:01 sshd: paul@pts/0
```
On Linux, `ps fax` is often used. On Solaris `ps -ef` (which also works on Linux) is common. Here is a partial output from `ps fax`.

```bash
[paul@RHEL4a ~]$ ps fax
PID TTY STAT TIME COMMAND
1 ? S 0:00 init [5]
...
3713 ? Ss 0:00 /usr/sbin/sshd
5042 ? Ss 0:00 \_ sshd: paul [priv]
5044 ? S 0:00 \_ sshd: paul@pts/1
5045 pts/1 Ss 0:00 \_ -bash
5077 pts/1 R+ 0:00 \_ ps fax
```

`pgrep` is similar to the `ps -C`, you can also use `pgrep` to search for a process by its command name.

```bash
[paul@RHEL5 ~]$ sleep 1000 &
[1] 32558
[paul@RHEL5 ~]$ pgrep sleep
32558
[paul@RHEL5 ~]$ ps -C sleep
PID TTY TIME CMD
32558 pts/3 00:00:00 sleep
```

You can also list the command name of the process with `pgrep`.

```bash
paul@laika:~$ pgrep -l sleep
9661 sleep
```
Another popular tool on Linux is **top**. The **top** tool can order processes according to **cpu usage** or other properties. You can also **kill** processes from within top. Press **h** inside **top** for help.

In case of trouble, **top** is often the first tool to fire up, since it also provides you memory and swap space information.
29.3. signalling processes

kill

The `kill` command will kill (or stop) a process. The screenshot shows how to use a standard `kill` to stop the process with `pid` 1942.

```
paul@ubuntu910:~$ kill 1942
paul@ubuntu910:~$
```

By using the `kill` we are sending a signal to the process.

list signals

Running processes can receive signals from each other or from the users. You can have a list of signals by typing `kill -l`, that is a letter `l`, not the number 1.

```
[paul@RHEL4a ~]$ kill -l
1) SIGHUP       2) SIGINT       3) SIGQUIT      4) SIGILL
5) SIGTRAP      6) SIGABRT      7) SIGBUS       8) SIGFPE
9) SIGKILL     10) SIGUSR1     11) SIGSEGV     12) SIGUSR2
13) SIGPIPE    14) SIGALRM     15) SIGTERM     17) SIGCHLD
18) SIGCONT    19) SIGSTOP     20) SIGSTKG     21) SIGTTIN
22) SIGTSTO    23) SIGURG      24) SIGXCPU     25) SIGXFSZ
26) SIGVTALRM  27) SIGPROF     28) SIGWINCH    29) SIGIO
30) SIGPWR     31) SIGSYS      34) SIGRTMIN    35) SIGRTMIN+1
36) SIGRTMIN+2 37) SIGRTMIN+3 38) SIGRTMIN+4 39) SIGRTMIN+5
40) SIGRTMIN+6 41) SIGRTMIN+7 42) SIGRTMIN+8 43) SIGRTMIN+9
44) SIGRTMIN+10 45) SIGRTMIN+11 46) SIGRTMIN+12 47) SIGRTMIN+13
48) SIGRTMIN+14 49) SIGRTMIN+15 50) SIGRTMAX-14 51) SIGRTMAX-13
52) SIGRTMAX-12 53) SIGRTMAX-11 54) SIGRTMAX-10 55) SIGRTMAX-9
56) SIGRTMAX-8  57) SIGRTMAX-7  58) SIGRTMAX-6  59) SIGRTMAX-5
60) SIGRTMAX-4  61) SIGRTMAX-3  62) SIGRTMAX-2  63) SIGRTMAX-1
64) SIGRTMAX
[paul@RHEL4a ~]$```

kill -1 (SIGHUP)

It is common on Linux to use the first signal SIGHUP (or HUP or 1) to tell a process that it should re-read its configuration file. Thus, the `kill -1 1` command forces the `init` process (`init` always runs with `pid` 1) to re-read its configuration file.

```
root@deb503:~# kill -1 1
root@deb503:~#
```

It is up to the developer of the process to decide whether the process can do this running, or whether it needs to stop and start. It is up to the user to read the documentation of the program.
introduction to processes

**kill -15 (SIGTERM)**

The **SIGTERM** signal is also called a *standard kill*. Whenever *kill* is executed without specifying the signal, a *kill -15* is assumed.

Both commands in the screenshot below are identical.

```
paul@ubuntu910:~$ kill 1942
paul@ubuntu910:~$ kill -15 1942
```

**kill -9 (SIGKILL)**

The **SIGKILL** is different from most other signals in that it is not being sent to the process, but to the *Linux kernel*. A *kill -9* is also called a *sure kill*. The *kernel* will shoot down the process. As a developer you have no means to intercept a *kill -9* signal.

```
root@rhel5 ~# kill -9 3342
```

**killall**

The *killall* command will also default to sending a **signal 15** to the processes.

This command and its SysV counterpart *killall5* can by used when shutting down the system. This screenshot shows how Red Hat Enterprise Linux 5.3 uses *killall5* when halting the system.

```
root@rhel5 ~# grep killall /etc/init.d/halt
action "$Sending all processes the TERM signal..." /sbin/killall5 -15
action "$Sending all processes the KILL signal..." /sbin/killall5 -9
```

**pkill**

You can use the *pkill* command to kill a process by its command name.

```
[paul@RHEL5 ~]$ sleep 1000 &
[1] 30203
[paul@RHEL5 ~]$ pkill sleep
[1]+ Terminated sleep 1000
[paul@RHEL5 ~]$
```

**top**

Inside *top* the *k* key allows you to select a **signal** and *pid* to kill. Below is a partial screenshot of the line just below the summary in *top* after pressing *k*.
PID to kill: 1932

Kill PID 1932 with signal [15]: 9

SIGSTOP and SIGCONT

A running process can be suspended when it receives a SIGSTOP signal. This is the same as `kill -19` on Linux, but might have a different number in other Unix systems.

A suspended process does not use any cpu cycles, but it stays in memory and can be re-animated with a SIGCONT signal (`kill -18` on Linux).

Both signals will be used in the section about background processes.
29.4. practice: basic process management

1. Use `ps` to search for the `init` process by name.

2. What is the process id of the `init` process?

3. Use the `who am i` command to determine your terminal name.

4. Using your terminal name from above, use `ps` to find all processes associated with your terminal.

5. What is the process id of your shell?

6. What is the parent process id of your shell?

7. Start two instances of the `sleep 3342` in background.

8. Locate the process id of all `sleep` commands.

9. Display only those two `sleep` processes in `top`. Then quit top.

10. Use a standard `kill` to kill one of the `sleep` processes.

11. Use one command to kill all `sleep` processes.
29.5. solution : basic process management

1. Use **ps** to search for the **init** process by name.

```
root@rhel53 ~# ps -C init
        PID  TTY         TIME CMD
          1 ?        00:00:04 init
```

2. What is the **process id** of the **init** process?

1

3. Use the **who am i** command to determine your terminal name.

```
root@rhel53 ~# who am i
paul pts/0 2010-04-12 17:44 (192.168.1.38)
```

4. Using your terminal name from above, use **ps** to find all processes associated with your terminal.

```
root@rhel53 ~# ps fax | grep pts/0
2941 ?    S      0:00     \_ sshd: paul@pts/0
2942 pts/0 Ss  0:00     \_ -bash
2972 pts/0  S  0:00     \_ su -
2973 pts/0  S  0:00     \_ -bash
3808 pts/0 R+  0:00     \_ ps fax
3809 pts/0 R+  0:00     \_ grep pts/0
```

or also

```
root@rhel53 ~# ps -ef | grep pts/0
paul  2941  2939  0 17:44 ?  00:00:00 sshd: paul@pts/0
paul  2942  2941  0 17:44 pts/0  00:00:00 -bash
root  2972  2942  0 17:45 pts/0  00:00:00 su -
root  2973  2972  0 17:45 pts/0  00:00:00 -bash
root  3816  2973  0 21:25 pts/0  00:00:00 ps -ef
root  3817  2973  0 21:25 pts/0  00:00:00 grep pts/0
```

5. What is the **process id** of your shell?

2973 in the screenshot above, probably different for you

**echo $$** should display same number as the one you found

6. What is the **parent process id** of your shell?

2972 in the screenshot above, probably different for you

in this example the PPID is from the **su -** command, but when inside gnome then for example gnome-terminal can be the parent process

7. Start two instances of the **sleep 3342** in background.
sleep 3342 &
sleep 3342 &

8. Locate the **process id** of all **sleep** commands.

    pidof sleep

9. Display only those two **sleep** processes in **top**. Then quit top.

    top -p pidx,pidy (replace pidx pidy with the actual numbers)

10. Use a **standard kill** to kill one of the **sleep** processes.

    kill pidx

11. Use one command to kill all **sleep** processes.

    pkill sleep
Chapter 30. process priorities

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30.1. priority and nice values

introduction

All processes have a priority and a nice value. Higher priority processes will get more cpu time than lower priority processes. You can influence this with the nice and renice commands.

pipes (mkfifo)

Processes can communicate with each other via pipes. These pipes can be created with the mkfifo command.

The screenshots shows the creation of four distinct pipes (in a new directory).

some fun with cat

To demonstrate the use of the top and renice commands we will make the cat command use the previously created pipes to generate a full load on the cpu.

The cat is copied with a distinct name to the current directory. (This enables us to easily recognize the processes within top. You could do the same exercise without copying the cat command, but using different users. Or you could just look at the pid of each process.)

The commands you see above will create two proj33 processes that use cat to bounce the x character between pipe33a and pipe33b. And ditto for the z character and proj42.
top

Just running top without options or arguments will display all processes and an overview of information. The top of the top screen might look something like this.

top - 13:59:29 up 48 min, 4 users, load average: 1.06, 0.25, 0.14
Tasks: 139 total, 3 running, 136 sleeping, 0 stopped, 0 zombie
Cpu(s): 0.3%us, 99.7%sy, 0.0%ni, 0.0%id, 0.0%wa, 0.0%hi, 0.0%si, 0.0%st
Mem: 509352k total, 460040k used, 49312k free, 66752k buffers
Swap: 746980k total, 0k used, 746980k free, 247324k cached

Notice the cpu idle time (0.0%id) is zero. This is because our cat processes are consuming the whole cpu. Results can vary on systems with four or more cpu cores.

top -p

The top -p 1670,1671,1673,1674 screenshot below shows four processes, all of them using approximately 25 percent of the cpu.

paul@ubuntu910:~$ top -p 1670,1671,1673,1674

<table>
<thead>
<tr>
<th>PID</th>
<th>USER</th>
<th>PR</th>
<th>NI</th>
<th>VIRT</th>
<th>RES</th>
<th>SHR</th>
<th>S</th>
<th>%CPU</th>
<th>%MEM</th>
<th>TIME+</th>
<th>COMMAND</th>
</tr>
</thead>
<tbody>
<tr>
<td>1674</td>
<td>paul</td>
<td>20</td>
<td>0</td>
<td>2972</td>
<td>616</td>
<td>524</td>
<td>S</td>
<td>26.6</td>
<td>0.1</td>
<td>0:11.92</td>
<td>proj42</td>
</tr>
<tr>
<td>1670</td>
<td>paul</td>
<td>20</td>
<td>0</td>
<td>2972</td>
<td>616</td>
<td>524</td>
<td>R</td>
<td>25.0</td>
<td>0.1</td>
<td>0:23.16</td>
<td>proj33</td>
</tr>
<tr>
<td>1671</td>
<td>paul</td>
<td>20</td>
<td>0</td>
<td>2972</td>
<td>616</td>
<td>524</td>
<td>S</td>
<td>24.6</td>
<td>0.1</td>
<td>0:23.07</td>
<td>proj33</td>
</tr>
<tr>
<td>1673</td>
<td>paul</td>
<td>20</td>
<td>0</td>
<td>2972</td>
<td>620</td>
<td>524</td>
<td>R</td>
<td>23.0</td>
<td>0.1</td>
<td>0:11.48</td>
<td>proj42</td>
</tr>
</tbody>
</table>

All four processes have an equal priority (PR), and are battling for cpu time. On some systems the Linux kernel might attribute slightly varying priority values, but the result will still be four processes fighting for cpu time.

renice

Since the processes are already running, we need to use the renice command to change their nice value (NI).

The screenshot shows how to use renice on both the proj33 processes.

paul@ubuntu910:~$ renice +8 1670
1670: old priority 0, new priority 8
paul@ubuntu910:~$ renice +8 1671
1671: old priority 0, new priority 8

Normal users can attribute a nice value from zero to 20 to processes they own. Only the root user can use negative nice values. Be very careful with negative nice values, since they can make it impossible to use the keyboard or ssh to a system.
impact of nice values

The impact of a nice value on running processes can vary. The screenshot below shows the result of our `renice +8` command. Look at the %CPU values.

```
   PID USER   PR  NI  VIRT  RES  SHR   S %CPU %MEM    TIME+  COMMAND
1674 paul  20   0  2972  616  524   S   46.6  0.1   0:22.37 proj42
1673 paul  20   0  2972  620  524   R   42.6  0.1   0:21.65 proj42
1671 paul  28   8  2972  616  524   S   5.7   0.1   0:29.65 proj33
1670 paul  28   8  2972  616  524   R   4.7   0.1   0:29.82 proj33
```

Important to remember is to always make less important processes nice to more important processes. Using **negative nice values** can have a serious impact on a system's usability.

nice

The **nice** works identical to the **renice** but it is used when starting a command.

The screenshot shows how to start a script with a **nice** value of five.

```
paul@ubuntu910:~$ nice -5 ./backup.sh
```
30.2. practice : process priorities

1. Create a new directory and create six pipes in that directory.

2. Bounce a character between two pipes.

3. Use top and ps to display information (pid, ppid, priority, nice value, ...) about these two cat processes.

4. Bounce another character between two other pipes, but this time start the commands nice. Verify that all cat processes are battling for the cpu. (Feel free to fire up two more cats with the remaining pipes).

5. Use ps to verify that the two new cat processes have a nice value. Use the -o and -C options of ps for this.

6. Use renice to increase the nice value from 10 to 15. Notice the difference with the usual commands.
30.3. solution : process priorities

1. Create a new directory and create six pipes in that directory.

    [paul@rhe153 ~]$ mkdir pipes ; cd pipes
    [paul@rhe153 pipes]$ mkfifo p1 p2 p3 p4 p5 p6
    [paul@rhe153 pipes]$ ls -l
    total 0
    prw-rw-r-- 1 paul paul 0 Apr 12 22:15 p1
    prw-rw-r-- 1 paul paul 0 Apr 12 22:15 p2
    prw-rw-r-- 1 paul paul 0 Apr 12 22:15 p3
    prw-rw-r-- 1 paul paul 0 Apr 12 22:15 p4
    prw-rw-r-- 1 paul paul 0 Apr 12 22:15 p5
    prw-rw-r-- 1 paul paul 0 Apr 12 22:15 p6

2. Bounce a character between two pipes.

    [paul@rhe153 pipes]$ echo -n x | cat - p1 > p2 &
    [1] 4013
    [paul@rhe153 pipes]$ cat <p2 >p1 &
    [2] 4016

3. Use top and ps to display information (pid, ppid, priority, nice value, ...) about these two cat processes.

   top (probably the top two lines)

   [paul@rhe153 pipes]$ ps -C cat
   PID TTY TIME CMD
   4013 pts/0 00:03:38 cat
   4016 pts/0 00:01:07 cat

   [paul@rhe153 pipes]$ ps fax | grep cat
   4013 pts/0 R 4:00 _ cat - p1
   4016 pts/0 S 1:13 _ cat
   4044 pts/0 S+ 0:00 _ grep cat

4. Bounce another character between two other pipes, but this time start the commands nice. Verify that all cat processes are battling for the cpu. (Feel free to fire up two more cats with the remaining pipes).

    echo -n y | nice cat - p3 > p4 &
    nice cat <p4 >p3 &

5. Use ps to verify that the two new cat processes have a nice value. Use the -o and -C options of ps for this.

   [paul@rhe153 pipes]$ ps -C cat -o pid,ppid,pri,ni,comm
   PID PPID PRI NI COMMAND
   4013 3947 14 0 cat
   4016 3947 21 0 cat
   4025 3947 13 10 cat
   4026 3947 13 10 cat

6. Use renice to increase the nice value from 10 to 15. Notice the difference with the usual commands.

   [paul@rhe153 pipes]$ renice +15 4025
   4025: old priority 10, new priority 15
   [paul@rhe153 pipes]$ renice +15 4026
4026: old priority 10, new priority 15

[paul@rhel53 pipes]$ ps -C cat -o pid,ppid,pri,ni,comm
    PID  PPID PRI  NI COMMAND
 4013  3947  14   0 cat
 4016  3947  21   0 cat
 4025  3947   9  15 cat
 4026  3947   8  15 cat
Chapter 31. background jobs

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31.1. background processes

jobs

Stuff that runs in background of your current shell can be displayed with the jobs command. By default you will not have any jobs running in background.

root@rhel53 ~# jobs
root@rhel53 ~#

This jobs command will be used several times in this section.

control-Z

Some processes can be suspended with the Ctrl-Z key combination. This sends a SIGSTOP signal to the Linux kernel, effectively freezing the operation of the process.

When doing this in vi(m), then vi(m) goes to the background. The background vi(m) can be seen with the jobs command.

[paul@RHEL4a ~]$ vi procdemo.txt
[5]+ Stopped vim procdemo.txt
[paul@RHEL4a ~]$ jobs
[5]+ Stopped vim procdemo.txt

& ampersand

Processes that are started in background using the & character at the end of the command line are also visible with the jobs command.

[paul@RHEL4a ~]$ find / > allfiles.txt 2> /dev/null &
[6] 5230
[paul@RHEL4a ~]$ jobs
[5]+ Stopped vim procdemo.txt
[6]- Running find / >allfiles.txt 2>/dev/null &
[paul@RHEL4a ~]$ 

jobs -p

An interesting option is jobs -p to see the process id of background processes.

[paul@RHEL4b ~]$ sleep 500 &
background jobs

[1] 4902
[paul@RHEL4b ~]$ sleep 400 &
[2] 4903
[paul@RHEL4b ~]$ jobs -p
4902
4903
[paul@RHEL4b ~]$ ps `jobs -p`

PID TTY STAT TIME COMMAND
4902 pts/0 S 0:00 sleep 500
4903 pts/0 S 0:00 sleep 400
[paul@RHEL4b ~]$  
  
fg

Running the fg command will bring a background job to the foreground. The number of the background job to bring forward is the parameter of fg.

[paul@RHEL5 ~]$ jobs
[1] Running sleep 1000 &
[2]- Running sleep 1000 &
[paul@RHEL5 ~]$ fg 3
sleep 2000

bg

Jobs that are suspended in background can be started in background with bg. The bg will send a SIGCONT signal.

Below an example of the sleep command (suspended with Ctrl-Z) being reactivated in background with bg.

[paul@RHEL5 ~]$ jobs
[paul@RHEL5 ~]$ sleep 5000 &
[1] 6702
[paul@RHEL5 ~]$ sleep 3000
[2]+ Stopped sleep 3000
[paul@RHEL5 ~]$ jobs
[1]- Running sleep 5000 &
[2]+ Stopped sleep 3000
[paul@RHEL5 ~]$ bg 2
[2]+ sleep 3000 &
[paul@RHEL5 ~]$ jobs
[1]- Running sleep 5000 &
[2]+ Running sleep 3000 &
[paul@RHEL5 ~]$  

256
31.2. practice : background processes

1. Use the `jobs` command to verify whether you have any processes running in background.

2. Use `vi` to create a little text file. Suspend `vi` in background.

3. Verify with `jobs` that `vi` is suspended in background.


5. Start two long `sleep` processes in background.

6. Display all `jobs` in background.

7. Use the `kill` command to suspend the last `sleep` process.

8. Continue the `find` process in background (make sure it runs again).

9. Put one of the `sleep` commands back in foreground.

10. (if time permits, a general review question...) Explain in detail where the numbers come from in the next screenshot. When are the variables replaced by their value? By which shell?

    ```
    [paul@RHEL4b ~]$ echo $$ $PPID
    4224 4223
    [paul@RHEL4b ~]$ bash -c "echo $$ $PPID"
    4224 4223
    [paul@RHEL4b ~]$ bash -c 'echo $$ $PPID'
    5059 4224
    [paul@RHEL4b ~]$ bash -c `echo $$ $PPID`
    4223: 4224: command not found
    ```
31.3. solution : background processes

1. Use the **jobs** command to verify whether you have any processes running in background.

   jobs (maybe the catfun is still running?)

2. Use **vi** to create a little text file. Suspend **vi** in background.

   vi text.txt
   (inside vi press ctrl-z)

3. Verify with **jobs** that **vi** is suspended in background.

   [paul@rhe153 ~]$ jobs
   [1]+  Stopped                 vim text.txt

4. Start **find / > allfiles.txt 2>/dev/null** in foreground. Suspend it in background before it finishes.

   [paul@rhe153 ~]$ find / > allfiles.txt 2>/dev/null
   (press ctrl-z)
   [2]+  Stopped                 find / > allfiles.txt 2>/dev/null

5. Start two long **sleep** processes in background.

   sleep 4000 & ; sleep 5000 &

6. Display all **jobs** in background.

   [paul@rhe153 ~]$ jobs
   [1]-  Stopped                 vim text.txt
   [2]+  Stopped                 find / > allfiles.txt 2>/dev/null
   [3]   Running                 sleep 4000 &
   [4]   Running                 sleep 5000 &

7. Use the **kill** command to suspend the last **sleep** process.

   [paul@rhe153 ~]$ kill -SIGSTOP 4519
   [paul@rhe153 ~]$ jobs
   [1]   Stopped                 vim text.txt
   [2]-  Stopped                 find / > allfiles.txt 2>/dev/null
   [3]   Running                 sleep 4000 &
   [4]+  Stopped                 sleep 5000

8. Continue the **find** process in background (make sure it runs again).

   bg 2 (verify the job-id in your jobs list)

9. Put one of the **sleep** commands back in foreground.

   fg 3 (again verify your job-id)

10. (if time permits, a general review question...) Explain in detail where the numbers come from in the next screenshot. When are the variables replaced by their value ? By which shell ?
The current bash shell will replace the $$ and $PPID while scanning the line, and before executing the echo command.

The variables are now double quoted, but the current bash shell will replace $$ and $PPID while scanning the line, and before executing the bash -c command.

The variables are now single quoted. The current bash shell will not replace the $$ and the $PPID. The bash -c command will be executed before the variables replaced with their value. This latter bash is the one replacing the $$ and $PPID with their value.

With backticks the shell will still replace both variable before the embedded echo is executed. The result of this echo is the two process id's. These are given as commands to bash -c. But two numbers are not commands!
Part X. disk management
Chapter 32. disk devices

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This chapter teaches you how to locate and recognise hard disk devices. This prepares you for the next chapter, where we put partitions on these devices.
32.1. terminology

platter, head, track, cylinder, sector

Data is commonly stored on magnetic or optical disk platters. The platters are rotated (at high speeds). Data is read by heads, which are very close to the surface of the platter, without touching it! The heads are mounted on an arm (sometimes called a comb or a fork).

Data is written in concentric circles called tracks. Track zero is (usually) on the outside. The time it takes to position the head over a certain track is called the seek time. Often the platters are stacked on top of each other, hence the set of tracks accessible at a certain position of the comb forms a cylinder. Tracks are divided into 512 byte sectors, with more unused space (gap) between the sectors on the outside of the platter.

When you break down the advertised access time of a hard drive, you will notice that most of that time is taken by movement of the heads (about 65%) and rotational latency (about 30%).

block device

Random access hard disk devices have an abstraction layer called block device to enable formatting in fixed-size (usually 512 bytes) blocks. Blocks can be accessed independent of access to other blocks. A block device has the letter b to denote the file type in the output of \texttt{ls -l}.

```bash
[root@RHEL4b ~]# ls -l /dev/sda*
brw-rw---- 1 root disk 8, 0 Aug  4 22:55 /dev/sda
brw-rw---- 1 root disk 8, 1 Aug  4 22:55 /dev/sda1
brw-rw---- 1 root disk 8, 2 Aug  4 22:55 /dev/sda2
[root@RHEL4b ~]#
```

Note that a character device is a constant stream of characters, being denoted by a c in \texttt{ls -l}.

Note also that the ISO 9660 standard for cdrom uses a 2048 byte block size.

Old hard disks (and floppy disks) use cylinder-head-sector addressing to access a sector on the disk. Most current disks use LBA (Logical Block Addressing).

ide or scsi

Actually, the title should be ata or scsi, since ide is an ata compatible device. Most desktops use ata devices, most servers use scsi.
**ata**

An **ata controller** allows two devices per bus, one **master** and one **slave**. Unless your controller and devices support **cable select**, you have to set this manually with jumpers.

With the introduction of **sata** (serial ata), the original ata was renamed to **parallel ata**. Optical drives often use **atapi**, which is an ATA interface using the SCSI communication protocol.

**scsi**

A **scsi controller** allows more than two devices. When using **SCSI** (**small computer system interface**), each device gets a unique **scsi id**. The **scsi controller** also needs a **scsi id**, do not use this id for a scsi-attached device.

Older 8-bit SCSI is now called **narrow**, whereas 16-bit is **wide**. When the bus speeds was doubled to 10Mhz, this was known as **fast SCSI**. Doubling to 20Mhz made it **ultra SCSI**. Take a look at [http://en.wikipedia.org/wiki/SCSI](http://en.wikipedia.org/wiki/SCSI) for more SCSI standards.
32.2. device naming

ata (ide) device naming

All ata drives on your system will start with /dev/hd followed by a unit letter. The master hdd on the first ata controller is /dev/hda, the slave is /dev/hdb. For the second controller, the names of the devices are /dev/hdc and /dev/hdd.

<table>
<thead>
<tr>
<th>controller</th>
<th>connection</th>
<th>device name</th>
</tr>
</thead>
<tbody>
<tr>
<td>ide0</td>
<td>master</td>
<td>/dev/hda</td>
</tr>
<tr>
<td></td>
<td>slave</td>
<td>/dev/hdb</td>
</tr>
<tr>
<td>ide1</td>
<td>master</td>
<td>/dev/hdc</td>
</tr>
<tr>
<td></td>
<td>slave</td>
<td>/dev/hdd</td>
</tr>
</tbody>
</table>

It is possible to have only /dev/hda and /dev/hdd. The first one is a single ata hard disk, the second one is the cdrom (by default configured as slave).

scsi device naming

scsi drives follow a similar scheme, but all start with /dev/sd. When you run out of letters (after /dev/sdz), you can continue with /dev/sdaa and /dev/sdab and so on. (We will see later on that lvm volumes are commonly seen as /dev/md0, /dev/md1 etc.)

Below a sample of how scsi devices on a linux can be named. Adding a scsi disk or raid controller with a lower scsi address will change the naming scheme (shifting the higher scsi addresses one letter further in the alphabet).

<table>
<thead>
<tr>
<th>device</th>
<th>scsi id</th>
<th>device name</th>
</tr>
</thead>
<tbody>
<tr>
<td>disk 0</td>
<td>0</td>
<td>/dev/sda</td>
</tr>
<tr>
<td>disk 1</td>
<td>1</td>
<td>/dev/sdb</td>
</tr>
<tr>
<td>raid controller 0</td>
<td>5</td>
<td>/dev/sdc</td>
</tr>
<tr>
<td>raid controller 1</td>
<td>6</td>
<td>/dev/sdd</td>
</tr>
</tbody>
</table>
32.3. discovering disk devices

/sbin/fdisk

You can start by using /sbin/fdisk to find out what kind of disks are seen by the kernel. Below the result on Debian, with two ata-ide disks present.

```
root@barry:~# fdisk -l | grep Disk
Disk /dev/hda: 60.0 GB, 60022480896 bytes
Disk /dev/hdb: 81.9 GB, 81964302336 bytes
```

And here an example of sata disks on a laptop with Ubuntu. Remember that sata disks are presented to you with the scsi /dev/sdx notation.

```
root@laika:~# fdisk -l | grep Disk
Disk /dev/sda: 100.0 GB, 100030242816 bytes
Disk /dev/sdb: 100.0 GB, 100030242816 bytes
```

Here is an overview of disks on a RHEL4u3 server with two real 72GB scsi disks. This server is attached to a NAS with four NAS disks of half a terabyte. On the NAS disks, four LVM (/dev/mdx) software RAID devices are configured.

```
[root@tsvtl1 ~]# fdisk -l | grep Disk
Disk /dev/sda: 73.4 GB, 73407488000 bytes
Disk /dev/sdb: 73.4 GB, 73407488000 bytes
Disk /dev/sdc: 499.0 GB, 499036192768 bytes
Disk /dev/sdd: 499.0 GB, 499036192768 bytes
Disk /dev/sde: 499.0 GB, 499036192768 bytes
Disk /dev/md0: 271 MB, 271319040 bytes
Disk /dev/md2: 21.4 GB, 21476081664 bytes
Disk /dev/md3: 21.4 GB, 2146789664 bytes
Disk /dev/md1: 21.4 GB, 21476081664 bytes
```

You can also use fdisk to obtain information about one specific hard disk device.

```
[root@rhel4 ~]# fdisk -l /dev/sda
Disk /dev/sda: 12.8 GB, 12884901888 bytes
255 heads, 63 sectors/track, 1566 cylinders
Units = cylinders of 16065 * 512 = 8225280 bytes

Device Boot   Start   End     Blocks   Id  System
/dev/sda1   *      1     13     104391   83 Linux
/dev/sda2   14    1566   12474472+  8e Linux LVM
```

Later we will use fdisk to do dangerous stuff like creating and deleting partitions.
Kernel boot messages can be seen after boot with `dmesg`. Since hard disk devices are detected by the kernel during boot, you can also use `dmesg` to find information about disk devices.

```
root@barry:~# dmesg | grep "[h]s[d{a-z}]"
```

Here's another example of `dmesg` (same computer as above, but with extra 200gb disk now).

```
paul@barry:~$ dmesg | grep -i "ata disk"
[ 2.624149] hda: ST360021A, ATA DISK drive
[ 2.904150] hdb: Maxtor 6Y080L0, ATA DISK drive
[ 3.472148] hdd: WDC WD2000BB-98DWA0, ATA DISK drive
```

Third and last example of `dmesg` running on RHEL5.3.

```
root@rhel53 ~# dmesg | grep -i "scsi disk"
sd 0:0:2:0: Attached scsi disk sda
sd 0:0:3:0: Attached scsi disk sdb
sd 0:0:6:0: Attached scsi disk sdc
```

The `lshw` tool will list hardware. With the right options `lshw` can show a lot of information about disks (and partitions).

Below a truncated screenshot on Debian 5:

```
root@debian5:~# aptitude search lshw
p lshw   - information about hardware configuration
p lshw-gtk - information about hardware configuration
root@debian5:~# aptitude install lshw
...
root@debian5:~# lshw -class volume
"*-volume:0
```
Below a screenshot of `lshw` running Ubuntu 10.10 on a macbook pro:

```
root@ubu1010:~# lshw -class volume
  *-volume:0 UNCLAIMED
    description: EFI GPT partition
    physical id: 1
    bus info: scsi@0:0.0.0,1
    capacity: 2047KiB
    capabilities: primary nofs

  *-volume:1
    description: EXT4 volume
    vendor: Linux
    physical id: 2
    bus info: scsi@0:0.0.0,2
    logical name: /dev/sda2
    logical name: /
    version: 1.0
    serial: 101eb20f-3e25-4900-b988-4622c0ee4ff5
    size: 142GiB
    capacity: 142GiB
```

The `/sbin/lsscsi` will give you a nice readable output of all scsi (and scsi emulated devices). This first screenshot shows lsscsi on a SPARC system.

```
root@shaka:~# lsscsi
[0:0:0:0]    disk    Adaptec  RAID5            V1.0  /dev/sda
[1:0:0:0]    disk    SEAGATE  ST336605FSUN36G  0438  /dev/sdb
root@shaka:~#
```

Here is the same command, but run on a laptop with scsi emulated dvd writer and scsi emulated usb.

```
paul@laika:~$ lsscsi
[0:0:0:0]    disk    ATA      HTS721010G9SA00  MCZO  /dev/sda
[1:0:0:0]    disk    ATA      HTS721010G9SA00  MCZO  /dev/sdb
[3:0:0:0]    cd/dvd  _NEC     DVD_RW ND-7551A  1-02  /dev/scd0
[4:0:0:0]    disk    GENERIC  USB Storage-CFC  019A  /dev/sdc
[4:0:0:1]    disk    GENERIC  USB Storage-SDC  019A  /dev/sdd
[4:0:0:2]    disk    GENERIC  USB Storage-SMC  019A  /dev/sde
[4:0:0:3]    disk    GENERIC  USB Storage-MSC  019A  /dev/sdf
```
disk devices

/proc/scsi/scsi

Another way to locate scsi devices is via the /proc/scsi/scsi file.

```
root@shaka:~# cat /proc/scsi/scsi
Attached devices:
Host: scsi0 Channel: 00 Id: 00 Lun: 00
  Vendor: Adaptec  Model: RAID5            Rev: V1.0
  Type:   Direct-Access                    ANSI SCSI revision: 02
Host: scsi1 Channel: 00 Id: 00 Lun: 00
  Vendor: SEAGATE  Model: ST336605FSUN36G  Rev: 0438
  Type:   Direct-Access                    ANSI SCSI revision: 03
root@shaka:~#
```

/sbin/scsi_info and /sbin/scsiinfo

There is also a scsi_info command, but this is not always installed by default.

```
root@shaka:~# scsi_info /dev/sdb
SCSI_ID="0,0,0"
HOST="1"
MODEL="SEAGATE ST336605FSUN36G"
FW_REV="0438"
root@shaka:~#
```

Another simple tool is scsiinfo which is a part of scsitools (also not installed by default).

```
root@debian5:~# scsiinfo -l
/dev/sda  /dev/sdb  /dev/sdc
```
32.4. erasing a hard disk

Before selling your old hard disk on the internet, it might be a good idea to erase it. By simply repartitioning, by using the Microsoft Windows format utility, or even after an `mkfs` command, some people will still be able to read most of the data on the disk.

Although technically the `/sbin/badblocks` tool is meant to look for bad blocks, you can use it to completely erase all data from a disk. Since this is really writing to every sector of the disk, it can take a long time!

```
root@RHELv4u2:~# badblocks -ws /dev/sdb
Testing with pattern 0xaa: done
Reading and comparing: done
Testing with pattern 0x55: done
Reading and comparing: done
Testing with pattern 0xff: done
Reading and comparing: done
Testing with pattern 0x00: done
Reading and comparing: done
```
32.5. advanced hard disk settings

Tweaking of hard disk settings (dma, gap, ...) are not covered in this course. Several tools exist, **hdparm** and **sdparm** are two of them.

**/sbin/hdparm** can be used to display or set information and parameters about an ATA (or SATA) hard disk device. The -i and -I options will give you even more information about the physical properties of the device.

```
root@laika:~# hdparm /dev/sdb
/dev/sdb:
  IO_support  =  0 (default 16-bit)
  readonly    =  0 (off)
  readahead   = 256 (on)
  geometry    =  12161/255/63, sectors = 195371568, start = 0
```

Below **hdparm** info about a 200GB IDE disk.

```
root@barry:~# hdparm /dev/hdd
/dev/hdd:
  multcount   =  0 (off)
  IO_support  =  0 (default)
  unmaskirq   =  0 (off)
  using_dma   =  1 (on)
  keepsettings=  0 (off)
  readonly    =  0 (off)
  readahead   = 256 (on)
  geometry    = 24321/255/63, sectors = 390721968, start = 0
```

Here a screenshot of **sdparm** on Ubuntu 10.10.

```
root@ubuntu1010:~# aptitude install sdparm
...
root@ubuntu1010:~# sdparm /dev/sda | head -1
/dev/sda: ATA       FUJITSU MJA2160B  0081
```

Use **hdparm** and **sdparm** with care.
32.6. practice: hard disk devices

About this lab: To practice working with hard disks, you will need some hard disks. When there are no physical hard disk available, you can use virtual disks in VMware or VirtualBox. The teacher will help you in attaching a couple of ATA and/or SCSI disks to a virtual machine. The results of this lab can be used in the next three labs (partitions, file systems, mounting). It is advised to attach at least one ide and three equally sized scsi disks to the virtual machine.

1. Use `dmesg` to make a list of hard disk devices detected at boot-up.

2. Use `fdisk` to find the total size of all hard disk devices on your system.

3. Stop a virtual machine, add three virtual 1 gigabyte scsi hard disk devices and one virtual 400 megabyte ide hard disk device. If possible, also add another virtual 400 megabyte ide disk.

4. Use `dmesg` to verify that all the new disks are properly detected at boot-up.

5. Verify that you can see the disk devices in `/dev`.

6. Use `fdisk` (with `grep` and `/dev/null`) to display the total size of the new disks.

7. Use `badblocks` to completely erase one of the smaller hard disks.

8. Look at `/proc/scsi/scsi`.

9. If possible, install `lsscsi`, `lshw` and use them to list the disks.
32.7. solution: hard disk devices

1. Use `dmesg` to make a list of hard disk devices detected at boot-up.

Some possible answers...

dmesg | grep -i disk
Looking for ATA disks: dmesg | grep hd[abcd]
Looking for ATA disks: dmesg | grep -i "ata disk"
Looking for SCSI disks: dmesg | grep sd[a-f]
Looking for SCSI disks: dmesg | grep -i "scsi disk"

2. Use `fdisk` to find the total size of all hard disk devices on your system.

   fdisk -l

3. Stop a virtual machine, add three virtual 1 gigabyte scsi hard disk devices and one virtual 400 megabyte ide hard disk device. If possible, also add another virtual 400 megabyte ide disk.

   This exercise happens in the settings of vmware or VirtualBox.

4. Use `dmesg` to verify that all the new disks are properly detected at boot-up.

   See 1.

5. Verify that you can see the disk devices in /dev.

   SCSI+SATA: ls -l /dev/sd*
   ATA: ls -l /dev/hd*

6. Use `fdisk` (with `grep` and `/dev/null`) to display the total size of the new disks.

   root@rhel53 ~# fdisk -l 2>/dev/null | grep [MGT]B
   Disk /dev/hda: 21.4 GB, 21474836480 bytes
   Disk /dev/hdb: 1073 MB, 1073741824 bytes
   Disk /dev/sda: 2147 MB, 2147483648 bytes
   Disk /dev/sdb: 2147 MB, 2147483648 bytes
   Disk /dev/sdc: 2147 MB, 2147483648 bytes

7. Use `badblocks` to completely erase one of the smaller hard disks.

   #Verify the device (/dev/sdc??) you want to erase before typing this.  
   #
   root@rhel53 ~# badblocks -ws /dev/sdc
   Testing with pattern 0xaa: done
   Reading and comparing: done
   Testing with pattern 0x55: done
   Reading and comparing: done
   Testing with pattern 0xff: done
   Reading and comparing: done
   Testing with pattern 0x00: done
   Reading and comparing: done

8. Look at /proc/scsi/scsi.

   root@rhel53 ~# cat /proc/scsi/scsi
Attached devices:
Host: scsi0 Channel: 00 Id: 02 Lun: 00
  Vendor: VBOX  Model: HARDDISK  Rev: 1.0
  Type: Direct-Access  ANSI SCSI revision: 05
Host: scsi0 Channel: 00 Id: 03 Lun: 00
  Vendor: VBOX  Model: HARDDISK  Rev: 1.0
  Type: Direct-Access  ANSI SCSI revision: 05
Host: scsi0 Channel: 00 Id: 06 Lun: 00
  Vendor: VBOX  Model: HARDDISK  Rev: 1.0
  Type: Direct-Access  ANSI SCSI revision: 05

9. If possible, install **lsscsi**, **lshw** and use them to list the disks.

Debian, Ubuntu: aptitude install lsscsi lshw

Fedora: yum install lsscsi lshw

root@rhel53 ~# lsscsi
[0:0:2:0]  disk  VBOX  HARDDISK  1.0  /dev/sda
[0:0:3:0]  disk  VBOX  HARDDISK  1.0  /dev/sdb
[0:0:6:0]  disk  VBOX  HARDDISK  1.0  /dev/sdc
Chapter 33. disk partitions

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This chapter continues on the hard disk devices from the previous one. Here we will put partitions on those devices.

This chapter prepares you for the next chapter, where we put file systems on our partitions.
33.1. about partitions

primary, extended and logical

Linux requires you to create one or more partitions. The next paragraphs will explain how to create and use partitions.

A partition’s geometry and size is usually defined by a starting and ending cylinder (sometimes by sector). Partitions can be of type primary (maximum four), extended (maximum one) or logical (contained within the extended partition). Each partition has a type field that contains a code. This determines the computers operating system or the partitions file system.

Table 33.1. primary, extended and logical partitions

<table>
<thead>
<tr>
<th>Partition Type</th>
<th>naming</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary (max 4)</td>
<td>1-4</td>
</tr>
<tr>
<td>Extended (max 1)</td>
<td>1-4</td>
</tr>
<tr>
<td>Logical</td>
<td>5-</td>
</tr>
</tbody>
</table>

partition naming

We saw before that hard disk devices are named /dev/hdx or /dev/sdx with x depending on the hardware configuration. Next is the partition number, starting the count at 1. Hence the four (possible) primary partitions are numbered 1 to 4. Logical partition counting always starts at 5. Thus /dev/hda2 is the second partition on the first ATA hard disk device, and /dev/hdb5 is the first logical partition on the second ATA hard disk device. Same for SCSI, /dev/sdb3 is the third partition on the second SCSI disk.

Table 33.2. Partition naming

<table>
<thead>
<tr>
<th>partition</th>
<th>device</th>
</tr>
</thead>
<tbody>
<tr>
<td>/dev/hda1</td>
<td>first primary partition on /dev/hda</td>
</tr>
<tr>
<td>/dev/hda2</td>
<td>second primary or extended partition on /dev/hda</td>
</tr>
<tr>
<td>/dev/sda5</td>
<td>first logical drive on /dev/sda</td>
</tr>
<tr>
<td>/dev/sdb6</td>
<td>second logical on /dev/sdb</td>
</tr>
</tbody>
</table>
33.2. discovering partitions

fdisk -l

In the `fdisk -l` example below you can see that two partitions exist on `/dev/sdb`. The first partition spans 31 cylinders and contains a Linux swap partition. The second partition is much bigger.

```
root@laika:~# fdisk -l /dev/sdb
Disk /dev/sdb: 100.0 GB, 100030242816 bytes
255 heads, 63 sectors/track, 12161 cylinders
Units = cylinders of 16065 * 512 = 8225280 bytes

Device Boot Start End Blocks Id System
/dev/sdb1 1 31 248976 82 Linux swap / Solaris
/dev/sdb2 32 12161 97434225 83 Linux
```

/proc/partitions

The `/proc/partitions` file contains a table with major and minor number of partitioned devices, their number of blocks and the device name in `/dev`. Verify with `/proc/devices` to link the major number to the proper device.

```
paul@RHELv4u4:~$ cat /proc/partitions
major minor #blocks name
 3     0    524288 hda
 3    64    734003 hdb
 8     0   8388608 sda
 8     1  104391 sda1
 8     2  8281507 sda2
 8    16  1048576 sdb
 8    32  1048576 sdc
 8    48  1048576 sdd
253     0   7176192 dm-0
253     1  1048576 dm-1
```

The major number corresponds to the device type (or driver) and can be found in `/proc/devices`. In this case 3 corresponds to ide and 8 to sd. The major number determines the device driver to be used with this device.

The minor number is a unique identification of an instance of this device type. The `devices.txt` file in the kernel tree contains a full list of major and minor numbers.

other tools

You might be interested in alternatives to fdisk like parted, cfdisk, sfdisk and gparted. This course mainly uses fdisk to partition hard disks.
33.3. partitioning new disks

In the example below, we bought a new disk for our system. After the new hardware is properly attached, you can use **fdisk** and **parted** to create the necessary partition(s). This example uses **fdisk**, but there is nothing wrong with using **parted**.

**recognising the disk**

First, we check with **fdisk -l** whether Linux can see the new disk. Yes it does, the new disk is seen as /dev/sdb, but it does not have any partitions yet.

```bash
root@RHELv4u2:~# fdisk -l
```

Device contains neither a valid DOS partition table, nor Sun, SGI... Building a new DOS disklabel. Changes will remain in memory only, until you decide to write them. After that, of course, the previous content won't be recoverable.

Warning: invalid flag 0x0000 of partition table 4 will be corrected...

**empty partition table**

Inside the fdisk tool, we can issue the **p** command to see the current disks partition table.

```bash
Command (m for help): p
```

Disk /dev/sdb: 1073 MB, 1073741824 bytes
255 heads, 63 sectors/track, 130 cylinders
Units = cylinders of 16065 * 512 = 8225280 bytes
create a new partition

No partitions exist yet, so we issue `n` to create a new partition. We choose `p` for primary, 1 for the partition number, 1 for the start cylinder and 14 for the end cylinder.

```
Command (m for help): n
```

```
Command action
  e   extended
  p   primary partition (1-4)
  p
Partition number (1-4): 1
First cylinder (1-130, default 1):
  Using default value 1
Last cylinder or +size or +sizeM or +sizeK (1-130, default 130): 14
```

We can now issue `p` again to verify our changes, but they are not yet written to disk. This means we can still cancel this operation! But it looks good, so we use `w` to write the changes to disk, and then quit the fdisk tool.

```
Command (m for help): p
```

```
Disk /dev/sdb: 1073 MB, 1073741824 bytes
255 heads, 63 sectors/track, 130 cylinders
Units = cylinders of 16065 * 512 = 8225280 bytes

Device Boot      Start         End      Blocks   Id  System
/dev/sdb1               1          14      112423+  83  Linux
```

```
Command (m for help): w

The partition table has been altered!
Calling ioctl() to re-read partition table.
Syncing disks.
root@RHELv4u2:~#
```

display the new partition

Let’s verify again with `fdisk -l` to make sure reality fits our dreams. Indeed, the screenshot below now shows a partition on `/dev/sdb`.

```
root@RHELv4u2:~# fdisk -l
```

```
Disk /dev/sda: 12.8 GB, 12884901888 bytes
255 heads, 63 sectors/track, 1566 cylinders
Units = cylinders of 16065 * 512 = 8225280 bytes

Device Boot      Start        End      Blocks   Id  System
/dev/sda1   *        1         13      104391   83  Linux
/dev/sda2           14       1566    12474472+  8e  Linux LVM
```

```
Disk /dev/sdb: 1073 MB, 1073741824 bytes
255 heads, 63 sectors/track, 130 cylinders
Units = cylinders of 16065 * 512 = 8225280 bytes

Device Boot      Start         End      Blocks   Id  System
```
```
33.4. about the partition table

master boot record

The partition table information (primary and extended partitions) is written in the master boot record or mbr. You can use dd to copy the mbr to a file.

This example copies the master boot record from the first SCSI hard disk.

```
dd if=/dev/sda of=/SCSIdisk.mbr bs=512 count=1
```

The same tool can also be used to wipe out all information about partitions on a disk. This example writes zeroes over the master boot record.

```
dd if=/dev/zero of=/dev/sda bs=512 count=1
```

Or to wipe out the whole partition or disk.

```
dd if=/dev/zero of=/dev/sda
```

partprobe

Don't forget that after restoring a master boot record with dd, that you need to force the kernel to reread the partition table with partprobe. After running partprobe, the partitions can be used again.

```
[root@RHEL5 ~]# partprobe
[root@RHEL5 ~]#
```

logical drives

The partition table does not contain information about logical drives. So the dd backup of the mbr only works for primary and extended partitions. To backup the partition table including the logical drives, you can use sfdisk.

This example shows how to backup all partition and logical drive information to a file.

```
sfdisk -d /dev/sda > parttable.sda.sfdisk
```

The following example copies the mbr and all logical drive info from /dev/sda to /dev/sdb.

```
sfdisk -d /dev/sda  |  sfdisk /dev/sdb
```
33.5. practice: partitions

1. Use `fdisk -l` to display existing partitions and sizes.

2. Use `df -h` to display existing partitions and sizes.

3. Compare the output of `fdisk` and `df`.

4. Create a 200MB primary partition on a small disk.

5. Create a 400MB primary partition and two 300MB logical drives on a big disk.

6. Use `df -h` and `fdisk -l` to verify your work.

7. Compare the output again of `fdisk` and `df`. Do both commands display the new partitions?

8. Create a backup with `dd` of the `mbr` that contains your 200MB primary partition.

9. Take a backup of the `partition table` containing your 400MB primary and 300MB logical drives. Make sure the logical drives are in the backup.

10. (optional) Remove all your partitions with `fdisk`. Then restore your backups.
33.6. solution: partitions

1. Use `fdisk -l` to display existing partitions and sizes.

   as root: # fdisk -l

2. Use `df -h` to display existing partitions and sizes.

   df -h

3. Compare the output of `fdisk` and `df`.

   Some partitions will be listed in both outputs (maybe /dev/sdal or /dev/hdal).

4. Create a 200MB primary partition on a small disk.

   Choose one of the disks you added (this example uses /dev/sdc).
   root@rhel53:~# fdisk /dev/sdc
   ...
   Command (m for help): n
   Command action
     e   extended
     p   primary partition (1-4)
   p
   Partition number (1-4): 1
   First cylinder (1-261, default 1): 1
   Last cylinder or +size or +sizeM or +sizeK (1-261, default 261): +200m
   Command (m for help): w
   The partition table has been altered!
   Calling ioctl() to re-read partition table.
   Syncing disks.

5. Create a 400MB primary partition and two 300MB logical drives on a big disk.

   Choose one of the disks you added (this example uses /dev/sdb)
   fdisk /dev/sdb
   inside fdisk: n p 1 +400m enter --- n e 2 enter enter --- n l +300m (twice)

6. Use `df -h` and `fdisk -l` to verify your work.

   fdisk -l ; df -h

7. Compare the output again of `fdisk` and `df`. Do both commands display the new partitions?

   The newly created partitions are visible with `fdisk`.
   But they are not displayed by `df`.

8. Create a backup with `dd` of the `mbr` that contains your 200MB primary partition.

   dd if=/dev/sdc of=bootsector.sdc.dd count=1 bs=512

9. Take a backup of the `partition table` containing your 400MB primary and 300MB logical drives. Make sure the logical drives are in the backup.

   sfdisk -d /dev/sdb > parttable.sdb.sfdisk
Chapter 34. file systems

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When you are finished partitioning the hard disk, you can put a file system on each partition.

This chapter builds on the partitions from the previous chapter, and prepares you for the next one where we will mount the filesystems.
34.1. about file systems

A file system is a way of organizing files on your partition. Besides file-based storage, file systems usually include **directories** and **access control**, and contain meta information about files like access times, modification times and file ownership.

The properties (length, character set, ...) of filenames are determined by the file system you choose. Directories are usually implemented as files, you will have to learn how this is implemented! Access control in file systems is tracked by user ownership (and group owner- and membership) in combination with one or more access control lists.

The manual page about filesystems(5) is usually accessed by typing `man fs`. You can also look at `/proc/filesystems` for currently loaded file system drivers.

```bash
root@rhel53 ~# cat /proc/filesystems | grep -v nodev
ext2
iso9660
ext3
```

34.2. common file systems

### ext2 and ext3

Once the most common Linux file systems is the **ext2** (the second extended) file system. A disadvantage is that file system checks on ext2 can take a long time. You will see that ext2 is being replaced by **ext3** on most Linux machines. They are essentially the same, except for the **journaling** which is only present in ext3.

Journaling means that changes are first written to a journal on the disk. The journal is flushed regularly, writing the changes in the file system. Journaling keeps the file system in a consistent state, so you don't need a file system check after an unclean shutdown or power failure.

You can create these file systems with the `/sbin/mkfs` or `/sbin/mke2fs` commands. Use `mke2fs -j` to create an ext3 file system. You can convert an ext2 to ext3 with `tune2fs -j`. You can mount an ext3 file system as ext2, but then you lose the journaling. Do not forget to run `mkinitrd` if you are booting from this device.

### ext4

Since 2008 the newest incarnation of the ext file system is **ext4** is available in the Linux kernel. **ext4** support larger files (up to 16 terabyte) and larger file systems than **ext3** (and many more features).
vfat

The vfat file system exists in a couple of forms: fat12 for floppy disks, fat16 on ms-dos, and fat32 for larger disks. The Linux vfat implementation supports all of these, but vfat lacks a lot of features like security and links. Fat disks can be read by every operating system, and are used a lot for digital cameras, usb sticks and to exchange data between different OS'ses on a home user's computer.

iso 9660

iso 9660 is the standard format for cdroms. Chances are you will encounter this file system also on your hard disk in the form of images of cdroms (often with the .iso extension). The iso 9660 standard limits filenames to the 8.3 format. The Unix world didn't like this, and thus added the rock ridge extensions, which allows for filenames up to 255 characters and Unix-style file-modes, ownership and symbolic links. Another extensions to iso 9660 is joliet, which adds 64 unicode characters to the filename. The el torito standard extends iso 9660 to be able to boot from CD-ROM's.

udf

Most optical media today (including cd's and dvd's) use udf, the Universal Disk Format.

swap

All things considered, swap is not a file system. But to use a partition as a swap partition it must be formatted and mounted as swap space.

others...

You might encounter reiserfs on older Linux systems. Maybe you will see Sun's zfs or the open source btrfs. This last one requires a chapter on itself.

/proc/filesystems

The /proc/filesystems file displays a list of supported file systems. When you mount a file system without explicitly defining one, then mount will first try to probe /etc/filesystems and then probe /proc/filesystems for all the file systems without the nodev label. If /etc/filesystems ends with a line containing only an asterisk (*) then both files are probed.

```
paul@RHELv4u4:~$ cat /proc/filesystems
nodev    sysfs
```
file systems

nodev rootfs
nodev bdev
nodev proc
nodev sockfs
nodev binfmt_misc
nodev usbfs
nodev usbdevfs
nodev futexfs
nodev tmpfs
nodev pipefs
nodev eventpollfs
nodev devpts
  ext2
nodev ramfs
nodev hugetlbfs
  iso9660
nodev relayfs
nodev mqueue
nodev selinuxfs
  ext3
nodev rpc_pipefs
nodev vmware-hgfs
nodev autofs
paul@RHELv4u4:~$
34.3. putting a file system on a partition

We now have a fresh partition. The system binaries to make file systems can be found with ls.

```
[root@RHEL4b ~]# ls -lS /sbin/mk*
-rwxr-xr-x  3 root root 34832 Apr 24  2006 /sbin/mke2fs
-rwxr-xr-x  3 root root 34832 Apr 24  2006 /sbin/mkfs.ext2
-rwxr-xr-x  3 root root 34832 Apr 24  2006 /sbin/mkfs.ext3
-rwxr-xr-x  3 root root 28484 Oct 13  2004 /sbin/mkdosfs
-rwxr-xr-x  3 root root 28484 Oct 13  2004 /sbin/mkfs.msdos
-rwxr-xr-x  3 root root 28484 Oct 13  2004 /sbin/mkfs.vfat
-rwxr-xr-x  1 root root 20313 Apr 10  2006 /sbin/mkinitrd
-rwxr-x---  1 root root 15444 Oct  5  2004 /sbin/mkzonedb
-rwxr-xr-x  1 root root 15300 May 24  2006 /sbin/mkfs.cramfs
-rwxr-xr-x  1 root root 13036 May 24  2006 /sbin/mkswap
-rwxr-xr-x  1 root root  6912 May 24  2006 /sbin/mkfs
-rwxr-xr-x  1 root root  5905 Aug  3  2004 /sbin/mkbootdisk
[root@RHEL4b ~]#
```

It is time for you to read the manual pages of `mkfs` and `mke2fs`. In the example below, you see the creation of an ext2 file system on /dev/sdb1. In real life, you might want to use options like -m0 and -j.

```
root@RHELv4u2:~# mke2fs /dev/sdb1
mke2fs 1.35 (28-Feb-2004)
Filesystem label=
OS type: Linux
Block size=1024 (log=0)
Fragment size=1024 (log=0)
28112 inodes, 112420 blocks
5621 blocks (5.00%) reserved for the super user
First data block=1
Maximum filesystem blocks=67371008
14 block groups
8192 blocks per group, 8192 fragments per group
2008 inodes per group
Superblock backups stored on blocks:
8193, 24577, 40961, 57345, 73729

Writing inode tables: done
Writing superblocks and filesystem accounting information: done

This filesystem will be automatically checked every 37 mounts or 180 days, whichever comes first. Use tune2fs -c or -i to override.
```

34.4. tuning a file system

You can use `tune2fs` to list and set file system settings. The first screenshot lists the reserved space for root (which is set at five percent).

```
[root@rhe14 ~]# tune2fs -l /dev/sda1 | grep -i "block count"
Block count:              104388
Reserved block count:     5219
[root@rhe14 ~]#
```

This example changes this value to ten percent. You can use tune2fs while the file system is active, even if it is the root file system (as in this example).
34.5. checking a file system

The `fsck` command is a front end tool used to check a file system for errors.

```bash
[root@RHEL4b ~]# ls /sbin/*fsck*
/sbin/dosfsck /sbin/fsck /sbin/fsck.ext2 /sbin/fsck.msdos
/sbin/e2fsck /sbin/fsck.cramfs /sbin/fsck.ext3 /sbin/fsck.vfat
[root@RHEL4b ~]#
```

The last column in `/etc/fstab` is used to determine whether a file system should be checked at boot-up.

```bash
[paul@RHEL4b ~]$ grep ext /etc/fstab
/dev/VolGroup00/LogVol00 / ext3 defaults 1 1
LABEL=/boot /boot ext3 defaults 1 2
[paul@RHEL4b ~]$
```

Manually checking a mounted file system results in a warning from `fsck`.

```bash
[root@RHEL4b ~]# fsck /boot
fsck 1.35 (28-Feb-2004)
e2fsck 1.35 (28-Feb-2004)
/dev/sda1 is mounted.
WARNING!!! Running e2fsck on a mounted filesystem may cause SEVERE filesystem damage.
```

Do you really want to continue (y/n)? no

check aborted.

But after unmounting `fsck` and `e2fsck` can be used to check an ext2 file system.

```bash
[root@RHEL4b ~]# fsck /boot
fsck 1.35 (28-Feb-2004)
e2fsck 1.35 (28-Feb-2004)
/boot: clean, 44/26104 files, 17598/104388 blocks
[root@RHEL4b ~]# fsck -p /boot
fsck 1.35 (28-Feb-2004)
/boot: clean, 44/26104 files, 17598/104388 blocks
[root@RHEL4b ~]# e2fsck -p /dev/sda1
/boot: clean, 44/26104 files, 17598/104388 blocks
```
34.6. practice: file systems

1. List the filesystems that are known by your system.

2. Create an ext2 filesystem on the 200MB partition.

3. Create an ext3 filesystem on the 400MB partition and one of the 300MB logical drives.

4. Set the reserved space for root on the logical drive to 0 percent.

5. Verify your work with fdisk and df.
34.7. solution: file systems

1. List the filesystems that are known by your system.
   
   man fs
   
   cat /proc/filesystems
   
   cat /etc/filesystems (not on all Linux distributions)
   
2. Create an ext2 filesystem on the 200MB partition.
   
   mke2fs /dev/sdc1 (replace sdc1 with the correct partition)
   
3. Create an ext3 filesystem on the 400MB partition and one of the 300MB logical drives.
   
   mke2fs -j /dev/sdb1 (replace sdb1 with the correct partition)
   
   mke2fs -j /dev/sdb5 (replace sdb5 with the correct partition)
   
4. Set the reserved space for root on the logical drive to 0 percent.
   
   tune2fs -m 0 /dev/sdb5
   
5. Verify your work with fdisk and df.
   
   mkfs (mke2fs) makes no difference in the output of these commands
   
   The big change is in the next topic: mounting
Chapter 35. mounting

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Once you've put a file system on a partition, you can mount it. Mounting a file system makes it available for use, usually as a directory. We say mounting a file system instead of mounting a partition because we will see later that we can also mount file systems that do not exist on partitions.
35.1. mounting local file systems

On all Unix systems, every file and every directory is part of one big file tree. To access a file, you need to know the full path starting from the root directory. When adding a file system to your computer, you need to make it available somewhere in the file tree. The directory where you make a file system available is called a mount point.

/bin/mkdir

This example shows how to create a new mount point with mkdir.

```bash
root@RHELv4u2:~# mkdir /home/project55
```

/bin/mount

When the mount point is created, and a file system is present on the partition, then mount can mount the file system on the mount point directory.

```bash
root@RHELv4u2:~# mount -t ext2 /dev/sdb1 /home/project55/
```

Once mounted, the new file system is accessible to users.

/etc/filesystems

Actually the explicit -t ext2 option to set the file system is not always necessary. The mount command is able to automatically detect a lot of file systems.

When mounting a file system without specifying explicitly the file system, then mount will first probe /etc/filesystems. Mount will skip lines with the nodev directive.

```
paul@RHELv4u4:~$ cat /etc/filesystems
ext3
ext2
nodev proc
nodev devpts
iso9660
vfat
hfs
paul@RHELv4u4:~$
```

/proc/filesystems

When /etc/filesystems does not exist, or ends with a single * on the last line, then mount will read /proc/filesystems.
Compiling...
/bin/df

A more user friendly way to look at mounted file systems is **df**. The **df (diskfree)** command has the added benefit of showing you the free space on each mounted disk. Like a lot of Linux commands, **df** supports the `-h` switch to make the output more human readable.

```
root@RHELv4u2:~# df
Filesystem  1K-blocks  Used  Available  Use% Mounted on
/dev/mapper/VolGroup00-LogVol00  11707972  6366996  4746240  58% /
/dev/sda1 101086  9300  86567  10% /boot
none  127988 0  127988 0% /dev/shm
/dev/sdb1 108865  1550 101694  2% /home/project55
```

```
root@RHELv4u2:~# df -h
Filesystem  Size  Used  Avail  Use% Mounted on
/dev/mapper/VolGroup00-LogVol00  12G  6.1G  4.6G  58% /
/dev/sda1  99M  9.1M  85M  10% /boot
none  125M 0  125M 0% /dev/shm
/dev/sdb1  107M  1.6M 100M  2% /home/project55
```

In the **df -h** example below you can see the size, free space, used gigabytes and percentage and mount point of a partition.

```
root@laika:~# df -h | egrep -e "(sdb2|File)"
Filesystem  Size  Used  Avail  Use% Mounted on
/dev/sdb2  92G  83G  8.6G  91% /media/sdb2
```

/bin/du

The **du** command can summarize **disk usage** for files and directories. Preventing **du** to go into subdirectories with the `-s` option will give you a total for that directory. This option is often used together with `-h`, so **du -sh** on a mount point gives the total amount used in that partition.

```
root@pasha:~# du -sh /home/reet
881G /home/reet
```

35.3. permanent mounts

Until now, we performed all mounts manually. This works nice, until the next reboot. Luckily there is a way to tell your computer to automatically mount certain file systems during boot.

/etc/fstab

This is done using the file system table located in the **/etc/fstab** file. Below is a sample **/etc/fstab** file.
By adding the following line, we can automate the mounting of a file system.

```
/dev/sdb1 /home/project55 ext2 defaults 0 0
```

### 35.4. securing mounts

File systems can be secured with several mount options. Here are some examples.

**ro**

The `ro` option will mount a file system as read only, preventing anyone from writing.

```
root@rhel53 ~# mount -t ext2 -o ro /dev/hdb1 /home/project42
touch: cannot touch `/home/project42/testwrite': Read-only file system
```

**noexec**

The `noexec` option will prevent the execution of binaries and scripts on the mounted file system.

```
root@rhel53 ~# mount -t ext2 -o noexec /dev/hdb1 /home/project42
root@rhel53 ~# cp /bin/cat /home/project42
```

```
root@rhel53 ~# echo echo hello > /home/project42/helloscript
```

```
root@rhel53 ~# chmod +x /home/project42/helloscript
```

```
-bash: /home/project42/helloscript: Permission denied
```
nosuid

The **nosuid** option will ignore **setuid** bit set binaries on the mounted file system.

Note that you can still set the **setuid** bit on files.

```
root@rhe153 ~# mount -o nosuid /dev/hdb1 /home/project42
root@rhe153 ~# cp /bin/sleep /home/project42/
root@rhe153 ~# chmod 4555 /home/project42/sleep
root@rhe153 ~# ls -l /home/project42/sleep
-r-sr-xr-x 1 root root 19564 Jun 24 17:57 /home/project42/sleep
```

But users cannot exploit the **setuid** feature.

```
root@rhe153 ~# su - paul
[paul@rhe153 ~]$ /home/project42/sleep 500 &
[1] 2876
[paul@rhe153 ~]$ ps -f 2876
UID   PID  PPID  C STIME TTY      STAT   TIME CMD
paul  2876  2853  0 17:58 pts/0    S      0:00 /home/project42/sleep 500
[paul@rhe153 ~]$ 
```

noacl

To prevent cluttering permissions with **acl**'s, use the **noacl** option.

```
root@rhe153 ~# mount -o noacl /dev/hdb1 /home/project42
```

More **mount options** can be found in the manual page of **mount**.
35.5. practice: mounting file systems

1. Mount the small 200MB partition on /home/project22.

2. Mount the big 400MB primary partition on /mnt, the copy some files to it (everything in /etc). Then umount, and mount the file system as read only on /srv/nfs/salesnumbers. Where are the files you copied?

3. Verify your work with fdisk, df and mount. Also look in /etc/mtab and /proc/mounts.

4. Make both mounts permanent, test that it works.

5. What happens when you mount a file system on a directory that contains some files?

6. What happens when you mount two file systems on the same mount point?

7. (optional) Describe the difference between these file searching commands: find, locate, updatedb, whereis, apropos and which.

8. (optional) Perform a file system check on the partition mounted at /srv/nfs/salesnumbers.
mounting

35.6. solution: mounting file systems

1. Mount the small 200MB partition on /home/project22.

   mkdir /home/project22
   mount /dev/sdc1 /home/project22

2. Mount the big 400MB primary partition on /mnt, the copy some files to it (everything in /etc). Then umount, and mount the file system as read only on /srv/nfs/salesnumbers. Where are the files you copied?

   mount /dev/sdb1 /mnt
   cp -r /etc /mnt
   ls -l /mnt
   umount /mnt
   ls -l /mnt
   mkdir -p /srv/nfs/salesnumbers
   mount /dev/sdb1 /srv/nfs/salesnumbers

   You see the files in /srv/nfs/salesnumbers now...

   But physically they are on ext3 on partition /dev/sdb1

3. Verify your work with **fdisk, df** and **mount**. Also look in **/etc/mtab** and **/proc/mounts**.

   fdisk -l
   df -h
   mount

   All three the above commands should show your mounted partitions.

   grep project22 /etc/mtab
   grep project22 /proc/mounts

4. Make both mounts permanent, test that it works.

   add the following lines to /etc/fstab

   /dev/sdc1 /home/project22 auto defaults 0 0
   /dev/sdb1 /srv/nfs/salesnumbers auto defaults 0 0

5. What happens when you mount a file system on a directory that contains some files?

   The files are hidden until **umount**.

6. What happens when you mount two file systems on the same mount point?

   Only the last mounted fs is visible.

7. (optional) Describe the difference between these file searching commands: **find, locate, updatedb, whereis, apropos** and **which**.

   man is your friend

8. (optional) Perform a file system check on the partition mounted at /srv/nfs/salesnumbers.
better to unmount first before
# fsck /dev/sdb1
Chapter 36. introduction to uuid's

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36.1. about unique objects

A **uuid** or **universally unique identifier** is used to uniquely identify objects. This 128bit standard allows anyone to create a unique **uuid**.

**/sbin/vol_id**

Below we use the **vol_id** utility to display the **uuid** of an **ext3** file system.

```
root@laika:~# vol_id --uuid /dev/sda1
825d4b79-ec40-4390-8a71-9261df8d4c82
```

**/lib/udev/vol_id**

Red Hat Enterprise Linux 5 puts **vol_id** in **/lib/udev/vol_id**, which is not in the $PATH. The syntax is also a bit different from Debian/Ubuntu.

```
root@rhel53 ~# /lib/udev/vol_id -u /dev/hda1
48a6a316-9ca9-4214-b5c6-e7b33a77e860
```

**/sbin/tune2fs**

We can also use **tune2fs** to find the **uuid** of a file system.

```
[root@RHEL5 ~]# tune2fs -l /dev/sda1 | grep UUID
Filesystem UUID: 11cfc8bc-07c0-4c3f-9f64-78422ef1dd5c
[root@RHEL5 ~]# /lib/udev/vol_id -u /dev/sda1
11cfc8bc-07c0-4c3f-9f64-78422ef1dd5c
```

36.2. uuid in **/etc/fstab**

You can use the **uuid** to make sure that a volume is universally uniquely identified in **/etc/fstab**. The device name can change depending on the disk devices that are present at boot time, but a **uuid** never changes.

First we use **tune2fs** to find the **uuid**.

```
[root@RHEL5 ~]# tune2fs -l /dev/sdc1 | grep UUID
Filesystem UUID: 7626d73a-2bb6-4937-90ca-e451025d64e8
```

Then we check that it is properly added to **/etc/fstab**, the **uuid** replaces the variable devicename /dev/sdc1.
introduction to uuid's

[root@RHEL5 ~]# grep UUID /etc/fstab
UUID=7626d73a-2bb6-4937-90ca-e451025d64e8 /home/pro42 ext3 defaults 0 0

Now we can mount the volume using the mount point defined in /etc/fstab.

[root@RHEL5 ~]# mount /home/pro42
[root@RHEL5 ~]# df -h | grep 42
/dev/sdc1 397M 11M 366M 3% /home/pro42

The real test now, is to remove /dev/sdb from the system, reboot the machine and see what happens. After the reboot, the disk previously known as /dev/sdc is now /dev/sdb.

[root@RHEL5 ~]# tune2fs -l /dev/sdb1 | grep UUID
Filesystem UUID: 7626d73a-2bb6-4937-90ca-e451025d64e8

And thanks to the uuid in /etc/fstab, the mountpoint is mounted on the same disk as before.

[root@RHEL5 ~]# df -h | grep sdb
/dev/sdb1 397M 11M 366M 3% /home/pro42

36.3. uuid in menu.lst

Recent incarnations of the Ubuntu distribution will use a uuid to identify the root file system. This example shows how a root=/dev/sda1 is replaced with a uuid.

title  Ubuntu 9.10, kernel 2.6.31-19-generic
uuid  f001ba5d-9077-422a-9634-8d23d57e782a
kernel /boot/vmlinuz-2.6.31-19-generic \
root=UUID=f001ba5d-9077-422a-9634-8d23d57e782a ro quiet splash
initrd /boot/initrd.img-2.6.31-19-generic

The screenshot above contains only four lines. The line starting with root= is the continuation of the kernel line.
36.4. practice: uuid and filesystems

1. Find the **uuid** of one of your **ext3** partitions with **tune2fs** and **vol_id**.
2. Use this **uuid** in **/etc/fstab** and test that it works with a simple **mount**.
3. (optional) Test it also by removing a disk (so the device name is changed). You can edit settings in vmware/Virtualbox to remove a hard disk.
4. Display the **root=** directive in **/boot/grub/menu.lst**. (We see later in the course how to maintain this file.)
5. (optional) Replace the **/dev/xxx** in **/boot/grub/menu.lst** with a **uuid** (use an extra stanza for this). Test that it works.
36.5. solution: uuid and filesystems

1. Find the **uuid** of one of your **ext3** partitions with **tune2fs** and **vol_id**.

   root@rhe55:~# /lib/udev/vol_id -u /dev/hda1
   60926898-2c78-49b4-a71d-c1d6310c87cc

   root@ubu1004:~# tune2fs -l /dev/sda2 | grep UUID
   Filesystem UUID:          3007b743-1dce-2d62-9a59-cf25f85191b7

2. Use this **uuid** in **/etc/fstab** and test that it works with a simple **mount**.

   tail -1 /etc/fstab
   UUID=60926898-2c78-49b4-a71d-c1d6310c87cc /home/pro42 ext3 defaults 0 0

3. (optional) Test it also by removing a disk (so the device name is changed). You can edit settings in vmware/Virtualbox to remove a hard disk.

4. Display the **root**= directive in **/boot/grub/menu.lst**. (We see later in the course how to maintain this file.)

   paul@deb503:~$ grep ^[^#] /boot/grub/menu.lst | grep root=
   kernel  /boot/vmlinuz-2.6.26-2-686 root=/dev/hda1 ro selinux=1 quiet
   kernel  /boot/vmlinuz-2.6.26-2-686 root=/dev/hda1 ro selinux=1 single

5. (optional) Replace the **/dev/xxx** in **/boot/grub/menu.lst** with a **uuid** (use an extra stanza for this). Test that it works.
Chapter 37. introduction to raid

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37.1. hardware or software

Redundant Array of Independent (originally Inexpensive) Disks or RAID can be set up using hardware or software. Hardware RAID is more expensive, but offers better performance. Software RAID is cheaper and easier to manage, but it uses your CPU and your memory.

Where ten years ago nobody was arguing about the best choice being hardware RAID, this has changed since technologies like mdadm, lvm and even zfs focus more on managability. The workload on the cpu for software RAID used to be high, but cpu's have gotten a lot faster.
37.2. raid levels

raid 0

raid 0 uses two or more disks, and is often called striping (or stripe set, or striped volume). Data is divided in chunks, those chunks are evenly spread across every disk in the array. The main advantage of raid 0 is that you can create larger drives. raid 0 is the only raid without redundancy.

jbod

jbod uses two or more disks, and is often called concatenating (spanning, spanned set, or spanned volume). Data is written to the first disk, until it is full. Then data is written to the second disk... The main advantage of jbod (Just a Bunch of Disks) is that you can create larger drives. JBOD offers no redundancy.

raid 1

raid 1 uses exactly two disks, and is often called mirroring (or mirror set, or mirrored volume). All data written to the array is written on each disk. The main advantage of raid 1 is redundancy. The main disadvantage is that you lose at least half of your available disk space (in other words, you at least double the cost).

raid 2, 3 and 4?

raid 2 uses bit level striping, raid 3 byte level, and raid 4 is the same as raid 5, but with a dedicated parity disk. This is actually slower than raid 5, because every write would have to write parity to this one (bottleneck) disk. It is unlikely that you will ever see these raid levels in production.

raid 5

raid 5 uses three or more disks, each divided into chunks. Every time chunks are written to the array, one of the disks will receive a parity chunk. Unlike raid 4, the parity chunk will alternate between all disks. The main advantage of this is that raid 5 will allow for full data recovery in case of one hard disk failure.

raid 6

raid 6 is very similar to raid 5, but uses two parity chunks. raid 6 protects against two hard disk failures. Oracle Solaris zfs calls this raidz2 (and also had raidz3 with triple parity).
raid 0+1

raid 0+1 is a mirror(1) of stripes(0). This means you first create two raid 0 stripe sets, and then you set them up as a mirror set. For example, when you have six 100GB disks, then the stripe sets are each 300GB. Combined in a mirror, this makes 300GB total. raid 0+1 will survive one disk failure. It will only survive the second disk failure if this disk is in the same stripe set as the previous failed disk.

raid 1+0

raid 1+0 is a stripe(0) of mirrors(1). For example, when you have six 100GB disks, then you first create three mirrors of 100GB each. You then stripe them together into a 300GB drive. In this example, as long as not all disks in the same mirror fail, it can survive up to three hard disk failures.

raid 50

raid 5+0 is a stripe(0) of raid 5 arrays. Suppose you have nine disks of 100GB, then you can create three raid 5 arrays of 200GB each. You can then combine them into one large stripe set.

many others

There are many other nested raid combinations, like raid 30, 51, 60, 100, 150, ...
37.3. building a software raid5 array

do we have three disks?

First, you have to attach some disks to your computer. In this scenario, three brand new disks of eight gigabyte each are added. Check with `fdisk -l` that they are connected.

```
[root@rhel6c ~]# fdisk -l 2> /dev/null | grep MB
Disk /dev/sdb: 8589 MB, 8589934592 bytes
Disk /dev/sdc: 8589 MB, 8589934592 bytes
Disk /dev/sdd: 8589 MB, 8589934592 bytes
```

fd partition type

The next step is to create a partition of type `fd` on every disk. The `fd` type is to set the partition as Linux RAID autodetect. See this (truncated) screenshot:

```
[root@rhel6c ~]# fdisk /dev/sdd
...  
Command (m for help): n
Command action  
 e  extended
 p  primary partition (1-4)
p
Partition number (1-4): 1
First cylinder (1-1044, default 1):  
Using default value 1
Last cylinder, +cylinders or +size{K,M,G} (1-1044, default 1044):  
Using default value 1044

Command (m for help): t
Selected partition 1
Hex code (type L to list codes): fd
Changed system type of partition 1 to fd (Linux raid autodetect)

Command (m for help): w
The partition table has been altered!
Calling ioctl() to re-read partition table.
Syncing disks.
```

verify all three partitions

Now all three disks are ready for raid 5, so we have to tell the system what to do with these disks.

```
[root@rhel6c ~]# fdisk -l 2> /dev/null | grep raid
/dev/sdb1  1  1044  8385898+  fd  Linux raid autodetect
/dev/sdc1  1  1044  8385898+  fd  Linux raid autodetect
/dev/sdd1  1  1044  8385898+  fd  Linux raid autodetect
```
create the raid5

The next step used to be create the raid table in /etc/raidtab. Nowadays, you can just issue the command mdadm with the correct parameters.

The command below is split on two lines to fit this print, but you should type it on one line, without the backslash (\).

[root@rhel6c ~]# mdadm --create /dev/md0 --chunk=64 --level=5 --raid-devices=3 /dev/sdb1 /dev/sdc1 /dev/sdd1
mdadm: Defaulting to version 1.2 metadata
mdadm: array /dev/md0 started.

Below a partial screenshot how fdisk -l sees the raid 5.

[root@rhel6c ~]# fdisk -l /dev/md0
Disk /dev/md0: 17.2 GB, 17172135936 bytes
2 heads, 4 sectors/track, 4192416 cylinders
Units = cylinders of 8 * 512 = 4096 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 65536 bytes / 131072 bytes
Disk identifier: 0x00000000

Disk /dev/md0 doesn't contain a valid partition table

We could use this software raid 5 array in the next topic: lvm.

/proc/mdstat

The status of the raid devices can be seen in /proc/mdstat. This example shows a raid 5 in the process of rebuilding.

[root@rhel6c ~]# cat /proc/mdstat
Personalities : [raid6] [raid5] [raid4]
md0 : active raid5 sdd1[3] sdc1[1] sdb1[0]
 16769664 blocks super 1.2 level 5, 64k chunk, algorithm 2 [3/2] [UU_]
  [=======>........] recovery = 62.8% (5266176/8384832) finish=0\n  .3min speed=139200K/sec

This example shows an active software raid 5.

[root@rhel6c ~]# cat /proc/mdstat
Personalities : [raid6] [raid5] [raid4]
md0 : active raid5 sdd1[3] sdc1[1] sdb1[0]
 16769664 blocks super 1.2 level 5, 64k chunk, algorithm 2 [3/3] [UUU]

mdadm --detail

Use mdadm --detail to get information on a raid device.

[root@rhel6c ~]# mdadm --detail /dev/md0
/dev/md0:
  Version : 1.2
Raid Level: raid5
Array Size: 16769664 (15.99 GiB 17.17 GB)
Used Dev Size: 8384832 (8.00 GiB 8.59 GB)
Raid Devices: 3
Total Devices: 3
Persistence: Superblock is persistent
State: clean
Active Devices: 3
Working Devices: 3
Failed Devices: 0
Spare Devices: 0
Layout: left-symmetric
Chunk Size: 64K
Name: rhel6c:0 (local to host rhel6c)
UUID: c10fd9c3:08f9a25f:be913027:999c8e1f
Events: 18

<table>
<thead>
<tr>
<th>Number</th>
<th>Major</th>
<th>Minor</th>
<th>RaidDevice</th>
<th>State</th>
<th>Device</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>8</td>
<td>17</td>
<td>0</td>
<td>active</td>
<td>/dev/sdb1</td>
</tr>
<tr>
<td>1</td>
<td>8</td>
<td>33</td>
<td>1</td>
<td>active</td>
<td>/dev/sdc1</td>
</tr>
<tr>
<td>3</td>
<td>8</td>
<td>49</td>
<td>2</td>
<td>active</td>
<td>/dev/sdd1</td>
</tr>
</tbody>
</table>

**removing a software raid**

The software raid is visible in `/proc/mdstat` when active. To remove the raid completely so you can use the disks for other purposes, you stop (de-activate) it with `mdadm`.

```
[root@rhel6c ~]# mdadm --stop /dev/md0
mdadm: stopped /dev/md0
```

The disks can now be repartitioned.
37.4. practice: raid

1. Add three virtual disks of 1GB each to a virtual machine.

2. Create a software raid 5 on the three disks. (It is not necessary to put a filesystem on it)

3. Verify with fdisk and in /proc that the raid 5 exists.

4. (optional) Stop and remove the raid 5.

5. (optional) Create a raid 1 to mirror two disks.
### 37.5. solution: raid

1. Add three virtual disks of 1GB each to a virtual machine.

2. Create a software **raid 5** on the three disks. (It is not necessary to put a filesystem on it)

3. Verify with `fdisk` and in `/proc` that the **raid 5** exists.

4. (optional) Stop and remove the **raid 5**.

5. (optional) Create a **raid 1** to mirror two disks.

```bash
[root@rhel6c ~]# mdadm --create /dev/md0 --level=1 --raid-devices=2 /dev/sdb1 /dev/sdc1
mdadm: Defaulting to version 1.2 metadata
mdadm: array /dev/md0 started.
[root@rhel6c ~]# cat /proc/mdstat
Personalities : [raid6] [raid5] [raid4] [raid1]
md0 : active raid1 sdc1[1] sdb1[0]
     8384862 blocks super 1.2 [2/2] [UU]
     [====>..................] resync = 20.8% (1745152/8384862) \nfinish=0.5min speed=218144K/sec
```
Chapter 38. logical volume management

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38.1. introduction to lvm

problems with standard partitions

There are some problems when working with hard disks and standard partitions. Consider a system with a small and a large hard disk device, partitioned like this. The first disk (/dev/sda) is partitioned in two, the second disk (/dev/sdb) has three partitions.

Table 38.1. disk partitioning example

<table>
<thead>
<tr>
<th>/dev/sda</th>
<th>/dev/sdb</th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>/dev/sda1</td>
<td>/dev/sdb1</td>
<td>/dev/sda2</td>
<td>/dev/sdb2</td>
<td>/dev/sdb3 unused</td>
</tr>
<tr>
<td>/boot</td>
<td>/var</td>
<td>/home</td>
<td>/project42</td>
<td></td>
</tr>
<tr>
<td>ext2</td>
<td>ext3</td>
<td>ext2</td>
<td>reiserfs</td>
<td>ext3</td>
</tr>
</tbody>
</table>

In the example above, consider the options when you want to enlarge the space available for /project42. What can you do? The solution will always force you to unmount the filesystem, take a backup of the data, remove and recreate partitions, and then restore the data and remount the file system.

solution with lvm

Using lvm will create a virtual layer between the mounted file systems and the hardware devices. This virtual layer will allow for an administrator to enlarge a mounted file system in use. When lvm is properly used, then there is no need to unmount the file system to enlarge it.

Table 38.2. LVM Example

<table>
<thead>
<tr>
<th>/dev/sda</th>
<th>/dev/sdb</th>
<th>Volume Group</th>
</tr>
</thead>
<tbody>
<tr>
<td>/boot</td>
<td>/var</td>
<td>/home</td>
</tr>
<tr>
<td>ext2</td>
<td>ext3</td>
<td>ext2</td>
</tr>
</tbody>
</table>

about lvm

Most lvm implementations support physical storage grouping, logical volume resizing and data migration.

Physical storage grouping is a fancy name for grouping multiple physical devices (hard disks) into a logical mass storage device. To enlarge this physical group, hard disks or even single partitions can be added at a later time. The size of lvm volumes on this physical group is independent of the individual size of the components. The total size of the group is the limit.
One of the nicest features of **lvm** is the logical volume resizing. You can increase the size of an **lvm volume**, sometimes even without any downtime. Additionally, you can migrate data away from a failing hard disk device.

### 38.2. lvm terminology

**physical volume (pv)**

A **physical volume** is a disk, a partition or a (hardware or software) RAID device. All these devices can become a member of a **Volume Group**.

**volume group (vg)**

A **Volume Group** is an abstraction layer between **Physical Devices** and **Logical Volumes**.

**logical volume (lv)**

A **Logical Volume** is created in a **Volume Group**. Logical Volumes that contain a file system can be mounted. The use of logical volumes is similar to the use of partitions (both are standard block devices) and is accomplished with the same standard commands (mkfs, mount, fsck, df, ...).
38.3. example: using lvm

This example shows how you can use a device (in this case /dev/sdc, but it could have been /dev/sdb or any other disk or partition) with lvm, how to create a volume group (vg) and how to create and use a logical volume (vg/lvol0).

First thing to do, is create physical volumes that can join the volume group with pvcreate. This command makes a disk or partition available for use in Volume Groups. The screenshot shows how to present the SCSI Disk device to LVM.

```
root@RHEL4:~# pvcreate /dev/sdc
Physical volume "/dev/sdc" successfully created
```

Note for home users: lvm will work fine when using the complete disk, but another operating system on the same computer will not recognize lvm and will mark the disk as being empty! You can avoid this by creating a partition that spans the whole disk, then run pvcreate on the partition instead of the disk.

Then vgcreate creates a volume group using one device. Note that more devices could be added to the volume group.

```
root@RHEL4:~# vgcreate vg /dev/sdc
Volume group "vg" successfully created
```

The last step lvcreate creates a logical volume.

```
root@RHEL4:~# lvcreate --size 500m vg
Logical volume "lvol0" created
```

The logical volume /dev/vg/lvol0 can now be formatted with ext2, and mounted for normal use.

```
root@RHELv4u2:~# mke2fs -m0 -j /dev/vg/lvol0
mke2fs 1.35 (28-Feb-2004)
Filesystem label=
OS type: Linux
Block size=1024 (log=0)
Fragment size=1024 (log=0)
128016 inodes, 512000 blocks
0 blocks (0.00%) reserved for the super user
First data block=1
Maximum filesystem blocks=67633152
63 block groups
8192 blocks per group, 8192 fragments per group
2032 inodes per group
Superblock backups stored on blocks:
8193, 24577, 40961, 57345, 73729, 204801, 221185, 401409
Writing inode tables: done
Creating journal (8192 blocks): done
Writing superblocks and filesystem accounting information: done
```
This filesystem will be automatically checked every 37 mounts or 180 days, whichever comes first. Use tune2fs -c or -i to override.

```
root@RHELv4u2:~# mkdir /home/project10
root@RHELv4u2:~# mount /dev/vg/lvol0 /home/project10/
root@RHELv4u2:~# df -h | grep proj
/dev/mapper/vg-lvol0  485M  11M  474M   3% /home/project10
```

A logical volume is very similar to a partition, it can be formatted with a file system, and can be mounted so users can access it.
38.4. example: extend a logical volume

A logical volume can be extended without unmounting the file system. Whether or not a volume can be extended depends on the file system it uses. Volumes that are mounted as vfat or ext2 cannot be extended, so in the example here we use the ext3 file system.

The fdisk command shows us newly added scsi-disks that will serve our lvm volume. This volume will then be extended. First, take a look at these disks.

```
[root@RHEL5 ~]# fdisk -l | grep sd[bc]
Disk /dev/sdb doesn't contain a valid partition table
Disk /dev/sdc doesn't contain a valid partition table
Disk /dev/sdb: 1181 MB, 1181115904 bytes
Disk /dev/sdc: 429 MB, 429496320 bytes
```

You already know how to partition a disk, below the first disk is partitioned (in one big primary partition), the second disk is left untouched.

```
[root@RHEL5 ~]# fdisk -l | grep sd[bc]
Disk /dev/sdc doesn't contain a valid partition table
Disk /dev/sdb: 1181 MB, 1181115904 bytes
/dev/sdb1               1         143     1148616   83  Linux
Disk /dev/sdc: 429 MB, 429496320 bytes
```

You also know how to prepare disks for lvm with pvcreate, and how to create a volume group with vgcreate. This example adds both the partitioned disk and the untouched disk to the volume group named vg2.

```
[root@RHEL5 ~]# pvcreate /dev/sdb1
Physical volume "/dev/sdb1" successfully created
[root@RHEL5 ~]# pvcreate /dev/sdc
Physical volume "/dev/sdc" successfully created
[root@RHEL5 ~]# vgcreate vg2 /dev/sdb1 /dev/sdc
Volume group "vg2" successfully created
```

You can use pvdisplay to verify that both the disk and the partition belong to the volume group.

```
[root@RHEL5 ~]# pvdisplay | grep -B1 vg2
PV Name           /dev/sdb1
VG Name           vg2
--
PV Name           /dev/sdc
VG Name           vg2
```

And you are familiar both with the lvcreate command to create a small logical volume and the mke2fs command to put ext2 on it.
As you see, we end up with a mounted logical volume that according to `df` is almost 200 megabyte in size.

Extending the volume is easy with `lvextend`.

But as you can see, there is a small problem: it appears that `df` is not able to display the extended volume in its full size. This is because the filesystem is only set for the size of the volume before the extension was added.

With `lvdisplay` however we can see that the volume is indeed extended.

To finish the extension, you need `resize2fs` to span the filesystem over the full size of the logical volume.

Congratulations, you just successfully expanded a logical volume.
38.5. example: resize a physical Volume

This is a humble demonstration of how to resize a physical Volume with lvm (after you resize it with fdisk). The demonstration starts with a 100MB partition named /dev/sde1. We used fdisk to create it, and to verify the size.

```
[root@RHEL5 ~]# fdisk -l 2>/dev/null | grep sde1
/dev/sde1               1         100      102384   83  Linux
[root@RHEL5 ~]#
```

Now we can use pvcreate to create the Physical Volume, followed by pvs to verify the creation.

```
[root@RHEL5 ~]# pvcreate /dev/sde1
Physical volume "/dev/sde1" successfully created
[root@RHEL5 ~]# pvs | grep sde1
/dev/sde1             lvm2 --    99.98M  99.98M
[root@RHEL5 ~]#
```

The next step is to use fdisk to enlarge the partition (actually deleting it and then recreating /dev/sde1 with more cylinders).

```
[root@RHEL5 ~]# fdisk /dev/sde
Command (m for help): p
Disk /dev/sde: 858 MB, 858993152 bytes
64 heads, 32 sectors/track, 819 cylinders
Units = cylinders of 2048 * 512 = 1048576 bytes

Device Boot Start End Blocks Id System
/dev/sde1               1         100      102384   83  Linux

Command (m for help): d
Selected partition 1

Command (m for help): n
Command action
  e extended
  p primary partition (1-4)
p
Partition number (1-4): Value out of range.
Partition number (1-4): 1
First cylinder (1-819, default 1):
Using default value 1
Last cylinder or +size or +sizeM or +sizeK (1-819, default 819): 200

Command (m for help): w
The partition table has been altered!
Calling ioctl() to re-read partition table.
Syncing disks.
[root@RHEL5 ~]#
```
When we now use fdisk and pvs to verify the size of the partition and the Physical Volume, then there is a size difference. LVM is still using the old size.

```
[root@RHEL5 ~]# fdisk -l 2>/dev/null | grep sde1
/dev/sde1               1         200      204784   83  Linux
[root@RHEL5 ~]# pvs | grep sde1
/dev/sde1             lvm2 --    99.98M  99.98M
[root@RHEL5 ~]#
```

Executing pvresize on the Physical Volume will make lvm aware of the size change of the partition. The correct size can be displayed with pvs.

```
[root@RHEL5 ~]# pvresize /dev/sde1
  Physical volume "/dev/sde1" changed
  1 physical volume(s) resized / 0 physical volume(s) not resized
[root@RHEL5 ~]# pvs | grep sde1
/dev/sde1             lvm2 -- 199.98M 199.98M
[root@RHEL5 ~]#
```
38.6. example: mirror a logical volume

We start by creating three physical volumes for lvm. Then we verify the creation and the size with pvs. Three physical disks because lvm uses two disks for the mirror and a third disk for the mirror log!

```bash
[root@RHEL5 ~]# pvcreate /dev/sdb /dev/sdc /dev/sdd
Physical volume "/dev/sdb" successfully created
Physical volume "/dev/sdc" successfully created
Physical volume "/dev/sdd" successfully created
[root@RHEL5 ~]# pvs
PV     VG      Fmt  Attr  PSize   PFree
/dev/sdb          lvm2 --  409.60M 409.60M
/dev/sdc          lvm2 --  409.60M 409.60M
/dev/sdd          lvm2 --  409.60M 409.60M
```

Then we create the Volume Group and verify again with pvs. Notice how the three physical volumes now belong to vg33, and how the size is rounded down (in steps of the extent size, here 4MB).

```bash
[root@RHEL5 ~]# vgcreate vg33 /dev/sdb /dev/sdc /dev/sdd
Volume group "vg33" successfully created
[root@RHEL5 ~]# pvs
PV     VG      Fmt  Attr  PSize   PFree
/dev/sda2  VolGroup00 lvm2 a-  15.88G      0
/dev/sdb   vg33       lvm2 a-   408.00M 408.00M
/dev/sdc   vg33       lvm2 a-   408.00M 408.00M
/dev/sdd   vg33       lvm2 a-   408.00M 408.00M
```

The last step is to create the Logical Volume with `lvcreate`. Notice the `-m 1` switch to create one mirror. Notice also the change in free space in all three Physical Volumes!

```bash
[root@RHEL5 ~]# lvcreate --size 300m -n lvmir -m 1 vg33
Logical volume "lvmir" created
[root@RHEL5 ~]# pvs
PV     VG      Fmt  Attr  PSize   PFree
/dev/sda2  VolGroup00 lvm2 a-  15.88G      0
/dev/sdb   vg33       lvm2 a-   408.00M 108.00M
/dev/sdc   vg33       lvm2 a-   408.00M 108.00M
/dev/sdd   vg33       lvm2 a-   408.00M 404.00M
```

You can see the copy status of the mirror with `lvs`. It currently shows a 100 percent copy.

```bash
[root@RHEL5 ~]# lvs vg33/lvmir
LV VG  Attr  LSize Origin Snap% Move Log Copy%
lvmir vg33 mwi-ao 300.00M                    lvmir_mlog 100.00
```
38.7. example: snapshot a logical volume

A snapshot is a virtual copy of all the data at a point in time on a volume. A snapshot Logical Volume will retain a copy of all changed files of the snapshotted Logical Volume.

The example below creates a snapshot of the bigLV Logical Volume.

[root@RHEL5 ~]# lvcreate -L100M -s -n snapLV vg42/bigLV
Logical volume "snapLV" created
[root@RHEL5 ~]#

You can see with lvs that the snapshot snapLV is indeed a snapshot of bigLV. Moments after taking the snapshot, there are few changes to bigLV (0.02 percent).

[root@RHEL5 ~]# lvs
LV       VG         Attr   LSize   Origin Snap%  Move Log Copy%
bigLV    vg42       owi-a-  200.00M
snapshot vg42       swi-a-   100.00M bigLV    0.02
[root@RHEL5 ~]#

But after using bigLV for a while, more changes are done. This means the snapshot volume has to keep more original data (10.22 percent).

[root@RHEL5 ~]# lvs | grep vg42
bigLV    vg42       owi-ao  200.00M
snapshot vg42       swi-a-   100.00M bigLV   10.22
[root@RHEL5 ~]#

You can now use regular backup tools (dump, tar, cpio, ...) to take a backup of the snapshot Logical Volume. This backup will contain all data as it existed on bigLV at the time the snapshot was taken. When the backup is done, you can remove the snapshot.

[root@RHEL5 ~]# lvremove vg42/snapLV
Do you really want to remove active logical volume "snapLV"? [y/n]: y
Logical volume "snapLV" successfully removed
[root@RHEL5 ~]#
38.8. verifying existing physical volumes

lvmdiskscan

To get a list of block devices that can be used with LVM, use `lvmdiskscan`. The example below uses `grep` to limit the result to SCSI devices.

```
[root@RHEL5 ~]# lvmdiskscan | grep sd
/dev/sda1                [      101.94 MB]
/dev/sda2                [       15.90 GB] LVM physical volume
/dev/sdb                 [      409.60 MB]
/dev/sdc                 [      409.60 MB] LVM physical volume
/dev/sdd                 [      409.60 MB]
/dev/sde1                [       95.98 MB]
/dev/sde5                [      191.98 MB]
/dev/sdf                 [      819.20 MB] LVM physical volume
/dev/sdg1                [      818.98 MB]
[root@RHEL5 ~]#
```

pvs

The easiest way to verify whether devices are known to LVM is with the `pvs` command. The screenshot below shows that only `/dev/sda2` is currently known for use with LVM. It shows that `/dev/sda2` is part of Volgroup00 and is almost 16GB in size. It also shows `/dev/sdc` and `/dev/sdd` as part of vg33. The device `/dev/sdb` is known to LVM, but not linked to any Volume Group.

```
[root@RHEL5 ~]# pvs
PV         VG         Fmt  Attr PSize   PFree
/dev/sda2  VolGroup00 lvm2 a-    15.88G      0
/dev/sdb              lvm2 --   409.60M 409.60M
/dev/sdc   vg33       lvm2 a-   408.00M 408.00M
/dev/sdd   vg33       lvm2 a-   408.00M 408.00M
[root@RHEL5 ~]#
```

pvscan

The `pvscan` command will scan all disks for existing Physical Volumes. The information is similar to `pvs`, plus you get a line with total sizes.

```
[root@RHEL5 ~]# pvscan
PV /dev/sdc  VG vg33  lvm2 [408.00 MB / 408.00 MB free]
PV /dev/sdd  VG vg33  lvm2 [408.00 MB / 408.00 MB free]
PV /dev/sda2  VG VolGroup00 lvm2 [15.88 GB / 0  free]
PV /dev/sdb  lvm2 [409.60 MB]
[root@RHEL5 ~]#
```
**pvdisplay**

Use `pvdisplay` to get more information about physical volumes. You can also use `pvdisplay` without an argument to display information about all physical (lvm) volumes.

```
[root@RHEL5 ~]# pvdisplay /dev/sda2
--- Physical volume ---
PV Name               /dev/sda2
VG Name               VolGroup00
PV Size               15.90 GB / not usable 20.79 MB
Allocatable           yes (but full)
PE Size (KByte)       32768
Total PE              508
Free PE               0
Allocated PE          508
PV UUID               TobYfp-Ggg0-Rf8r-xtLd-5XgN-RSPc-8vkTHD
```

```
[root@RHEL5 ~]#
```
38.9. verifying existing volume groups

vgs

Similar to pvs is the use of vgs to display a quick overview of all volume groups. There is only one volume group in the screenshot below, it is named VolGroup00 and is almost 16GB in size.

```
[root@RHEL5 ~]# vgs
 VG  #PV #LV #SN Attr VSize VFree
 VolGroup00 1 2 0 wz--n- 15.88G 0
[root@RHEL5 ~]#
```

vgscan

The vgscan command will scan all disks for existing Volume Groups. It will also update the /etc/lvm/.cache file. This file contains a list of all current lvm devices.

```
[root@RHEL5 ~]# vgscan
    Reading all physical volumes. This may take a while...
    Found volume group "VolGroup00" using metadata type lvm2
[root@RHEL5 ~]#
```

LVM will run the vgscan automatically at boot-up, so if you add hot swap devices, then you will need to run vgscan to update /etc/lvm/.cache with the new devices.

vgdisplay

The vgdisplay command will give you more detailed information about a volume group (or about all volume groups if you omit the argument).

```
[root@RHEL5 ~]# vgdisplay VolGroup00
 --- Volume group ---
 VG Name               VolGroup00
 System ID
 Format                lvm2
 Metadata Areas        1
 Metadata Sequence No  3
 VG Access             read/write
 VG Status             resizable
 MAX LV                0
 Cur LV                2
 Open LV               2
 Max PV                0
 Cur PV                1
 Act PV                1
 VG Size               15.88 GB
 PE Size               32.00 MB
 Total PE             508
```
Allocate PE / Size: 508 / 15.88 GB
Free PE / Size: 0 / 0
VG UUID: qsXvJb-71qV-917U-ishX-FobM-qptE-VXmK1g

[root@RHEL5 ~]#
38.10. verifying existing logical volumes

**lvs**

Use `lvs` for a quick look at all existing logical volumes. Below you can see two logical volumes named LogVol00 and LogVol01.

```
[root@RHEL5 ~]# lvs
LV   VG       Attr  LSize  Origin Snap%  Move Log Copy%
LogVol00 VolGroup00 -wi-ao 14.88G
LogVol01 VolGroup00 -wi-ao  1.00G
[root@RHEL5 ~]#
```

**lvscan**

The `lvscan` command will scan all disks for existing Logical Volumes.

```
[root@RHEL5 ~]# lvscan
ACTIVE            '/dev/VolGroup00/LogVol00' [14.88 GB] inherit
ACTIVE            '/dev/VolGroup00/LogVol01' [1.00 GB] inherit
[root@RHEL5 ~]#
```

**lvdisplay**

More detailed information about logical volumes is available through the `lvdisplay(1)` command.

```
[root@RHEL5 ~]# lvdisplay VolGroup00/LogVol01
--- Logical volume ---
LV Name                /dev/VolGroup00/LogVol01
VG Name                VolGroup00
LV UUID                RnTGK6-xWsi-t530-ksJx-7cax-co5c-A1K1Dp
LV Write Access        read/write
LV Status              available
# open                 1
LV Size                1.00 GB
Current LE             32
Segments               1
Allocation             inherit
Read ahead sectors     0
Block device           253:1
```


38.11. manage physical volumes

**pvcreate**

Use the `pvcreate` command to add devices to lvm. This example shows how to add a disk (or hardware RAID device) to lvm.

```
[root@RHEL5 ~]# pvcreate /dev/sdb
Physical volume "/dev/sdb" successfully created
[root@RHEL5 ~]#
```

This example shows how to add a partition to lvm.

```
[root@RHEL5 ~]# pvcreate /dev/sdc1
Physical volume "/dev/sdc1" successfully created
[root@RHEL5 ~]#
```

You can also add multiple disks or partitions as target to pvcreate. This example adds three disks to lvm.

```
[root@RHEL5 ~]# pvcreate /dev/sde /dev/sdf /dev/sdg
Physical volume "/dev/sde" successfully created
Physical volume "/dev/sdf" successfully created
Physical volume "/dev/sdg" successfully created
[root@RHEL5 ~]#
```

**pvremove**

Use the `pvremove` command to remove physical volumes from lvm. The devices may not be in use.

```
[root@RHEL5 ~]# pvremove /dev/sde /dev/sdf /dev/sdg
Labels on physical volume "/dev/sde" successfully wiped
Labels on physical volume "/dev/sdf" successfully wiped
Labels on physical volume "/dev/sdg" successfully wiped
[root@RHEL5 ~]#
```

**pvresize**

When you used fdisk to resize a partition on a disk, then you must use `pvresize` to make lvm recognize the new size of the physical volume that represents this partition.

```
[root@RHEL5 ~]# pvresize /dev/sde1
Physical volume "/dev/sde1" changed
1 physical volume(s) resized / 0 physical volume(s) not resized
```
**pvchange**

With **pvchange** you can prevent the allocation of a Physical Volume in a new Volume Group or Logical Volume. This can be useful if you plan to remove a Physical Volume.

```
[root@RHEL5 ~]# pvchange -xn /dev/sdd
 Physical volume "/dev/sdd" changed
 1 physical volume changed / 0 physical volumes not changed
[root@RHEL5 ~]#
```

To revert your previous decision, this example shows you how to re-enable the Physical Volume to allow allocation.

```
[root@RHEL5 ~]# pvchange -xy /dev/sdd
 Physical volume "/dev/sdd" changed
 1 physical volume changed / 0 physical volumes not changed
[root@RHEL5 ~]#
```

**pvmove**

With **pvmove** you can move Logical Volumes from within a Volume Group to another Physical Volume. This must be done before removing a Physical Volume.

```
[root@RHEL5 ~]# pvs | grep vg1
     /dev/sdf   vg1        lvm2 a-   816.00M      0
     /dev/sdg   vg1        lvm2 a-   816.00M 816.00M
[root@RHEL5 ~]# pvmove /dev/sdf
/dev/sdf: Moved: 70.1%
/dev/sdf: Moved: 100.0%
[root@RHEL5 ~]# pvs | grep vg1
     /dev/sdf   vg1        lvm2 a-   816.00M 816.00M
     /dev/sdg   vg1        lvm2 a-   816.00M 816.00M
```
38.12. manage volume groups

vgcreate

Use the `vgcreate` command to create a volume group. You can immediately name all the physical volumes that span the volume group.

    [root@RHEL5 ~]# vgcreate vg42 /dev/sde /dev/sdf
    Volume group "vg42" successfully created
    [root@RHEL5 ~]#

vgextend

Use the `vgextend` command to extend an existing volume group with a physical volume.

    [root@RHEL5 ~]# vgextend vg42 /dev/sdg
    Volume group "vg42" successfully extended
    [root@RHEL5 ~]#

vgremove

Use the `vgremove` command to remove volume groups from LVM. The volume groups may not be in use.

    [root@RHEL5 ~]# vgremove vg42
    Volume group "vg42" successfully removed
    [root@RHEL5 ~]#

vgreduce

Use the `vgreduce` command to remove a Physical Volume from the Volume Group.

The following example adds Physical Volume `/dev/sdg` to the `vg1` Volume Group using `vgextend`. And then removes it again using `vgreduce`.

    [root@RHEL5 ~]# pvs | grep sdg
    /dev/sdg        lvm2 --   819.20M 819.20M
    [root@RHEL5 ~]# vgextend vg1 /dev/sdg
    Volume group "vg1" successfully extended
    [root@RHEL5 ~]# pvs | grep sdg
    /dev/sdg       vg1  lvm2 a-   816.00M 816.00M
    [root@RHEL5 ~]# vgreduce vg1 /dev/sdg
    Removed "/dev/sdg" from volume group "vg1"
    [root@RHEL5 ~]# pvs | grep sdg
**Logical Volume Management**

/dev/sdg              lvm2 --   819.20M 819.20M

**vgchange**

Use the `vgchange` command to change parameters of a Volume Group.

This example shows how to prevent Physical Volumes from being added or removed to the Volume Group `vg1`.

```
[root@RHEL5 ~]# vgchange -xn vg1
Volume group "vg1" successfully changed
[root@RHEL5 ~]# vgextend vg1 /dev/sdg
Volume group vg1 is not resizable.
```

You can also use `vgchange` to change most other properties of a Volume Group. This example changes the maximum number of Logical Volumes and maximum number of Physical Volumes that `vg1` can serve.

```
[root@RHEL5 ~]# vgdisplay vg1 | grep -i max
  MAX LV 0
  Max PV 0
[root@RHEL5 ~]# vgchange -l16 vg1
Volume group "vg1" successfully changed
[root@RHEL5 ~]# vgchange -p8 vg1
Volume group "vg1" successfully changed
[root@RHEL5 ~]# vgdisplay vg1 | grep -i max
  MAX LV 16
  Max PV 8
```

**vgmerge**

Merging two Volume Groups into one is done with `vgmerge`. The following example merges `vg2` into `vg1`, keeping all the properties of `vg1`.

```
[root@RHEL5 ~]# vgmerge vg1 vg2
Volume group "vg2" successfully merged into "vg1"
[root@RHEL5 ~]#
```
38.13. manage logical volumes

lvcreate

Use the `lvcreate` command to create Logical Volumes in a Volume Group. This example creates an 8GB Logical Volume in Volume Group vg42.

```
[root@RHEL5 ~]# lvcreate -L5G vg42
  Logical volume "lvol0" created
[root@RHEL5 ~]#
```

As you can see, lvm automatically names the Logical Volume `lvol0`. The next example creates a 200MB Logical Volume named `MyLV` in Volume Group vg42.

```
[root@RHEL5 ~]# lvcreate -L200M -nMyLV vg42
  Logical volume "MyLV" created
[root@RHEL5 ~]#
```

The next example does the same thing, but with different syntax.

```
[root@RHEL5 ~]# lvcreate --size 200M -n MyLV vg42
  Logical volume "MyLV" created
[root@RHEL5 ~]#
```

This example creates a Logical Volume that occupies 10 percent of the Volume Group.

```
[root@RHEL5 ~]# lvcreate -l 10%VG -n MyLV2 vg42
  Logical volume "MyLV2" created
[root@RHEL5 ~]#
```

This example creates a Logical Volume that occupies 30 percent of the remaining free space in the Volume Group.

```
[root@RHEL5 ~]# lvcreate -l 30%FREE -n MyLV3 vg42
  Logical volume "MyLV3" created
[root@RHEL5 ~]#
```

lvremove

Use the `lvremove` command to remove Logical Volumes from a Volume Group. Removing a Logical Volume requires the name of the Volume Group.

```
[root@RHEL5 ~]# lvremove vg42/MyLV
```
Do you really want to remove active logical volume "MyLV"? [y/n]: y
Logical volume "MyLV" successfully removed

Removing multiple Logical Volumes will request confirmation for each individual volume.

Do you really want to remove active logical volume "MyLV"? [y/n]: y
Logical volume "MyLV" successfully removed
Do you really want to remove active logical volume "MyLV2"? [y/n]: y
Logical volume "MyLV2" successfully removed
Do you really want to remove active logical volume "MyLV3"? [y/n]: y
Logical volume "MyLV3" successfully removed

lvextend

Extending the volume is easy with lvextend. This example extends a 200MB Logical Volume with 100 MB.

The next example creates a 100MB Logical Volume, and then extends it to 500MB.

This example doubles the size of a Logical Volume.

lvrename

Renaming a Logical Volume is done with lvrename. This example renames extLV to bigLV in the vg42 Volume Group.
[root@RHEL ~]# lvrename vg42/extLV vg42/bigLV
   Renamed "extLV" to "bigLV" in volume group "vg42"
[root@RHEL ~]#
38.14. practice : lvm

1. Create a volume group that contains a complete disk and a partition on another disk.

2. Create two logical volumes (a small one and a bigger one) in this volumegroup. Format them with ext3, mount them and copy some files to them.

3. Verify usage with fdisk, mount, pvs, vgs, lvs, pvdisplay, vgdisplay, lvdisplay and df. Does fdisk give you any information about lvm?

4. Enlarge the small logical volume by 50 percent, and verify your work!

5. Take a look at other commands that start with vg*, pv* or lv*.

6. Create a mirror and a striped Logical Volume.

7. Convert a linear logical volume to a mirror.

8. Convert a mirror logical volume to a linear.

9. Create a snapshot of a Logical Volume, take a backup of the snapshot. Then delete some files on the Logical Volume, then restore your backup.

10. Move your volume group to another disk (keep the Logical Volumes mounted).

11. If time permits, split a Volume Group with vgsplit, then merge it again with vgmerge.
Chapter 39. iSCSI devices

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This chapter teaches you how to setup an iSCSI target server and an iSCSI initiator client.
39.1. iSCSI terminology

iSCSI is a protocol that enables SCSI over IP. This means that you can have local SCSI devices (like /dev/sdb) without having the storage hardware in the local computer.

The computer holding the physical storage hardware is called the iSCSI Target. Each individual addressable iSCSI device on the target server will get a LUN number.

The iSCSI client computer that is connecting to the Target server is called an Initiator. An initiator will send SCSI commands over IP instead of directly to the hardware. The Initiator will connect to the Target.

39.2. iSCSI target installation

Installing the software for the target server requires iscsitarget on Ubuntu and Debian, and an extra iscsitarget-dkms for the kernel modules only on Debian.

```
root@debby6:~# aptitude install iscsitarget
The following NEW packages will be installed:
  iscsitarget
0 packages upgraded, 1 newly installed, 0 to remove and 0 not upgraded.
Need to get 69.4 kB of archives. After unpacking 262 kB will be used.
Get:1 http://ftp.belnet.be/debian/ squeeze/main iscsitarget i386 1.4.20.2-1 [69.4 kB]
Fetched 69.4 kB in 0s (415 kB/s)
Selecting previously deselected package iscsitarget.
(Reading database ... 36441 files and directories currently installed.)
Unpacking iscsitarget (from .../iscsitarget_1.4.20.2-1_i386.deb) ...
Processing triggers for man-db ...
Setting up iscsitarget (1.4.20.2-1) ...
iscsitarget not enabled in "/etc/default/iscsitarget", not starting... ... (warning).
```

On Debian 6 you will also need aptitude install iscsitarget-dkms for the kernel modules, on Debian 5 this is aptitude install iscsitarget-modules-`uname -a`. Ubuntu includes the kernel modules in the main package.

The iSCSI target server is disabled by default, so we enable it.

```
root@debby6:~# cat /etc/default/iscsitarget
ISCSITARGET_ENABLE=false
root@debby6:~# vi /etc/default/iscsitarget
root@debby6:~# cat /etc/default/iscsitarget
ISCSITARGET_ENABLE=true
```
39.3. iSCSI target setup

You can use LVM volumes (/dev/md0/lvol0), physical partitions (/dev/sda) ,raid devices (/dev/md0) or just plain files for storage. In this demo, we use files created with `dd`.

This screenshot shows how to create three small files (100MB, 200MB and 300MB).

```
root@debby6:~# mkdir /iscsi
root@debby6:~# dd if=/dev/zero of=/iscsi/lun1.img bs=1M count=100
  100+0 records in
  100+0 records out
10485760 bytes (105 MB) copied, 0.315825 s, 332 MB/s
root@debby6:~# dd if=/dev/zero of=/iscsi/lun2.img bs=1M count=200
  200+0 records in
  200+0 records out
209715200 bytes (210 MB) copied, 1.08342 s, 194 MB/s
root@debby6:~# dd if=/dev/zero of=/iscsi/lun3.img bs=1M count=300
  300+0 records in
  300+0 records out
314572800 bytes (315 MB) copied, 1.36209 s, 231 MB/s
```

We need to declare these three files as iSCSI targets in `/etc/iet/ietd.conf` (used to be /etc/ietd.conf).

```
root@debby6:/etc/iet# cp ietd.conf ietd.conf.original
root@debby6:/etc/iet# > ietd.conf
root@debby6:/etc/iet# vi ietd.conf
root@debby6:/etc/iet# cat ietd.conf
Target iqn.2010-02.be.linux-training:storage.lun1
  IncomingUser isuser hunter2
  OutgoingUser
  Lun 0 Path=/iscsi/lun1.img,Type=fileio
  Alias LUN1
Target iqn.2010-02.be.linux-training:storage.lun2
  IncomingUser isuser hunter2
  OutgoingUser
  Lun 0 Path=/iscsi/lun2.img,Type=fileio
  Alias LUN2
Target iqn.2010-02.be.linux-training:storage.lun3
  IncomingUser isuser hunter2
  OutgoingUser
  Lun 0 Path=/iscsi/lun3.img,Type=fileio
  Alias LUN3
```

We also need to add our devices to the `/etc/initiators.allow` file.

```
root@debby6:/etc/iet# cp initiators.allow initiators.allow.original
root@debby6:/etc/iet# > initiators.allow
root@debby6:/etc/iet# vi initiators.allow
root@debby6:/etc/iet# cat initiators.allow
iqn.2010-02.be.linux-training:storage.lun1
iqn.2010-02.be.linux-training:storage.lun2
iqn.2010-02.be.linux-training:storage.lun3
```

Time to start the server now:

```
root@debby6:/etc/iet# /etc/init.d/iscsitarget start
Starting iSCSI enterprise target service:
```
Verify activation of the storage devices in `/proc/net/iet`:

```
root@debby6:/etc/iet# cat /proc/net/iet/volume
  tid:3 name:iqn.2010-02.be.linux-training:storage.lun3
  lun:0 state:0 iotype:fileio iomode:wt blocks:614400 blocksize:512
  path:/iscsi/lun3.img

  tid:2 name:iqn.2010-02.be.linux-training:storage.lun2
  lun:0 state:0 iotype:fileio iomode:wt blocks:409600 blocksize:512
  path:/iscsi/lun2.img

  tid:1 name:iqn.2010-02.be.linux-training:storage.lun1
  lun:0 state:0 iotype:fileio iomode:wt blocks:204800 blocksize:512
  path:/iscsi/lun1.img
```

```
root@debby6:/etc/iet# cat /proc/net/iet/session
  tid:3 name:iqn.2010-02.be.linux-training:storage.lun3
  tid:2 name:iqn.2010-02.be.linux-training:storage.lun2
  tid:1 name:iqn.2010-02.be.linux-training:storage.lun1
```
39.4. iSCSI client initiator setup

First we install the iSCSI client software (on another computer than the target).

```
root@ubu1104:~# aptitude install open-iscsi
Reading package lists... Done
Building dependency tree
Reading state information... Done
Reading extended state information
Initializing package states... Done
The following NEW packages will be installed:
  open-iscsi open-iscsi-utils
```

Then we set the iSCSI client to start automatically.

```
root@ubu1104:/etc/iscsi# cp iscsid.conf iscsid.conf.original
root@ubu1104:/etc/iscsi# vi iscsid.conf
root@ubu1104:/etc/iscsi# grep ^node.startup iscsid.conf
node.startup = automatic
```

Or you could start it manually.

```
root@ubu1104:/etc/iscsi/nodes# /etc/init.d/open-iscsi start
* Starting iSCSI initiator service iscsid [ OK ]
* Setting up iSCSI targets [ OK ]
```

Now we can connect to the Target server and use `iscsiadm` to discover the devices it offers:

```
root@ubu1104:/etc/iscsi# iscsiadm -m discovery -t st -p 192.168.1.31
192.168.1.31:3260,1 iqn.2010-02.be.linux-training:storage.lun2
192.168.1.31:3260,1 iqn.2010-02.be.linux-training:storage.lun1
192.168.1.31:3260,1 iqn.2010-02.be.linux-training:storage.lun3
```

We can use the same `iscsiadm` to edit the files in `/etc/iscsi/nodes/`.

```
root@ubu1104:/etc/iscsi# iscsiadm -m node --targetname "iqn.2010-02.be.linux-training:storage.lun1" --portal "192.168.1.31:3260" --op=update --name node.session.auth.authmethod --value=CHAP
root@ubu1104:/etc/iscsi# iscsiadm -m node --targetname "iqn.2010-02.be.linux-training:storage.lun1" --portal "192.168.1.31:3260" --op=update --name node.session.auth.username --value=isuser
root@ubu1104:/etc/iscsi# iscsiadm -m node --targetname "iqn.2010-02.be.linux-training:storage.lun1" --portal "192.168.1.31:3260" --op=update --name node.session.auth.password --value=hunter2
```

Repeat the above for the other two devices.

Restart the initiator service to log in to the target.

```
root@ubu1104:/etc/iscsi/nodes# /etc/init.d/open-iscsi restart
* Disconnecting iSCSI targets [ OK ]
* Stopping iSCSI initiator service [ OK ]
* Starting iSCSI initiator service iscsid [ OK ]
* Setting up iSCSI targets
```

Use `fdisk -l` to enjoy three new iSCSI devices.

```
root@ubu1104:/etc/iscsi/nodes# fdisk -l 2> /dev/null | grep Disk
Disk /dev/sda: 17.2 GB, 17179869184 bytes
```
Disk identifier: 0x0001983f
Disk /dev/sdb: 209 MB, 209715200 bytes
Disk identifier: 0x00000000
Disk /dev/sdd: 314 MB, 314572800 bytes
Disk identifier: 0x00000000
Disk /dev/sdc: 104 MB, 104857600 bytes
Disk identifier: 0x00000000

The Target (the server) now shows active sessions.

root@debby6:/etc/iet# cat /proc/net/iet/session
tid:3  name:iqn.2010-02.be.linux-training:storage.lun3  
sid:534802461832320  initiator:iqn.1993-08.org.debian:01:8983ed2d770  
cid:0  ip:192.168.1.35  state:active  hd:none  dd:none
tid:2  name:iqn.2010-02.be.linux-training:storage.lun2  
sid:4785074624856576  initiator:iqn.1993-08.org.debian:01:8983ed2d770  
cid:0  ip:192.168.1.35  state:active  hd:none  dd:none
tid:1  name:iqn.2010-02.be.linux-training:storage.lun1  
sid:5066549618344448  initiator:iqn.1993-08.org.debian:01:8983ed2d770  
cid:0  ip:192.168.1.35  state:active  hd:none  dd:none

root@debby6:/etc/iet#
39.5. using iSCSI devices

There is no difference between using SCSI or iSCSI devices once they are connected: partition, make filesystem, mount.

```
root@ubu1104:/etc/iscsi/nodes# history | tail -13
  94  fdisk /dev/sdc
  95  fdisk /dev/sdd
  96  fdisk /dev/sdb
  97  mke2fs /dev/sdb1
  98  mke2fs -j /dev/sdc1
  99  mkfs.ext4 /dev/sdd1
 100  mkdir /mnt/is1
 101  mkdir /mnt/is2
 102  mkdir /mnt/is3
 103  mount /dev/sdb1 /mnt/is1
 104  mount /dev/sdc1 /mnt/is2
 105  mount /dev/sdd1 /mnt/is3
 106  history | tail -13
root@ubu1104:/etc/iscsi/nodes# mount | grep is
/dev/sdb1 on /mnt/is1 type ext2 (rw)
/dev/sdc1 on /mnt/is2 type ext3 (rw)
/dev/sdd1 on /mnt/is3 type ext4 (rw)
```
39.6. practice: iSCSI devices

1. Set up a target (using an LVM and a SCSI device) and an initiator that connects to both.
39.7. solution: iSCSI devices

1. Set up a target (using an LVM and a SCSI device) and an initiator that connects to both.

Decide (with a partner) on a computer to be the Target and another computer to be the Initiator.

**On the Target computer:**

First install iscsitarget using the standard tools for installing software in your distribution. Then use your knowledge from the previous chapter to setup a logical volume (/dev/vg/lvol0) and use the RAID chapter to setup /dev/md0. Then perform the following step:

```
vi /etc/default/iscsitarget (set enable to true)
```

Add your devices to `/etc/iet/ietf.conf`

```
root@debby6:/etc/iet# cat ietd.conf
Target iqn.2010-02.be.linux-training:storage.lun1
    IncomingUser isuser hunter2
    OutgoingUser
    Lun 0 Path=/dev/vg/lvol0,Type=fileio
    Alias LUN1
Target iqn.2010-02.be.linux-training:storage.lun2
    IncomingUser isuser hunter2
    OutgoingUser
    Lun 0 Path=/dev/md0,Type=fileio
    Alias LUN2
```

Add both devices to `/etc/iet/initiators.allow`

```
root@debby6:/etc/iet# cat initiators.allow
iqn.2010-02.be.linux-training:storage.lun1
iqn.2010-02.be.linux-training:storage.lun2
```

Now start the iscsitarget daemon and move over to the Initiator.

**On the Initiator computer:**

Install open-iscsi and start the daemon.

Then use `iscsiadm -m discovery -t st -p 'target-ip'` to see the iscsi devices on the Target.

Edit the files `/etc/iscsi/nodes/` as shown in the book. Then restart the iSCSI daemon and run `fdisk -l` to see the iSCSI devices.
Part XI. boot management
Chapter 40. bootloader

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40.1. boot terminology

The exact order of things that happen when starting a computer system, depends on the hardware architecture (Intel x86 is different from Sun Sparc etc), on the boot loader (grub is different from lilo) and on the operating system (Linux, Solaris, BSD etc). Most of this chapter is focused on booting Linux on Intel x86 with grub.

post

A computer starts booting the moment you turn on the power (no kidding). This first process is called post or power on self test. If all goes well then this leads to the bios. If all goes not so well, then you might hear nothing, or hear beeping, or see an error message on the screen, or maybe see smoke coming out of the computer (burning hardware smells bad!).

bios

All Intel x86 computers will have a basic input/output system or bios to detect, identify and initialize hardware. The bios then goes looking for a boot device. This can be a floppy, hard disk, cdrom, network card or usb drive.

During the bios you can see a message on the screen telling you which key (often Del or F2) to press to enter the bios setup.

<table>
<thead>
<tr>
<th>PhoenixBIOS Setup Utility</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Main</strong></td>
</tr>
<tr>
<td>---------------------------</td>
</tr>
<tr>
<td>System Time:</td>
</tr>
<tr>
<td>System Date:</td>
</tr>
<tr>
<td>Legacy Diskette A:</td>
</tr>
<tr>
<td>Legacy Diskette B:</td>
</tr>
<tr>
<td>Primary Master</td>
</tr>
<tr>
<td>Primary Slave</td>
</tr>
<tr>
<td>Secondary Master</td>
</tr>
<tr>
<td>Secondary Slave</td>
</tr>
<tr>
<td>Keyboard Features</td>
</tr>
<tr>
<td>System Memory:</td>
</tr>
<tr>
<td>Extended Memory:</td>
</tr>
<tr>
<td>Boot-time Diagnostic Screen:</td>
</tr>
</tbody>
</table>

F1 Help  F2 Select Item  -/+ Change Values F9 Setup Defaults
Esc Exit  ⇄ Select Menu Enter Select Sub-Menu F10 Save and Exit
openboot

Sun sparc systems start with openboot to test the hardware and to boot the operating system. Bill Callkins explains openboot in his Solaris System Administration books. The details of openboot are not the focus of this course.

boot password

The bios allows you to set a password. Do not forget this password, or you will have to open up the hardware to reset it. You can sometimes set a password to boot the system, and another password to protect the bios from being modified.

boot device

The bios will look for a boot device in the order configured in the bios setup. Usually an operating system on a production server boots of a hard disk.

master boot record

The master boot record or mbr is the first sector of a hard disk. The partitioning of a disk in primary partitions, and the active partition are defined in the mbr.

The mbr is 512 bytes long and can be copied with dd.

```
dd if=/dev/sda of=bootsect.mbr count=1 bs=512
```
bootloader

The mbr is executed by the bios and contains either (a small) bootloader or code to load a bootloader.

Looking at the mbr with od can reveal information about the bootloader.

```
paul@laika:~$ sudo dd if=/dev/sda count=1 bs=16 skip=24 2>/dev/null|od -c
0000000 376   G   R   U   B      \0   G   e   o   m  \0   H   a   r   d
```

There are a variety of bootloaders available, most common on Intel architecture is grub, which is replacing lilo in many places. When installing Linux on sparc architecture, you can choose silo, Itanium systems can use elilo, IBM S/390 and zSeries use z/IPL, Alpha uses milo and PowerPC architectures use yaboot (yet another boot loader).

Bootable cd's and dvd's often use syslinux.

kernel

The goal of all this is to load an operating system, or rather the kernel of an operating system. A typical bootloader like grub will copy a kernel from hard disk to memory, and will then hand control of the computer to the kernel (execute the kernel).

Once the Linux kernel is loaded, the bootloader turns control over to it. From that moment on, the kernel is in control of the system. After discussing bootloaders, we continue with the init system that starts all the daemons.

40.2. grub

about grub

The most common bootloader on linux systems today is grub. On almost all Intel based systems grub is replacing lilo (the Linux loader). Even Solaris switched to grub on x86 architecture.

One of the big advantages of grub over lilo is the capability to change the configuration during boot (by pressing e to edit the boot command line).

/boot/grub/menu.lst

grub's configuration file is called menu.lst and is located in /boot/grub. The screenshot below show the location and size of menu.lst on Debian.
Some distributions like Red Hat Enterprise Linux 5 use `grub.conf` and provide a symbolic link to `menu.lst`. This is the same file, only the name changed from `grub.conf` to `menu.lst`. Notice also in this screenshot that this file is a lot smaller on Red Hat.

```
[root@RHEL52 grub]# ls -l grub.conf menu.lst
-rw------- 1 root root 1346 Jan 21 04:20 grub.conf
lrwxrwxrwx 1 root root   11 Oct 11  2008 menu.lst -> ./grub.conf
```

### menu commands

The **menu commands** always have to be at the top of `grub`'s configuration file.

#### default

The **default** command sets a default **entry** to start. The first **entry** has number 0.

```
default 0
```

#### fallback

In case the **default** does not boot, use the **fallback** entry instead.

```
fallback 1
```

#### timeout

The **timeout** will wait a number of seconds before booting the **default** entry.

```
timeout 5
```

#### hiddenmenu

The **hiddenmenu** will hide the **grub** menu unless the user presses **Esc** before the **timeout** expires.
hiddenmenu

title

With title we can start a new entry or stanza.

title Debian Lenny

password

You can add a password to prevent interactive selection of a boot environment while grub is running.

password --md5 $1$Ec.id/$T2C2ahI/EG3WRammu/HN/

Use the grub interactive shell to create the password hash.

grub> md5crypt
Password: ********
Encrypted: $1$Ec.id/$T2C2ahI/EG3WRammu/HN/

stanza commands

Every operating system or kernel that you want to boot with grub will have a stanza aka an entry of a couple of lines. Listed here are some of the common stanza commands.

boot

Technically the boot command is only mandatory when running the grub command line. This command does not have any parameters and can only be set as the last command of a stanza.

boot

kernel

The kernel command points to the location of the kernel. To boot Linux this means booting a gzip compressed zImage or bzip2 compressed bzImage.

This screenshot shows a typical kernel command used to load a Debian kernel.
And this is how Red Hat uses the **kernel** command.

```
kernel /vmlinuz-2.6.18-128.el5 ro root=/dev/VolGroup00/LogVol00 rhgb quiet
```

### initrd

Many Linux installations will need an **initial ramdisk** at boot time. This can be set in **grub** with the **initrd** command.

Here a screenshot of Debian 4.0

```
initrd /boot/initrd.img-2.6.17-2-686
```

And the same for Red Hat Enterprise Linux 5.3

```
initrd /initrd-2.6.18-128.el5.img
```

### root

The **root** command accepts the root device as a parameter.

The **root** command will point to the hard disk and partition to use, with **hd0** as the first hard disk device and **hd1** as the second hard disk device. The same numbering is used for partitions, so **hd0,0** is the first partition on the first disk and **hd0,1** is the second partition on that disk.

```
root (hd0,0)
```

### savedefault

The **savedefault** command can be used together with **default saved** as a menu command. This combination will set the currently booted stanza as the next default stanza to boot.

```
savedefault
timeout 10
title Linux
root (hd0,0)
kernl /boot/vmlinuz
```

```
chainloading

With grub booting, there are two choices: loading an operating system or chainloading another bootloader. The chainloading feature of grub loads the bootsector of a partition (that contains an operating system).

Some older operating systems require a primary partition that is set as active. Only one partition can be set active so grub can do this on the fly just before chainloading.

This screenshot shows how to set the first primary partition active with grub.

root (hd0,0)
makeactive

Chainloading refers to grub loading another operating system’s bootloader. The chainloader switch receives one option: the number of sectors to read and boot. For DOS and OS/2 one sector is enough. Note that DOS requires the boot/root partition to be active!

Here is a complete example to chainload an old operating system.

title MS-DOS 6.22
root (hd0,1)
makeactive
chainloader +1

stanza examples

This is a screenshot of a typical Debian 4.0 stanza.

title Debian GNU/Linux, kernel 2.6.17-2-686
root (hd0,0)
kernel /boot/vmlinuz-2.6.17-2-686 root=/dev/hda1 ro
initrd /boot/initrd.img-2.6.17-2-686

Here a screenshot of a typical Red Hat Enterprise Linux stanza.

title Red Hat Enterprise Linux Server (2.6.18-128.el5)
root (hd0,0)
kernhe /vmlinuz-2.6.18-98.el5 ro root=/dev/VolGroup00/LogVol00 rhgb quiet
initrd /initrd-2.6.18-98.el5.img
editing grub at boot time

At boot time, when the grub menu is displayed, you can type e to edit the current stanza. This enables you to add parameters to the kernel.

One such parameter, useful when you lost the root password, is single. This will boot the kernel in single user mode (although some distributions will still require you to type the root password.

```
kernel /boot/vmlinuz-2.6.17-2-686 root=/dev/hda1 ro single
```

Another option to reset a root password is to use an init=/bin/bash parameter.

```
kernel /boot/vmlinuz-2.6.17-2-686 root=/dev/hda1 ro init=/bin/bash
```

installing grub

Run the grub-install command to install grub. The command requires a destination for overwriting the boot sector or mbr.

```
# grub-install /dev/hda
```

40.3. lilo

Linux loader

lilo used to be the most used Linux bootloader, but is steadily being replaced in x86 with grub.

lilo.conf

Here is an example of a typical lilo.conf file. The delay switch receives a number in tenths of a second. So the delay below is three seconds, not thirty!

```
boot = /dev/hda
delay = 30

image = /boot/vmlinuz
    root = /dev/hda1
    label = Red Hat 5.2

image = /boot/vmlinuz
    root = /dev/hda2
    label = S.U.S.E. 8.0
```
other = /dev/hda4
    table = /dev/hda
    label = MS-DOS 6.22

The configuration file shows three example stanzas. The first one boots Red Hat from the first partition on the first disk (hda1). The second stanza boots Suse 8.0 from the next partition. The last one loads MS-DOS.
40.4. practice : bootloader

1. Make a copy of the kernel, initrd and System.map files in /boot. Put the copies also in /boot but replace 2.6.x with 3.0 (just imagine that Linux 3.0 is out.).

2. Add a stanza in grub for the 3.0 files. Make sure the title is different.

3. Set the boot menu timeout to 30 seconds.

4. Reboot and test the new stanza.
40.5. solution : bootloader

1. Make a copy of the kernel, initrd and System.map files in /boot. Put the copies also in /boot but replace 2.6.x with 3.0 (just imagine that Linux 3.0 is out.).

   cd /boot
   cp vmlinuz-2.6.18-8.e15 vmlinuz-3.0
   cp initrd-2.6.18-8.e15.img initrd-3.0.img
   cp System.map-2.6.18-8.e15 System.map-3.0

   Do not forget the initrd file ends in .img.

2. Add a stanza in grub for the 3.0 files. Make sure the title is different.

   [root@RHEL5 ~]# grep 3.0 /boot/grub/menu.lst
   title Red Hat Enterprise Linux Server (3.0)
   kernel /vmlinuz-3.0 ro root=/dev/VolGroup00/LogVol00 rhgb quiet
   initrd /initrd-3.0.img

3. Set the boot menu timeout to 30 seconds.

   [root@RHEL5 ~]# grep time /boot/grub/menu.lst
   timeout=30

4. Reboot and test the new stanza.
Chapter 41. init and runlevels

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41.1. about sysv init

Many Linux distributions use init scripts to start daemons in the same way that Unix System V did. This chapter will explain in detail how that works.

Init starts daemons by using scripts, where each script starts one daemon, and where each script waits for the previous script to finish. This serial process of starting daemons is slow, and although slow booting is not a problem on servers where uptime is measured in years, the recent uptake of Linux on the desktop results in user complaints.

To improve Linux startup speed, Canonical has developed upstart, which was first used in Ubuntu. Solaris also used init up to Solaris 9, for Solaris 10 Sun has developed Service Management Facility. Both systems start daemons in parallel and can replace the SysV init scripts. There is also an ongoing effort to create initng (init next generation).

41.2. system init(ialization)

process id 1

The kernel receives system control from the bootloader. After a while the kernel starts the init daemon. The init daemon (/sbin/init) is the first daemon that is started and receives process id 1 (PID 1). Init never dies.

configuration in /etc/inittab

When /sbin/init is started, it will first read its configuration file /etc/inittab. In that file, it will look for the value of initdefault (3 in the screenshot below).

[paul@rhel4 ~]$ grep ^id /etc/inittab
id:3:initdefault:

initdefault

The value found in initdefault indicates the default runlevel. Some Linux distributions have a brief description of runlevels in /etc/inittab, like here on Red Hat Enterprise Linux 4.

# Default runlevel. The runlevels used by RHS are:
# 0 - halt (Do NOT set initdefault to this)
# 1 - Single user mode
# 2 - Multiuser, without NFS (The same as 3, if you don't have network)
# 3 - Full multiuser mode
# 4 - unused
# 5 - X11
# 6 - reboot (Do NOT set initdefault to this)

**Runlevel 0** means the system is shutting down. **Runlevel 1** is used for troubleshooting, only the root user can log on, and only at the console. **Runlevel 3** is typical for servers, whereas **runlevel 5** is typical for desktops (graphical logon). Besides runlevels 0, 1 and 6, the use may vary depending on the distribution. Debian and derived Linux systems have full network and GUI logon on runlevels 2 to 5. So always verify the proper meaning of runlevels on your system.

**sysinit script**

`/etc/rc.d/rc.sysinit`

The next line in `/etc/inittab` in Red Hat and derivatives is the following.

```
si::sysinit:/etc/rc.d/rc.sysinit
```

This means that independent of the selected runlevel, **init** will run the `/etc/rc.d/rc.sysinit` script. This script initializes hardware, sets some basic environment, populates `/etc/mtab` while mounting file systems, starts swap and more.

```
[paul@rhel ~]$ egrep -e"^# Ini" -e"^# Sta" -e"^# Che" /etc/rc.d/rc.sysinit
# Check SELinux status
# Initialize hardware
# Start the graphical boot, if necessary; /usr may not be mounted yet...
# Initialize ACPI bits
# Check filesystems
# Start the graphical boot, if necessary and not done yet.
# Check to see if SELinux requires a relabel
# Initialize pseudo-random number generator
# Start up swapping.
# Initialize the serial ports.
```

*That **egrep** command could also have been written with **grep** like this:*

```
grep "^# \(Ini\|Sta\|Che\)"
```

`/etc/init.d/rcS`

Debian has the following line after **initdefault**.

```
si::sysinit:/etc/init.d/rcS
```
The /etc/init.d/rcS script will always run on Debian (independent of the selected runlevel). The script is actually running all scripts in the /etc/rcS.d/ directory in alphabetical order.

root@barry:~# cat /etc/init.d/rcS
#! /bin/sh
#
# rcS
#
# Call all S??* scripts in /etc/rcS.d/ in numerical/alphabetical order
#
exec /etc/init.d/rc S

**rc scripts**

Init will continue to read /etc/inittab and meets this section on Debian Linux.

```
10:0:wait:/etc/init.d/rc 0
11:1:wait:/etc/init.d/rc 1
12:2:wait:/etc/init.d/rc 2
13:3:wait:/etc/init.d/rc 3
14:4:wait:/etc/init.d/rc 4
15:5:wait:/etc/init.d/rc 5
16:6:wait:/etc/init.d/rc 6
```

On Red Hat Enterprise Linux it is identical except init.d is rc.d.

```
10:0:wait:/etc/rc.d/rc 0
11:1:wait:/etc/rc.d/rc 1
12:2:wait:/etc/rc.d/rc 2
13:3:wait:/etc/rc.d/rc 3
14:4:wait:/etc/rc.d/rc 4
15:5:wait:/etc/rc.d/rc 5
16:6:wait:/etc/rc.d/rc 6
```

In both cases, this means that init will start the rc script with the runlevel as the only parameter. Actually /etc/inittab has fields separated by colons. The second field determines the runlevel in which this line should be executed. So in both cases, only one line of the seven will be executed, depending on the runlevel set by initdefault.

**rc directories**

When you take a look any of the /etc/rcX.d/ directories, then you will see a lot of (links to) scripts who's name start with either uppercase K or uppercase S.

```
[root@RHEL52 rc3.d]# ls -l | tail -4
lrwxrwxrwx 1 root root 19 Oct 11  2008 S98haldaemon -> ../init.d/haldaemon
lrwxrwxrwx 1 root root 19 Oct 11  2008 S99firstboot -> ../init.d/firstboot
```
The /etc/rcX.d/ directories only contain links to scripts in /etc/init.d/. Links allow for the script to have a different name. When entering a runlevel, all scripts that start with uppercase K or uppercase S will be started in alphabetical order. Those that start with K will be started first, with stop as the only parameter. The remaining scripts with S will be started with start as the only parameter.

All this is done by the /etc/rc.d/rc script on Red Hat and by the /etc/init.d/rc script on Debian.

mingetty

mingetty in /etc/inittab

Almost at the end of /etc/inittab there is a section to start and respawn several mingetty daemons.

[root@RHEL4b ~]# grep getty /etc/inittab
# Run gettys in standard runlevels
1:2345:respawn:/sbin/mingetty tty1
2:2345:respawn:/sbin/mingetty tty2
3:2345:respawn:/sbin/mingetty tty3
4:2345:respawn:/sbin/mingetty tty4
5:2345:respawn:/sbin/mingetty tty5
6:2345:respawn:/sbin/mingetty tty6

mingetty and /bin/login

This /sbin/mingetty will display a message on a virtual console and allow you to type a userid. Then it executes the /bin/login command with that userid. The /bin/login program will verify whether that user exists in /etc/passwd and prompt for (and verify) a password. If the password is correct, /bin/login passes control to the shell listed in /etc/passwd.

respawning mingetty

The mingetty daemons are started by init and watched until they die (user exits the shell and is logged out). When this happens, the init daemon will respawn a new mingetty. So even if you kill a mingetty daemon, it will be restarted automatically.

This example shows that init respawns mingetty daemons. Look at the PID's of the last two mingetty processes.
When we **kill** the last two mingettys, then **init** will notice this and start them again (with a different PID).

```
[root@RHEL52 ~]# kill 2411 2412
[root@RHEL52 ~]# ps -C mingetty
```

### disabling a mingetty

You can disable a mingetty for a certain tty by removing the runlevel from the second field in its line in `/etc/inittab`. Don't forget to tell init about the change of its configuration file with **kill -1 1**.

The example below shows how to disable mingetty on tty3 to tty6 in runlevels 4 and 5.

```
[root@RHEL52 ~]# grep getty /etc/inittab
# Run gettys in standard runlevels
1:2345:respawn:/sbin/mingetty tty1
2:2345:respawn:/sbin/mingetty tty2
3:23:respawn:/sbin/mingetty tty3
4:23:respawn:/sbin/mingetty tty4
5:23:respawn:/sbin/mingetty tty5
6:23:respawn:/sbin/mingetty tty6
```

### 41.3. daemon or demon?

A **daemon** is a process that runs in background, without a link to a GUI or terminal. Daemons are usually started at system boot, and stay alive until the system shuts down. In more recent technical writings, daemons are often refered to as **services**.

Unix **daemons** are not to be confused with demons. **Evi Nemeth**, co-author of the UNIX System Administration Handbook has the following to say about daemons:

> Many people equate the word "daemon" with the word "demon", implying some kind of satanic connection between UNIX and the underworld. This is an egregious
misunderstanding. "Daemon" is actually a much older form of "demon"; daemons have no particular bias towards good or evil, but rather serve to help define a person's character or personality. The ancient Greeks' concept of a "personal daemon" was similar to the modern concept of a "guardian angel".

41.4. starting and stopping daemons

The K and S scripts are links to the real scripts in `/etc/init.d/`. These can also be used when the system is running to start and stop daemons (or services). Most of them accept the following parameters: start, stop, restart, status.

For example in this screenshot we restart the samba daemon.

```
root@laika:~# /etc/init.d/samba restart
* Stopping Samba daemons...                               [ OK ]
* Starting Samba daemons...                               [ OK ]
```

You can achieve the same result on RHEL/Fedora with the `service` command.

```
[root@RHEL4b ~]# service smb restart
Shutting down SMB services:                                [  OK  ]
Shutting down NMB services:                                [  OK  ]
Starting SMB services:                                     [  OK  ]
Starting NMB services:                                     [  OK  ]
```

You might also want to take a look at `chkconfig`, `update-rc.d`.

41.5. chkconfig

The purpose of `chkconfig` is to relieve system administrators of manually managing all the links and scripts in `/etc/init.d` and `/etc/rcX.d/`.

`chkconfig --list`

Here we use `chkconfig` to list the status of a service in the different runlevels. You can see that the `crond` daemon (or service) is only activated in runlevels 2 to 5.

```
[root@RHEL52 ~]# chkconfig --list crond
crond           0:off 1:off 2:on 3:on 4:on 5:on 6:off
```

When you compare the screenshot above with the one below, you can see that `off` equals to a K link to the script, whereas `on` equals to an S link.
runlevel configuration

Here you see how to use chkconfig to disable (or enable) a service in a certain runlevel.

This screenshot shows how to disable `crond` in runlevel 3.

```
[root@RHEL52 ~]# chkconfig --level 3 crond off
[root@RHEL52 ~]# chkconfig --list crond
crond           0:off 1:off 2:on 3:off 4:on 5:on 6:off
```

This screenshot shows how to enable `crond` in runlevels 3 and 4.

```
[root@RHEL52 ~]# chkconfig --level 34 crond on
[root@RHEL52 ~]# chkconfig --list crond
crond           0:off 1:off 2:on 3:on 4:on 5:on 6:off
```

chkconfig configuration

Every script in `/etc/init.d/` can have (comment) lines to tell chkconfig what to do with the service. The line with `# chkconfig:` contains the runlevels in which the service should be started (2345), followed by the priority for start (90) and stop (60).

```
[root@RHEL52 ~]# head -9 /etc/init.d/crond | tail -5
# chkconfig: 2345 90 60
# description: cron is a standard UNIX program that runs user-specified
# programs at periodic scheduled times. vixie cron adds a
# number of features to the basic UNIX cron, including better
# security and more powerful configuration options.
```

enable and disable services

Services can be enabled or disabled in all runlevels with one command. Runlevels 0, 1 and 6 are always stopping services (or calling the scripts with `stop`) even when their name starts with uppercase S.

```
[root@RHEL52 ~]# chkconfig crond off
```
41.6. update-rc.d

about update-rc.d

The Debian equivalent of `chkconfig` is called `update-rc.d`. This tool is designed for use in scripts, if you prefer a graphical tool then look at `bum`.

When there are existing links in `/etc/rcX.d/` then `update-rc.d` does not do anything. This is to avoid that post installation scripts using `update-rc.d` are overwriting changes made by a system administrator.

```
root@barry:~# update-rc.d cron remove
update-rc.d: /etc/init.d/cron exists during rc.d purge (use -f to force)
```

As you can see in the next screenshot, nothing changed for the cron daemon.

```
root@barry:~# find /etc/rc?.d/ -name '*cron' -exec ls -l {} \; | cut -b44- 
/etc/rc0.d/K11cron -> ../init.d/cron 
/etc/rc1.d/K11cron -> ../init.d/cron 
/etc/rc2.d/S89cron -> ../init.d/cron 
/etc/rc3.d/S89cron -> ../init.d/cron 
/etc/rc4.d/S89cron -> ../init.d/cron 
/etc/rc5.d/S89cron -> ../init.d/cron 
/etc/rc6.d/K11cron -> ../init.d/cron 
```

removing a service

Here we remove `cron` from all runlevels. Remember that the proper way to disable a service is to put K scripts on all runlevels!

```
root@barry:~# update-rc.d -f cron remove
Removing any system startup links for /etc/init.d/cron ...
/etc/rc0.d/K11cron 
/etc/rc1.d/K11cron 
/etc/rc2.d/S89cron 
/etc/rc3.d/S89cron 
/etc/rc4.d/S89cron 
/etc/rc5.d/S89cron 
/etc/rc6.d/K11cron
```

```
root@barry:~# find /etc/rc?.d/ -name '*cron' -exec ls -l {} \; | cut -b44- 
```
enable a service

This screenshot shows how to use `update-rc.d` to enable a service in runlevels 2, 3, 4 and 5 and disable the service in runlevels 0, 1 and 6.

```
root@barry:~# update-rc.d cron defaults
Adding system startup for /etc/init.d/cron ...
/etc/rc0.d/K20cron -> ../init.d/cron
/etc/rc1.d/K20cron -> ../init.d/cron
/etc/rc6.d/K20cron -> ../init.d/cron
/etc/rc2.d/S20cron -> ../init.d/cron
/etc/rc3.d/S20cron -> ../init.d/cron
/etc/rc4.d/S20cron -> ../init.d/cron
/etc/rc5.d/S20cron -> ../init.d/cron
```

customize a service

And here is an example on how to set your custom configuration for the cron daemon.

```
root@barry:~# update-rc.d -n cron start 11 2 3 4 5 . stop 89 0 1 6 .
Adding system startup for /etc/init.d/cron ...
/etc/rc0.d/K89cron -> ../init.d/cron
/etc/rc1.d/K89cron -> ../init.d/cron
/etc/rc6.d/K89cron -> ../init.d/cron
/etc/rc2.d/S11cron -> ../init.d/cron
/etc/rc3.d/S11cron -> ../init.d/cron
/etc/rc4.d/S11cron -> ../init.d/cron
/etc/rc5.d/S11cron -> ../init.d/cron
```

41.7. bum

This screenshot shows `bum` in advanced mode.
41.8. runlevels

display the runlevel

You can see your current runlevel with the runlevel or who -r commands.

The runlevel command is typical Linux and will output the previous and the current runlevel. If there was no previous runlevel, then it will mark it with the letter N.

[root@RHEL4b ~]# runlevel
N 3

The history of who -r dates back to Seventies Unix, it still works on Linux.

[root@RHEL4b ~]# who -r
run-level 3  Jul 28 09:15                   last=S

changing the runlevel

You can switch to another runlevel with the telinit command. On Linux /sbin/telinit is usually a (hard) link to /sbin/init.

This screenshot shows how to switch from runlevel 2 to runlevel 3 without reboot.

root@barry:~# runlevel
N 2
root@barry:~# init 3
root@barry:~# runlevel
2 3

/sbin/shutdown

The shutdown command is used to properly shut down a system.

Common switches used with shutdown are -a, -t, -h and -r.

The -a switch forces /sbin/shutdown to use /etc/shutdown.allow. The -t switch is used to define the number of seconds between the sending of the TERM signal and the KILL signal. The -h switch halts the system instead of changing to runlevel 1. The -r switch tells /sbin/shutdown to reboot after shutting down.

This screenshot shows how to use shutdown with five seconds between TERM and KILL signals.
The `now` is the time argument. This can be `+m` for the number of minutes to wait before shutting down (with `now` as an alias for `+0`). The command will also accept `hh:mm` instead of `+m`.

**halt, reboot and poweroff**

The binary `/sbin/reboot` is the same as `/sbin/halt` and `/sbin/poweroff`. Depending on the name we use to call the command, it can behave differently.

When in runlevel 0 or 6 `halt`, `reboot` and `poweroff` will tell the kernel to `halt`, `reboot` or `poweroff` the system.

When not in runlevel 0 or 6, typing `reboot` as root actually calls the `shutdown` command with the `-r` switch and typing `poweroff` will switch off the power when halting the system.

**/var/log/wtmp**

`halt`, `reboot` and `poweroff` all write to `/var/log/wtmp`. To look at `/var/log/wtmp`, we need to use `th last`.

```
[root@RHEL52 ~]# last | grep reboot
reboot system boot 2.6.18-128.el5   Fri May 29 11:44   (192+05:01)
reboot system boot 2.6.18-128.el5   Wed May 27 12:10    (06:49)
reboot system boot 2.6.18-128.el5   Mon May 25 19:34   (1+15:59)
reboot system boot 2.6.18-128.el5   Mon Feb  9 13:20   (106+21:13)
```

**Ctrl-Alt-Del**

When `rc` is finished starting all those scripts, `init` will continue to read `/etc/inittab`. The next line is about what to do when the user hits `Ctrl-Alt-Delete` on the keyboard.

Here is what Debian 4.0 does.

```
root@barry:~# grep -i ctrl /etc/inittab
# What to do when CTRL-ALT-DEL is pressed.
ca:12345:ctrlaltdel:/sbin/shutdown -t1 -a -r now
```

Which is very similar to the default Red Hat Enterprise Linux 5.2 action.

```
[root@RHEL52 ~]# grep -i ctrl /etc/inittab
# Trap CTRL-ALT-DELETE
ca::ctrlaltdel:/sbin/shutdown -t3 -r now
```
One noticeable difference is that Debian forces shutdown to use `/etc/shutdown.allow`, where Red Hat allows everyone to invoke `shutdown` pressing `Ctrl-Alt-Delete`.

### UPS and loss of power

```
[root@RHEL52 ~]# grep ^p /etc/inittab
pf::powerfail:/sbin/shutdown -f -h +2 "Power Failure; System Shutting Down"
pr:12345:powerokwait:/sbin/shutdown -c "Power Restored; Shutdown Cancelled"
```

It will read commands on what to execute in case of **powerfailure**, **powerok** and **Ctrl-Alt-Delete**. The init process never stops keeping an eye on power failures and that triple key combo.

```
root@barry:~# grep ^p /etc/inittab
pf::powerwait:/etc/init.d/powerfail start
pn::powerfailnow:/etc/init.d/powerfail now
po::powerokwait:/etc/init.d/powerfail stop
```
41.9. practice: init

1. Change /etc/inittab so that only two mingetty's are respawned. Kill the other mingetty's and verify that they don't come back.

2. Use the Red Hat Enterprise Linux virtual machine. Go to runlevel 5, display the current and previous runlevel, then go back to runlevel 3.

3. Is the sysinit script on your computers setting or changing the PATH environment variable?

4. List all init.d scripts that are started in runlevel 2.

5. Write a script that acts like a daemon script in /etc/init.d/. It should have a case statement to act on start/stop/restart and status. Test the script!

6. Use chkconfig to setup your script to start in runlevels 3,4 and 5, and to stop in any other runlevel.
41.10. solution : init

1. Change `/etc/inittab` so that only two mingetty's are respawned. Kill the other mingetty's and verify that they don't come back.

Killing the mingetty's will result in init respawning them. You can edit `/etc/inittab` so it looks like the screenshot below. Don't forget to also run `kill -1 1`.

```
[root@RHEL5 ~]# grep tty /etc/inittab
# Run gettys in standard runlevels
1:2345:respawn:/sbin/mingetty tty1
2:2345:respawn:/sbin/mingetty tty2
3:2:respawn:/sbin/mingetty tty3
4:2:respawn:/sbin/mingetty tty4
5:2:respawn:/sbin/mingetty tty5
6:2:respawn:/sbin/mingetty tty6
[root@RHEL5 ~]#
```

2. Use the Red Hat Enterprise Linux virtual machine. Go to runlevel 5, display the current and previous runlevel, then go back to runlevel 3.

```
init 5 (watch the console for the change taking place)
runclevel
init 3 (again you can follow this on the console)
```

3. Is the sysinit script on your computers setting or changing the PATH environment variable?

On Red Hat, grep for PATH in `/etc/rc.sysinit`, on Debian/Ubuntu check `/etc/rc.local` and `/etc/init/rc.local`. The answer is probably no, but on RHEL5 the `rc.sysinit` script does set the HOSTNAME variable.

```
[root@RHEL5 etc]# grep HOSTNAME rc.sysinit
```

4. List all init.d scripts that are started in runlevel 2.

```
root@RHEL5 ~# chkconfig --list | grep '2:on'
```

5. Write a script that acts like a daemon script in `/etc/init.d/`. It should have a case statement to act on start/stop/restart and status. Test the script!

The script could look something like this.

```
#!/bin/bash
#
# chkconfig: 345 99 01
# description: pold demo script
#
# /etc/init.d/pold
```
init and runlevels

#

```bash
case "$1" in
  start)
    echo -n "Starting pold..."
sleep 1;
touch /var/lock/subsys/pold
echo "done."
echo pold started >> /var/log/messages
;;
  stop)
    echo -n "Stopping pold..."
sleep 1;
rm -rf /var/lock/subsys/pold
echo "done."
echo pold stopped >> /var/log/messages
;;
  *)
    echo "Usage: /etc/init.d/pold {start|stop}"
    exit 1
    esac
  esac
 exit 0
```

The `touch /var/lock/subsys/pold` is mandatory and must be the same filename as the script name, if you want the stop sequence (the K01pold link) to be run.

6. Use `chkconfig` to setup your script to start in runlevels 3, 4 and 5, and to stop in any other runlevel.

`chkconfig --add pold`

The command above will only work when the `# chkconfig:` and `# description:` lines in the pold script are there.
Part XII. system management
Chapter 42. scheduling

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Linux administrators use the at to schedule one time jobs. Recurring jobs are better scheduled with cron. The next two sections will discuss both tools.
42.1. one time jobs with at

at

Simple scheduling can be done with the `at` command. This screenshot shows the scheduling of the date command at 22:01 and the sleep command at 22:03.

```
root@laika:~# at 22:01
at> date
at> <EOT>
job 1 at Wed Aug  1 22:01:00 2007
root@laika:~# at 22:03
at> sleep 10
at> <EOT>
job 2 at Wed Aug  1 22:03:00 2007
root@laika:~#
```

*In real life you will hopefully be scheduling more useful commands ;-)*

atq

It is easy to check when jobs are scheduled with the `atq` or `at -l` commands.

```
root@laika:~# atq
  1 Wed Aug  1 22:01:00 2007 a root
  2 Wed Aug  1 22:03:00 2007 a root
root@laika:~# at -l
  1 Wed Aug  1 22:01:00 2007 a root
  2 Wed Aug  1 22:03:00 2007 a root
root@laika:~#
```

The at command understands English words like tomorrow and teatime to schedule commands the next day and at four in the afternoon.

```
root@laika:~# at 10:05 tomorrow
at> sleep 100
at> <EOT>
job 5 at Thu Aug  2 10:05:00 2007
root@laika:~# at teatime tomorrow
at> tea
at> <EOT>
job 6 at Thu Aug  2 16:00:00 2007
root@laika:~# atq
  6 Thu Aug  2 16:00:00 2007 a root
  5 Thu Aug  2 10:05:00 2007 a root
root@laika:~#
```

atrm

Jobs in the at queue can be removed with `atrm`.

```
```
at.allow and at.deny

You can also use the /etc/at.allow and /etc/at.deny files to manage who can schedule jobs with at.

The /etc/at.allow file can contain a list of users that are allowed to schedule at jobs. When /etc/at.allow does not exist, then everyone can use at unless their username is listed in /etc/at.deny.

If none of these files exist, then everyone can use at.
42.2. cron

crontab file

The crontab(1) command can be used to maintain the crontab(5) file. Each user can have their own crontab file to schedule jobs at a specific time. This time can be specified with five fields in this order: minute, hour, day of the month, month and day of the week. If a field contains an asterisk (*), then this means all values of that field.

The following example means: run script42 eight minutes after two, every day of the month, every month and every day of the week.

```
8 14 * * * script42
```

Run script8472 every month on the first of the month at 25 past midnight.

```
25 0 1 * * script8472
```

Run this script33 every two minutes on Sunday (both 0 and 7 refer to Sunday).

```
*/2 * * * 0
```

Instead of these five fields, you can also type one of these: @reboot, @yearly or @annually, @monthly, @weekly, @daily or @midnight, and @hourly.


crontab command

Users should not edit the crontab file directly, instead they should type crontab -e which will use the editor defined in the EDITOR or VISUAL environment variable. Users can display their cron table with crontab -l.


cron.allow and cron.deny

The cron daemon crond is reading the cron tables, taking into account the /etc/cron.allow and /etc/cron.deny files.

These files work in the same way as at.allow and at.deny. When the cron.allow file exists, then your username has to be in it, otherwise you cannot use cron. When the cron.allow file does not exists, then your username cannot be in the cron.deny file if you want to use cron.

/etc/crontab

The /etc/crontab file contains entries for when to run hourly/daily/weekly/monthly tasks. It will look similar to this output.
The directories shown in the next screenshot contain the tasks that are run at the times scheduled in `/etc/crontab`. The `/etc/cron.d` directory is for special cases, to schedule jobs that require finer control than hourly/daily/weekly/monthly.
42.3. practice : scheduling

1. Schedule two jobs with `at`, display the `at queue` and remove a job.

2. As normal user, use `crontab -e` to schedule a script to run every four minutes.

3. As root, display the `crontab` file of your normal user.

4. As the normal user again, remove your `crontab` file.

5. Take a look at the `cron` files and directories in `/etc` and understand them. What is the `run-parts` command doing?
42.4. solution : scheduling

1. Schedule two jobs with `at`, display the `at queue` and remove a job.

   ```
   root@rhel55 ~# at 9pm today
   at> echo go to bed >> /root/todo.txt
   at> <EOT>
   job 1 at 2010-11-14 21:00
   root@rhel55 ~# at 17h31 today
   at> echo go to lunch >> /root/todo.txt
   at> <EOT>
   job 2 at 2010-11-14 17:31
   root@rhel55 ~# atq
   2 2010-11-14 17:31 a root
   1 2010-11-14 21:00 a root
   root@rhel55 ~# atrm 1
   root@rhel55 ~# atq
   2 2010-11-14 17:31 a root
   root@rhel55 ~# date
   Sun Nov 14 17:31:01 CET 2010
   root@rhel55 ~# cat /root/todo.txt
   go to lunch
   ```

2. As normal user, use `crontab -e` to schedule a script to run every four minutes.

   ```
   paul@rhel55 ~$ crontab -e
   no crontab for paul - using an empty one
   crontab: installing new crontab
   ```

3. As root, display the `crontab` file of your normal user.

   ```
   root@rhel55 ~# crontab -l -u paul
   */4 * * * * echo `date` >> /home/paul/crontest.txt
   ```

4. As the normal user again, remove your `crontab` file.

   ```
   paul@rhel55 ~$ crontab -r
   paul@rhel55 ~$ crontab -l
   no crontab for paul
   ```

5. Take a look at the `cron` files and directories in `/etc` and understand them. What is the `run-parts` command doing?

   ```
   run-parts runs a script in a directory
   ```
Chapter 43. logging

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This chapter has three distinct subjects.

First we look at login logging ; how can we find out who is logging in to the system, when and from where. And who is not logging in, who fails at su or ssh.

Second we discuss how to configure the syslog daemon, and how to test it with logger.

The last part is mostly about rotating logs and mentions the tail -f and watch commands for watching logs.
43.1. login logging

To keep track of who is logging into the system, Linux can maintain the /var/log/wtmp, /var/log/btmp, /var/run/utmp and /var/log/lastlog files.

/var/run/utmp (who)

Use the who command to see the /var/run/utmp file. This command is showing you all the currently logged in users. Notice that the utmp file is in /var/run and not in /var/log.

```
[root@rhe14 ~]# who
paul     pts/1        Feb 14 18:21 (192.168.1.45)
sandra   pts/2        Feb 14 18:11 (192.168.1.42)
inge     pts/3        Feb 14 12:01 (192.168.1.33)
els      pts/4        Feb 14 14:33 (192.168.1.19)
```

/var/log/wtmp (last)

The /var/log/wtmp file is updated by the login program. Use last to see the /var/run/wtmp file.

```
[root@rhe14a ~]# last | head
paul     pts/1       192.168.1.45     Wed Feb 14 18:39   still logged in
reboot   system boot 2.6.9-42.0.8.ELs Wed Feb 14 18:21          (01:15)
nicolas  pts/5       pc-dss.telematic Wed Feb 14 12:32 - 13:06 (00:33)
steefaan pts/3       pc-sde.telematic Wed Feb 14 12:28 - 12:40 (00:12)
nicolas  pts/3       pc-nae.telematic Wed Feb 14 11:36 - 12:21 (00:45)
nicolas  pts/3       pc-nae.telematic Wed Feb 14 11:34 - 11:36 (00:01)
dirk     pts/5       pc-dss.telematic Wed Feb 14 10:03 - 12:31 (02:28)
nicolas  pts/3       pc-nae.telematic Wed Feb 14 09:45 - 11:34 (01:48)
dimitri  pts/5       rhe14        Wed Feb 14 07:57 - 08:38 (00:40)
steefaan pts/4       pc-sde.telematic Wed Feb 14 07:16 - down   (05:50)
[root@rhe14a ~]#
```

The last command can also be used to get a list of last reboots.

```
[paul@rekkie ~]$ last reboot
reboot   system boot  2.6.16-rekkie   Mon Jul 30 05:13     (370+08:42)
```

/var/log/lastlog (lastlog)

Use lastlog to see the /var/log/lastlog file.

```
wtmp begins Tue May 30 23:11:45 2006
```

383
There is also the `lastb` command to display the `/var/log/btmp` file. This file is updated by the login program when entering the wrong password, so it contains failed login attempts. Many computers will not have this file, resulting in no logging of failed login attempts.

```
[root@RHEL4b ~]# lastb
lastb: /var/log/btmp: No such file or directory
Perhaps this file was removed by the operator to prevent logging lastb
info.
[root@RHEL4b ~]#
```

The reason given for this is that users sometimes type their password by mistake instead of their login, so this world readable file poses a security risk. You can enable bad login logging by simply creating the file. Doing a `chmod o-r /var/log/btmp` improves security.

```
[root@RHEL4b ~]# touch /var/log/btmp
[root@RHEL4b ~]# ll /var/log/btmp
-rw-r--r--  1 root root 0 Jul 30 06:12 /var/log/btmp
[root@RHEL4b ~]# chmod o-r /var/log/btmp
[root@RHEL4b ~]# lastb
btmp begins Mon Jul 30 06:12:19 2007
[root@RHEL4b ~]#
```

Failed logins via ssh, rlogin or su are not registered in `/var/log/btmp`. Failed logins via tty are.

```
[root@RHEL4b ~]# lastb
HalvarFl tty3 Mon Jul 30 07:10 - 07:10 (00:00)
Maria tty1 Mon Jul 30 07:09 - 07:09 (00:00)
Roberto tty1 Mon Jul 30 07:09 - 07:09 (00:00)
```

```
btmp begins Mon Jul 30 07:09:32 2007
[root@RHEL4b ~]#
```
su and ssh logins

Depending on the distribution, you may also have the /var/log/secure file being filled with messages from the auth and/or authpriv syslog facilities. This log will include su and/or ssh failed login attempts. Some distributions put this in /var/log/auth.log, verify the syslog configuration.

```
[root@RHEL4b ~]# cat /var/log/secure
Jul 30 07:09:03 sshd[4387]: Accepted publickey for paul from ::ffff:192.168.1.52 port 33188 ssh2
Jul 30 05:09:03 sshd[4388]: Accepted publickey for paul from ::ffff:192.168.1.52 port 33188 ssh2
Jul 30 07:22:27 sshd[4655]: Failed password for Hermione from ::ffff:192.168.1.52 port 38752 ssh2
Jul 30 05:22:27 sshd[4656]: Failed password for Hermione from ::ffff:192.168.1.52 port 38752 ssh2
Jul 30 07:22:30 sshd[4655]: Failed password for Hermione from ::ffff:192.168.1.52 port 38752 ssh2
Jul 30 05:22:30 sshd[4656]: Failed password for Hermione from ::ffff:192.168.1.52 port 38752 ssh2
Jul 30 07:22:33 sshd[4655]: Failed password for Hermione from ::ffff:192.168.1.52 port 38752 ssh2
Jul 30 05:22:33 sshd[4656]: Failed password for Hermione from ::ffff:192.168.1.52 port 38752 ssh2
Jul 30 08:27:33 sshd[5018]: Invalid user roberto from ::ffff:192.168.1.52
Jul 30 06:27:33 sshd[5019]: input_userauth_request: invalid user roberto
Jul 30 06:27:33 sshd[5019]: Failed none for invalid user roberto from ::ffff:192.168.1.52 port 41064 ssh2
Jul 30 06:27:33 sshd[5019]: Failed publickey for invalid user roberto from ::ffff:192.168.1.52 port 41064 ssh2
Jul 30 08:27:36 sshd[5018]: Failed password for invalid user roberto from ::ffff:192.168.1.52 port 41064 ssh2
Jul 30 06:27:36 sshd[5019]: Failed password for invalid user roberto from ::ffff:192.168.1.52 port 41064 ssh2
[root@RHEL4b ~]#
```

You can enable this yourself, with a custom log file by adding the following line to syslog.conf.

```
auth.*,authpriv.* /var/log/customsec.log
```
43.2. syslogd

about syslog

The standard method of logging on Linux is through the **syslogd** daemon. Syslog was developed by Eric Allman for sendmail, but quickly became a standard among many Unix applications and was much later written as rfc 3164. The syslog daemon can receive messages on udp **port 514** from many applications (and appliances), and can append to log files, print, display messages on terminals and forward logs to other syslogd daemons on other machines. The syslogd daemon is configured in /etc/syslog.conf.

Each line in the configuration file uses a **facility** to determine where the message is coming from. It also contains a **level** for the severity of the message, and an **action** to decide on what to do with the message.

facilities

The **man syslog.conf** will explain the different default facilities for certain daemons, such as mail, lpr, news and kern(el) messages. The local0 to local7 facility can be used for appliances (or any networked device that supports syslog). Here is a list of all facilities for syslog.conf version 1.3. The security keyword is deprecated.

```
auth (security)
authpriv
cron
daemon
ftp
kern
lpr mail
mark (internal use only)
news
syslog
user
uucp
local0-7
```

levels

The worst severity a message can have is **emerg** followed by **alert** and **crit**. Lowest priority should go to **info** and **debug** messages. Specifying a severity will also log all messages with a higher severity. You can prefix the severity with = to obtain only messages that match that severity. You can also specify **.none** to prevent a specific action from any message from a certain facility.

Here is a list of all levels, in ascending order. The keywords warn, error and panic are deprecated.
logging

debug
info
notice
warning (warn)
err (error)
crit
alert
emerg (panic)

actions

The default action is to send a message to the username listed as action. When the action is prefixed with a / then syslog will send the message to the file (which can be a regular file, but also a printer or terminal). The @ sign prefix will send the message on to another syslog server. Here is a list of all possible actions.

root, user1  list of users, separated by comma's
*          message to all logged on users
/         file (can be a printer, a console, a tty, ...)
-=/       file, but don't sync after every write
|         named pipe
@       other syslog hostname

In addition, you can prefix actions with a - to omit syncing the file after every logging.

configuration

Below a sample configuration of custom local4 messages in /etc/syslog.conf.

local4.crit        /var/log/critandabove
local4.=crit       /var/log/onlycrit
local4.*           /var/log/alllocal4

Don't forget to restart the server.

[root@rhel4a ~]# /etc/init.d/syslog restart
Shutting down kernel logger:         [ OK ]
Shutting down system logger:         [ OK ]
Starting system logger:              [ OK ]
Starting kernel logger:              [ OK ]
[root@rhel4a ~]#
### 43.3. logger

The logger command can be used to generate syslog test messages. You can also use it in scripts. An example of testing syslogd with the `logger` tool.

```
[root@rhel4a ~]# logger -p local4.debug "l4 debug"
[root@rhel4a ~]# logger -p local4.crit "l4 crit"
[root@rhel4a ~]# logger -p local4.emerg "l4 emerg"
[root@rhel4a ~]#
```

The results of the tests with logger.

```
[root@rhel4a ~]# cat /var/log/critandabove
Feb 14 19:55:19 rhel4a paul: l4 crit
Feb 14 19:55:28 rhel4a paul: l4 emerg
[root@rhel4a ~]# cat /var/log/onlycrit
Feb 14 19:55:19 rhel4a paul: l4 crit
[root@rhel4a ~]# cat /var/log/alllocal4
Feb 14 19:55:11 rhel4a paul: l4 debug
Feb 14 19:55:19 rhel4a paul: l4 crit
Feb 14 19:55:28 rhel4a paul: l4 emerg
[root@rhel4a ~]#
```

### 43.4. watching logs

You might want to use the `tail -f` command to look at the last lines of a log file. The `-f` option will dynamically display lines that are appended to the log.

```
paul@ubu1010:~$ tail -f /var/log/udev
SEQNUM=1741
SOUND_INITIALIZED=1
ID_VENDOR_FROM_DATABASE=nVidia Corporation
ID_MODEL_FROM_DATABASE=MCP79 High Definition Audio
ID_BUS=pci
ID_VENDOR_ID=0x10de
ID_MODEL_ID=0xac0
ID_PATH=pci-0000:00:08.0
SOUND_FORM_FACTOR=internal
```

You can automatically repeat commands by preceding them with the `watch` command. When executing the following:

```
[root@rhel6 ~]# watch who
```

Something similar to this, repeating the output of the `who` command every two seconds, will appear on the screen.

```
Every 2.0s: who
Sun Jul 17 15:31:03 2011
root    tty1       2011-07-17 13:28
paul    pts/0     2011-07-17 13:31 (192.168.1.30)
paul    pts/1     2011-07-17 15:19 (192.168.1.30)
```
43.5. rotating logs

A lot of log files are always growing in size. To keep this within bounds, you might want to use `logrotate` to rotate, compress, remove and mail log files. More info on the logrotate command in `/etc/logrotate.conf`. Individual configurations can be found in the `/etc/logrotate.d/` directory.

In this screenshot the configuration file for the logfiles from `aptitude` to configure monthly rotates, keeping the last six and compressing old logs.

```
paul@ubu1010:/var/log$ cat /etc/logrotate.d/aptitude
/var/log/aptitude {
    rotate 6
    monthly
    compress
    missingok
   notifempty
}
```

And this screenshot is the result of the above configuration, for the logfile from `aptitude`.

```
paul@ubu1010:/var/log$ ls -l /var/log/aptitude*
-rw-r--r-- 1 root root 18298 2011-07-17 13:32 /var/log/aptitude
-rw-r--r-- 1 root root 8163 2011-07-01 01:43 /var/log/aptitude.1.gz
-rw-r--r-- 1 root root 8163 2011-06-01 01:43 /var/log/aptitude.2.gz
-rw-r--r-- 1 root root 8163 2011-05-01 01:43 /var/log/aptitude.3.gz
```
43.6. practice : logging

1. Display the /var/run/utmp file with the proper command (not with cat or vi).

2. Display the /var/log/wtmp file.

3. Use the lastlog and lastb commands, understand the difference.

4. Examine syslog to find the location of the log file containing ssh failed logins.

5. Configure syslog to put local4.error and above messages in /var/log/l4e.log and local4.info only .info in /var/log/l4i.log. Test that it works with the logger tool!

6. Configure /var/log/Mysu.log, all the su to root messages should go in that log. Test that it works!

7. Send the local5 messages to the syslog server of your neighbour. Test that it works.

8. Write a script that executes logger to local4 every 15 seconds (different message). Use tail -f and watch on your local4 log files.
43.7. solution : logging

1. Display the /var/run/utmp file.

   who

2. Display the /var/log/wtmp file.

   last

3. Use the lastlog and lastb commands, understand the difference.

   lastlog : when users last logged on
   lastb: failed (bad) login attempts

4. Examine syslog to find the location of the log file containing ssh failed logins.

   root@rhe153 ~# grep authpriv /etc/syslog.conf
   authpriv.*   /var/log/secure

   Debian/Ubuntu: /var/log/auth.log

   Ubuntu 9.10 and Debian Lenny have switched to using rsyslog.

   root@ubuntu910:~# grep authpriv /etc/rsyslog.d/50-default.conf
   auth,authpriv.*   /var/log/auth.log

   root@deb503:~# grep authpriv /etc/rsyslog.conf
   auth,authpriv.*   /var/log/auth.log

5. Configure syslog to put local4.error and above messages in /var/log/l4e.log and local4.info only .info in /var/log/l4i.log. Test that it works with the logger tool!

   echo local4.error /var/log/l4e.log >> /etc/syslog.conf
   echo local4.=info /var/log/l4i.log >> /etc/syslog.conf

   /etc/init.d/syslog restart
   logger -p local4.error "l4 error test"
   logger -p local4.alert "l4 alert test"
   logger -p local4.info "l4 info test"

   cat /var/log/l4e.log
   cat /var/log/l4i.log

6. Configure /var/log/Mysu.log, all the su to root messages should go in that log. Test that it works!

   echo authpriv.* /var/log/Mysu.log >> /etc/syslog.conf

   This will log more than just the su usage.
7. Send the local5 messages to the syslog server of your neighbour. Test that it works.

On RHEL5, edit `/etc/sysconfig/syslog` to enable remote listening on the server.

On Debian/Ubuntu edit `/etc/default/syslog` or `/etc/default/rsyslog`.

on the client: `logger -p local5.info "test local5 to neighbour"

8. Write a script that executes `logger` to local4 every 15 seconds (different message). Use `tail -f` and watch on your local4 log files.

```bash
root@rhel53 scripts# cat logloop
#!/bin/bash
for i in `seq 1 10`
do
  logger -p local4.info "local4.info test number $i"
sleep 15
done

root@rhel53 scripts# chmod +x logloop
root@rhel53 scripts# ./logloop &
[1] 8264
root@rhel53 scripts# tail -f /var/log/local4.all.log
Mar 28 13:13:36 rhel53 root: local4.info test number 1
...
This chapter will tell you how to manage RAM memory and cache.

We start with some simple tools to display information about memory: `free -om`, `top` and `cat /proc/meminfo`.

We continue with managing swap space, using terms like `swapping`, `paging` and `virtual memory`.

The last part is about using `vmstat` to monitor swap usage.
44.1. displaying memory and cache

/proc/meminfo

Displaying /proc/meminfo will tell you a lot about the memory on your Linux computer.

```bash
paul@ubuntu1010:~$ cat /proc/meminfo
MemTotal:        3830176 kB
MemFree:          244060 kB
Buffers:           41020 kB
Cached:          2035292 kB
SwapCached:         9892 kB
...
```

The first line contains the total amount of physical RAM, the second line is the unused RAM. *Buffers* is RAM used for buffering files, *cached* is the amount of RAM used as cache and *SwapCached* is the amount of swap used as cache. The file gives us much more information outside of the scope of this course.

free

The free tool can display the information provided by /proc/meminfo in a more readable format. The example below displays brief memory information in megabytes.

```bash
paul@ubuntu1010:~$ free -om
        total       used       free     shared    buffers     cached
Mem:       3740       3519        221          0         42       1994
Swap:       6234         82       6152
```

top

The top tool is often used to look at processes consuming most of the CPU, but it also displays memory information on line four and five (which can be toggled by pressing m).

Below a screenshot of top on the same ubuntu1010 from above.

```
top - 10:44:34 up 16 days, 9:56, 6 users, load average: 0.13, 0.09, 0.12
Tasks: 166 total, 1 running, 165 sleeping, 0 stopped, 0 zombie
Cpu(s): 5.1%us, 4.6%sy, 0.6%ni, 88.7%id, 0.8%wa, 0.0%hi, 0.3%si, 0.0%st
Mem: 3830176k total, 3613720k used, 216456k free, 45452k buffers
Swap: 6384636k total, 84988k used, 6299648k free, 2050948k cached
```
44.2. managing swap space

about swap space

When the operating system needs more memory than physically present in RAM, it can use **swap space**. Swap space is located on slower but cheaper memory. Notice that, although hard disks are commonly used for swap space, their access times are one hundred thousand times slower.

The swap space can be a file, a partition, or a combination of files and partitions. You can see the swap space with the `free` command, or with `cat /proc/swaps`.

```
paul@ubu1010:~$ free -o | grep -v Mem
            total  used   free     shared     buffers  cached
       Swap:  6384636   84988  6299648
paul@ubu1010:~$ cat /proc/swaps
Filename                Type         Size     Used    Priority
/dev/sda3               partition    6384636  84988   -1
```

The amount of swap space that you need depends heavily on the services that the computer provides.

creating a swap partition

You can activate or deactivate swap space with the `swapon` and `swapoff` commands. New swap space can be created with the `mkswap` command. The screenshot below shows the creation and activation of a swap partition.

```
root@RHELv4u4:~# fdisk -l 2> /dev/null | grep hda
Disk /dev/hda: 536 MB, 536870912 bytes
   /dev/hda1               1        1040      524128+  83  Linux
root@RHELv4u4:~# mkswap /dev/hda1
Setting up swapspace version 1, size = 536702 kB
root@RHELv4u4:~# swapon /dev/hda1
```

Now you can see that `/proc/swaps` displays all swap spaces separately, whereas the `free -om` command only makes a human readable summary.

```
root@RHELv4u4:~# cat /proc/swaps
Filename                Type         Size     Used    Priority
/dev/mapper/VolGroup00-LogVol01 partition 1048568 0   -1
/dev/hda1               partition    524120   0   -2
root@RHELv4u4:~# free -om
            total  used   free     shared     buffers  cached
            Mem:    249    245   4     0     125      54
            Swap:  1535     0  1535
```

creating a swap file

Here is one more example showing you how to create a **swap file**. On Solaris you can use `mkfile` instead of `dd`.

```
paul@ubu1010:~$ cat /proc/swaps
Filename                Type         Size     Used    Priority
```

---
memory management

root@RHELv4u4:~# dd if=/dev/zero of=/smallswapfile bs=1024 count=4096
4096+0 records in
4096+0 records out
root@RHELv4u4:~# mkswap /smallswapfile
Setting up swappage version 1, size = 4190 kB
root@RHELv4u4:~# swapon /smallswapfile
root@RHELv4u4:~# cat /proc/swaps
Filename                          Type        Size    Used   Priority
/dev/mapper/VolGroup00-LogVol01   partition   1048568 0      -1
/dev/hda1                         partition   524120  0      -2
/smallswapfile                    file        4088    0      -3

swap space in /etc/fstab

If you like these swaps to be permanent, then don’t forget to add them to /etc/fstab. The lines in /etc/fstab will be similar to the following.

/dev/hda1 swap swap defaults 0 0
/smallswapfile swap swap defaults 0 0
44.3. monitoring memory with vmstat

You can find information about swap usage using vmstat.

Below a simple vmstat displaying information in megabytes.

```
paul@ubuntu1010:~$ vmstat -S m
procs ---------memory-------- ---swap-- -----io---- -system- ----cpu----
 r  b  swpd  free  buff cache  si  so  bi  bo  in  cs  us  sy  id  wa
 0  0  87   225   46  2097   0   0  2   5  14   8  6   5  89  1
```

Below a sample vmstat when (in another terminal) root launches a find /.
It generates a lot of disk i/o (bi and bo are disk blocks in and out).
There is no need for swapping here.

```
paul@ubuntu1010:~$ vmstat 2 100
procs ----------memory---------- ---swap-- -----io---- --system-- -----cpu-----
 r  b   swpd  free  buff  cache  si  so  bi  bo  in  cs  us  sy  id  wa  st
 0  0  84984  1999436  53416  269536  0  0  2   5  10   6  5  89  1  0
 0  0  84984  1999428  53416  269564  0  0  0  0  1713 2748   4  4  92  0  0
 0  0  84984  1999552  53416  269564  0  0  0  0  1672 1838   4  6  90  0  0
 0  0  84984  1999552  53424  269560  0  0  0  0  14 1587 2526    5  7  87  2  0
 0  0  84984  1999180  53424  269580  0  0  0  0  100 1748 2193    4  6  91  0  0
 0  0  84984  1999800  54508  269760  0  0  0  0  0 1836 3890 17 10  68  4  0
```

Below a sample vmstat when executing (on RHEL6) a simple memory leaking program.
Now you see a lot of memory being swapped (si is 'swapped in').

```
[paul@rhel6 ~]$ vmstat 2 100
procs ---------memory-------- ---swap-- ----io---- --system-- -----cpu-----
 r  b   swpd  free  buff  cache  si  so  bi  bo  in  cs  us  sy  id  wa  st
 0  3  245208  5280  232  1916   261  0  0  42  27   21  0  1 98  1  0
 0  2  263372  4800  72  908 143840  128  0 1138 462  191  2 10  0 88  0  0
 1  3  350672  4792  56  992 169280  256  0 1092 360  142  1 13  0 86  0  0
 1  4  449584  4788  56 1024 95880   64  0  606 471 191  2  13  0 85  0  0
 0  4  471968  4828  56 1140 68008   16   0  390 235  90  2 12  0 87  0  0
 3  5  505960  4764  56 1136 68008  16  0  538 286 109  1 12  0 87  0  0
```

The code below was used to simulate a memory leak (and force swapping).
This code was found on wikipedia without author.

```
paul@mac:~$ cat memleak.c
#include <stdlib.h>
int main(void)
{
    while (malloc(50));
    return 0;
}
```
44.4. practice: memory

1. Use `dmesg` to find the total amount of memory in your computer.

2. Use `free` to display memory usage in kilobytes (then in megabytes).

3. On a virtual machine, create a swap partition (you might need an extra virtual disk for this).

4. Add a 20 megabyte swap file to the system.

5. Put all swap spaces in `/etc/fstab` and activate them. Test with a reboot that they are mounted.

6. Use `free` to verify usage of current swap.

7. (optional) Display the usage of swap with `vmstat` and `free -s` during a memory leak.
44.5. solution : memory

1. Use `dmesg` to find the total amount of memory in your computer.
   
   ```
   dmesg | grep Memory
   ```

2. Use `free` to display memory usage in kilobytes (then in megabytes).
   
   ```
   free ; free -m
   ```

3. On a virtual machine, create a swap partition (you might need an extra virtual disk for this).
   
   ```
   mkswap /dev/sdd1 ; swapon /dev/sdd1
   ```

4. Add a 20 megabyte swap file to the system.
   
   ```
   dd if=/dev/zero of=/swapfile20mb bs=1024 count=20000
   mkswap /swapfile20mb
   swapon /swapfile20mb
   ```

5. Put all swap spaces in `/etc/fstab` and activate them. Test with a reboot that they are mounted.
   
   ```
   root@computer# tail -2 /etc/fstab
   /dev/sdd1     swap swap defaults 0 0
   /swapfile20mb swap swap defaults 0 0
   ```

6. Use `free` to verify usage of current swap.
   
   ```
   free -om
   ```

7. (optional) Display the usage of swap with `vmstat` and `free -s` during a memory leak.
Chapter 45. package management

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Most Linux distributions have a package management system with online repositories of the most common software packages. This makes it very easy to install and remove software.

We discuss the two most used package formats and tools in this chapter, rpm based and deb based. We also briefly discuss the option of downloading source code and compiling the software yourself.
45.1. terminology

repositories

Most software for your Linux distribution is available in a central distributed repository. This means that applications in the repository are tested for your distribution and very easy to install with a GUI or command line installer.

The GUI is available via the standard menu (look for Add/Remove Software or something similar). The command line is explained below in detail.

rpm based

Red Hat, Fedora, OpenSUSE, Mandriva, Red Flag and others use .rpm packages. The tools to manage software packages are called yum and rpm.

deb based

Debian, Ubuntu, Mint and all derivatives from Debian and Ubuntu use .deb packages. To manage software on these systems, you can use aptitude. aptitude is a front end for dpkg.

dependency

Some packages need other packages to function. Tools like aptitude and yum will install all dependencies you need. When using dpkg or the rpm command, or when building from source, you will need to install dependencies yourself.
45.2. rpm

about rpm

The Red Hat package manager can be used on the command line with rpm or in a graphical way going to Applications--System Settings--Add/Remove Applications. Type rpm --help to see some of the options.

Software distributed in the rpm format will be named foo-version.platform.rpm.

rpm -qa

To obtain a list of all installed software, use the rpm -qa command.

```
[root@RHEL52 ~]# rpm -qa | grep samba
system-config-samba-1.2.39-1.el5
samba-3.0.28-1.el5_2.1
samba-client-3.0.28-1.el5_2.1
samba-common-3.0.28-1.el5_2.1
```

rpm -q

To verify whether one package is installed, use rpm -q.

```
root@RHELv4u4:~# rpm -q gcc
gcc-3.4.6-3
root@RHELv4u4:~# rpm -q laika
package laika is not installed
```

rpm -q --redhatprovides

To check whether a package is provided by Red Hat, use the --redhatprovides option.

```
root@RHELv4u4:~# rpm -q --redhatprovides bash
bash-3.0-19.3
root@RHELv4u4:~# rpm -q --redhatprovides gcc
gcc-3.4.6-3
root@RHELv4u4:~# rpm -q --redhatprovides laika
no package provides laika
```

rpm -Uvh

To install or upgrade a package, use the -Uvh switches. The -U switch is the same as -i for install, except that older versions of the software are removed. The -vh switches are for nicer output.
package management

root@RHELv4u4:~# rpm -Uvh gcc-3.4.6-3

rpm -e

To remove a package, use the -e switch.

root@RHELv4u4:~# rpm -e gcc-3.4.6-3

rpm -e verifies dependencies, and thus will prevent you from accidentailly erasing packages that are needed by other packages.

[root@RHEL52 ~]# rpm -e gcc-4.1.2-42.el5
error: Failed dependencies:
gcc = 4.1.2-42.el5 is needed by (installed) gcc-c++-4.1.2-42.el5.i386
gcc = 4.1.2-42.el5 is needed by (installed) gcc-gfortran-4.1.2-42.el5.i386
gcc is needed by (installed) systemtap-0.6.2-1.el5_2.2.i386

/var/lib/rpm

The rpm database is located at /var/lib/rpm. This database contains all meta information about packages that are installed (via rpm). It keeps track of all files, which enables complete removes of software.

rpm2cpio

We can use rpm2cpio to convert an rpm to a cpio archive.

[root@RHEL53 ~]# file kernel.src.rpm
kernel.src.rpm: RPM v3 src PowerPC kernel-2.6.18-92.1.13.el5
[root@RHEL53 ~]# rpm2cpio kernel.src.rpm > kernel.cpio
[root@RHEL53 ~]# file kernel.cpio
kernel.cpio: ASCII cpio archive (SVR4 with no CRC)

But why would you want to do this?

Perhaps just to see of list of files in the rpm file.

[root@RHEL53 ~]# rpm2cpio kernel.src.rpm | cpio -t | head -5
COPYING.modules
Config.mk
Module.kabi_i686
Module.kabi_i686PAE
Module.kabi_i686xen

Or to extract one file from an rpm package.

[root@RHEL53 ~]# rpm2cpio kernel.src.rpm | cpio -iv Config.mk
Config.mk
246098 blocks
45.3. yum

about yum

The Yellowdog Updater, Modified (yum) is an easier command to work with rpm packages. It is installed by default on Fedora and Red Hat Enterprise Linux since version 5.2.

yum list

Issue yum list available to see a list of available packages. The available parameter is optional.

[root@rhel55 ~]# yum list | wc -l
2471

Issue yum list $package to get all versions (in different repositories) of one package.

[root@rhel55 ~]# yum list samba
Loaded plugins: rhnplugin, security
Installed Packages
samba.i386                 3.0.33-3.28.el5         installed
Available Packages
samba.i386                 3.0.33-3.29.el5_5       rhel-i386-server-5

yum search

To search for a package containing a certain string in the description or name use yum search $string.

[root@rhel55 ~]# yum search gcc44
Loaded plugins: rhnplugin, security
------------------------------- Matched: gcc44 -------------------------------
gcc44.i386 : Preview of GCC version 4.4
gcc44-c++.i386 : C++ support for GCC version 4.4
gcc44-gfortran.i386 : Fortran support for GCC 4.4 previe

yum provides

To search for a package containing a certain file (you might need for compiling things) use yum provides $filename.

[root@rhel55 ~]# yum provides /usr/share/man/man1/gzip.1.gz
Loaded plugins: rhnplugin, security
Importing additional filelist information
gzip-1.3.5-9.el5.i386 : The GNU data compression program.
Repo        : rhel-i386-server-5
Matched from:
Filename    : /usr/share/man/man1/gzip.1.gz
...
To install an application, use **yum install $package**. Naturally **yum** will install all the necessary dependencies.

```
[root@rhel55 ~]# yum install sudo
Loaded plugins: rhnplugin, security
Setting up Install Process
Resolving Dependencies
---> Running transaction check
---> Package sudo.i386 0:1.7.2p1-7.el5_5 set to be updated
---> Finished Dependency Resolution

Dependencies Resolved
```

```
Package | Arch | Version     | Repository | Size  
---------|------|-------------|------------|-------
Installing: 
sudo     | i386 | 1.7.2p1-7.el5_5 | rhel-i386-server-5 | 230 k 
```

```
Transaction Summary
---------------------
Install    1 Package(s)
Upgrade    0 Package(s)

Total download size: 230 k
Is this ok [y/N]: y
```

```
Downloading Packages:
sudo-1.7.2p1-7.el5_5.i386.rpm | 230 kB   00:00

Running rpm_check_debug
Running Transaction Test
Finished Transaction Test
Transaction Test Succeeded
Running Transaction
  Installing : sudo

Installed:
  sudo.i386 0:1.7.2p1-7.el5_5

Complete!
```

You can add more than one parameter here.
```
yum install $package1 $package2 $package3
```

**yum update**

To bring all applications up to date, by downloading and installing them, issue **yum update**. All software that was installed via **yum** will be updated to the latest version that is available in the repository.

```
yum update
```

If you only want to update one package, use **yum update $package**.

```
[root@rhel55 ~]# yum update sudo
Loaded plugins: rhnplugin, security
Skipping security plugin, no data
Setting up Update Process
```
Resolving Dependencies
Skipping security plugin, no data
--> Running transaction check
--> Package sudo.i386 0:1.7.2p1-7.el5_5 set to be updated
--> Finished Dependency Resolution

Dependencies Resolved

<table>
<thead>
<tr>
<th>Package</th>
<th>Arch</th>
<th>Version</th>
<th>Repository</th>
<th>Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>Updating:</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>sudo</td>
<td>i386</td>
<td>1.7.2p1-7.el5_5</td>
<td>rhel-1386-server-5</td>
<td>230 k</td>
</tr>
</tbody>
</table>

Transaction Summary

Install       0 Package(s)
Upgrade       1 Package(s)

Total download size: 230 k
Is this ok [y/N]: y

Downloaded Packages:
sudo-1.7.2p1-7.el5_5.i386.rpm | 230 kB 00:00
Running rpm_check_debug
Running Transaction Test
Finished Transaction Test
Transaction Test Succeeded

Running Transaction
Updating : sudo 1/2
Cleanup   : sudo 2/2

Updated:
sudo.i386 0:1.7.2p1-7.el5_5

Complete!

yum software groups

Issue **yum grouplist** to see a list of all available software groups.

[root@rhel55 ~]# yum grouplist
Loaded plugins: rhnplugin, security
Setting up Group Process
Installed Groups:
  Administration Tools
  Authoring and Publishing
  DNS Name Server
  Development Libraries
  Development Tools
  Editors
  GNOME Desktop Environment
  GNOME Software Development
  Graphical Internet
  Graphics
  Legacy Network Server
  Legacy Software Development
  Legacy Software Support
  Mail Server
  Network Servers
  Office/Productivity
  Printing Support
  Server Configuration Tools
To install a set of applications, brought together via a group, use `yum groupinstall $groupname`.

```
[root@rhel55 ~]# yum groupinstall 'Sound and video'
Loaded plugins: rhnplugin, security
Setting up Group Process
Packagealsa-utils-1.0.17-1.el5.i386 already installed and latest version
Package sox-12.18.1-1.i386 already installed and latest version
Package 9:mkisofs-2.01-10.7.el5.i386 already installed and latest version
Package 9:cdrecord-2.01-10.7.el5.i386 already installed and latest version
Package cdrdao-1.2.1-2.i386 already installed and latest version
Resolving Dependencies
--> Running transaction check
---> Package cdda2wav.i386 9:2.01-10.7.el5 set to be updated
---> Package cdparanoia.i386 0:alpha9.8-27.2 set to be updated
---> Package sound-juicer.i386 0:2.16.0-3.el5 set to be updated
---> Processing Dependency: libmusicbrainz >= 2.1.0 for package: sound-juicer
---> Processing Dependency: libmusicbrainz.so.4 for package: sound-juicer
---> Package vorbis-tools.i386 1:1.1.1-3.el5 set to be updated
---> Processing Dependency: libao >= 0.8.4 for package: vorbis-tools
---> Processing Dependency: libao.so.2 for package: vorbis-tools
---> Running transaction check
---> Package libao.i386 0:0.8.6-7 set to be updated
---> Package libmusicbrainz.i386 0:2.1.1-4.1 set to be updated
---> Finished Dependency Resolution

... 
```

Read the manual page of `yum` for more information about managing groups in `yum`.

**/etc/yum.conf and repositories**

The configuration of `yum` repositories is done in `/etc/yum/yum.conf` and `/etc/yum/repos.d/`.

Configuring `yum` itself is done in `/etc/yum.conf`. This file will contain the location of a log file and a cache directory for `yum` and can also contain a list of repositories.

Recently `yum` started accepting several `repo` files with each file containing a list of repositories. These `repo` files are located in the `/etc/yum/repos.d/` directory.
One important flag for yum is `enablerepo`. Use this command if you want to use a repository that is not enabled by default.

```
yum $command $foo --enablerepo=$repo
```

An example of the contents of the repo file: MyRepo.repo

```
[MyRepo]
name=My Repository
baseurl=http://path/to/MyRepo
gpgcheck=1
  gpgkey=file:///etc/pki/rpm-gpg/RPM-GPG-KEY-MyRep
```
45.4. deb

about deb

Most people use aptitude or apt-get to manage their Debian/Ubuntu family of Linux distributions. Both are a front end for dpkg and are themselves a back end for synaptic or other graphical tools.

This is a screenshot of synaptic running on Debian 4.0.

<table>
<thead>
<tr>
<th>Package</th>
<th>Installed Version</th>
<th>Latest Version</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>gimp</td>
<td>2.2.13-etch4</td>
<td>2.2.13-etch4</td>
<td>Image Viewer</td>
</tr>
<tr>
<td>gimp2.0-qtibsar</td>
<td>0.1.0</td>
<td></td>
<td>A Qt based Sr</td>
</tr>
<tr>
<td>gimp-clip2</td>
<td>1.2.02</td>
<td></td>
<td>plugins for th</td>
</tr>
<tr>
<td>gimp-data</td>
<td>2.2.13-etch4</td>
<td>2.2.13-etch4</td>
<td>Data files for</td>
</tr>
<tr>
<td>gimp-data-extras</td>
<td>1.2.01-3</td>
<td></td>
<td>An extra set</td>
</tr>
</tbody>
</table>

dpkg -l

The low level tool to work with .deb packages is dpkg. Here you see how to obtain a list of all installed packages. The ii at the beginning means the package is installed.

root@laika:~# dpkg -l | grep gcc-4.2
ii gcc-4.2 4.2.4-lubuntu3 The GNU C compiler
ii gcc-4.2-base 4.2.4-lubuntu3 The GNU Compiler Collection (base package)

dpkg

You could use dpkg -i to install a package and dpkg -r to remove a package, but you’d have to manually keep track of dependencies.
45.5. aptitude

Most people use **aptitude** for package management on Debian and Ubuntu Systems.

To synchronize with the repositories.

```bash
aptitude update
```

To patch and upgrade all software to the latest version on Debian.

```bash
aptitude upgrade
```

To patch and upgrade all software to the latest version on Ubuntu and Mint.

```bash
aptitude safe-upgrade
```

To install an application with all dependencies.

```bash
aptitude install $package
```

To search the repositories for applications that contain a certain string in their name or description.

```bash
aptitude search $string
```

To remove an application and all unused files.

```bash
aptitude remove $package
```

**apt-get**

We could also use **apt-get**, but **aptitude** is better at handling dependencies than **apt-get**. Whenever you see **apt-get** in a howto, feel free to type **aptitude**.

**/etc/apt/sources.list**

The resource list for both **apt-get** and **aptitude** is located in **/etc/apt/sources.list**. This file contains a list of http or ftp sources where packages for the distribution can be downloaded.

```bash
root@barry:~# cat /etc/apt/sources.list

deb http://ftp.be.debian.org/debian/ etch main non-free contrib
# deb http://ftp.be.debian.org/debian/ sarge main non-free contrib
# deb http://ftp.be.debian.org/debian/ unstable main non-free contrib
# deb-src http://ftp.be.debian.org/debian/ etch main non-free contrib

deb http://security.debian.org/ etch/updates main
# deb-src http://security.debian.org/ etch/updates main
```

45.6. alien

**alien** is experimental software that converts between **rpm** and **deb** package formats (and others).
Below an example of how to use alien to convert an rpm package to a deb package.

```bash
paul@barry:~$ ls -l netcat*
-rw-r--r-- 1 paul paul 123912 2009-06-04 14:58 netcat-0.7.1-1.i386.rpm
paul@barry:~$ alien --to-deb netcat-0.7.1-1.i386.rpm
netcat_0.7.1-2_i386.deb generated
paul@barry:~$ ls -l netcat*
-rw-r--r-- 1 paul paul 123912 2009-06-04 14:58 netcat-0.7.1-1.i386.rpm
-rw-r--r-- 1 root root 125236 2009-06-04 14:59 netcat_0.7.1-2_i386.deb
```

In real life, use the netcat tool provided by your distribution, or use the .deb file from their website.
45.7. downloading software outside the repository

First and most important, whenever you download software, start by reading the README file!

Normally the readme will explain what to do after download. You will probably receive a .tar.gz or a .tgz file. Read the documentation, then put the compressed file in a directory. You can use the following to find out where the package wants to install.

```bash
tar tvzpf $downloadedFile.tgz
```

You unpack them like with `tar xzf`, it will create a directory called `applicationName-1.2.3`

```bash
tar xzf $applicationName.tgz
```

Replace the z with a j when the file ends in .tar.bz2. The tar, gzip and bzip2 commands are explained in detail in the Linux Fundamentals course.

If you download a .deb file, then you'll have to use `dpkg` to install it, .rpm's can be installed with the rpm command.

45.8. compiling software

First and most important, whenever you download source code for installation, start by reading the README file!

Usually the steps are always the same three: running ./configure followed by make (which is the actual compiling) and then by make install to copy the files to their proper location.

```bash
./configure
make
make install
```
45.9. practice: package management

1. Find the Graphical application on all computers to add and remove applications.

2. Verify on both systems whether gcc is installed.

3. Use aptitude or yum to search for and install the 'dict', 'samba' and 'wesnoth' applications. Did you find all them all?

4. Search the internet for 'webmin' and install it.

5. If time permits, uninstall Samba from the ubuntu machine, download the latest version from samba.org and install it.
45.10. solution: package management

1. Find the Graphical application on all computers to add and remove applications.

2. Verify on both systems whether gcc is installed.
   
   `dpkg -l | grep gcc`
   `rpm -qa | grep gcc`

3. Use aptitude or yum to search for and install the 'dict', 'samba' and 'wesnoth' applications. Did you find all them all?
   
   `aptitude search wesnoth (Debian, Ubuntu and family)`
   `yum search wesnoth (Red Hat and family)`

4. Search the internet for 'webmin' and install it.

   Google should point you to webmin.com.
   
   There are several formats available there choose .rpm, .deb or .tgz.

5. If time permits, uninstall Samba from the ubuntu machine, download the latest version from samba.org and install it.
Part XIII. network management
Chapter 46. general networking

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While this chapter is not directly about Linux, it does contain general networking concepts that will help you in troubleshooting networks on Linux.
46.1. network layers

seven OSI layers

When talking about protocol layers, people usually mention the seven layers of the OSI protocol (Application, Presentation, Session, Transport, Network, Data Link and Physical). We will discuss layers 2 and 3 in depth, and focus less on the other layers. The reason is that these layers are important for understanding networks. You will hear administrators use words like "this is a layer 2 device" or "this is a layer 3 broadcast", and you should be able to understand what they are talking about.

four DoD layers

The DoD (or tcp/ip) model has only four layers, roughly mapping its network access layer to OSI layers 1 and 2 (Physical and Datalink), its internet (IP) layer to the OSI network layer, its host-to-host (tcp, udp) layer to OSI layer 4 (transport) and its application layer to OSI layers 5, 6 and 7.

Below an attempt to put OSI and DoD layers next to some protocols and devices.

<table>
<thead>
<tr>
<th>OSI Model</th>
<th>DoD Model</th>
<th>protocols</th>
<th>devices/apps</th>
</tr>
</thead>
<tbody>
<tr>
<td>layer 5, 6, 7</td>
<td>application</td>
<td>dns, dhcp, ntp, snmp, https, ftp, ssh, telnet, http, pop3... others</td>
<td>web server, mail server, browser, mail client...</td>
</tr>
<tr>
<td>layer 4</td>
<td>host-to-host</td>
<td>tcp, udp</td>
<td>gateway</td>
</tr>
<tr>
<td>layer 3</td>
<td>internet</td>
<td>ip, icmp, igmp</td>
<td>router, firewall layer 3 switch</td>
</tr>
<tr>
<td>layer 2</td>
<td>network access</td>
<td>arp (mac), rarp</td>
<td>bridge layer 2 switch</td>
</tr>
<tr>
<td>layer 1</td>
<td>network access</td>
<td>ethernet, token ring</td>
<td>hub</td>
</tr>
</tbody>
</table>

short introduction to the physical layer

The physical layer, or layer 1, is all about voltage, electrical signals and mechanical connections. Some networks might still use coax cables, but most will have migrated to UTP (cat 5 or better) with RJ45 connectors.
Devices like **repeaters** and **hubs** are part of this layer. You cannot use software to 'see' a **repeater** or **hub** on the network. The only thing these devices are doing is amplifying electrical signals on cables. **Passive hubs** are multiport amplifiers that amplify an incoming electrical signal on all other connections. **Active hubs** do this by reading and retransmitting bits, without interpreting any meaning in those bits.

Network technologies like **csma/cd** and **token ring** are defined on this layer.

This is all we have to say about **layer 1** in this book.

**short introduction to the data link layer**

The data link layer, or **layer 2** is about frames. A frame has a **crc** (cyclic redundancy check). In the case of ethernet (802.3), each network card is identifiable by a unique 48-bit **mac** address (media access control address).

On this layer we find devices like bridges and switches. A bridge is more intelligent than a hub because a **bridge** can make decisions based on the mac address of computers. A **switch** also understands mac addresses.

In this book we will discuss commands like **arp** and **ifconfig** to explore this layer.

**short introduction to the network layer**

**Layer 3** is about ip packets. This layer gives every host a unique 32-bit ip address. But **ip** is not the only protocol on this layer, there is also **icmp**, **igmp**, **ipv6** and more. A complete list can be found in the **/etc/protocols** file.

On this layer we find devices like **routers** and layer 3 switches, devices that know (and have) an ip address.

In tcp/ip this layer is commonly referred to as the **internet layer**.

**short introduction to the transport layer**

We will discuss the **tcp** and **udp** protocols in the context of layer 4. The DoD model calls this the host-to-host layer.

**layers 5, 6 and 7**

The tcp/ip application layer includes layers 5, 6 and 7. Details on the difference between these layers are out of scope of this course.

**network layers in this book**

Stacking of layers in this book is based on the Protocols in Frame explanation in the wireshark sniffer. When sniffing a dhcp packet, we notice the following in the sniffer.
Sniffing for ntp (Network Time Protocol) packets gives us this line, which makes us conclude to put **ntp** next to **bootp** in the protocol chart below.

Sniffing an **arp** broadcast makes us put **arp** next to **ip**. All these protocols are explained later in this chapter.

Below is a protocol chart based on wireshark’s knowledge. It contains some very common protocols that are discussed in this book. The chart does not contain all protocols.
46.2. unicast, multicast, broadcast, anycast

**unicast**

A **unicast** communication originates from one computer and is destined for exactly one other computer (or host). It is common for computers to have many **unicast** communications.

**multicast**

A **multicast** is destined for a group (of computers).

Some examples of **multicast** are Realplayer (.sdp files) and **ripv2** (a routing protocol).
**broadcast**

A *broadcast* is meant for everyone.

Typical example here is the BBC (British Broadcasting Corporation) broadcasting to everyone. In datacommunications a broadcast is most common confined to the *lan*.

Careful, a **layer 2 broadcast** is very different from a **layer 3 broadcast**. A layer two broadcast is received by all network cards on the same segment (it does not pass any router), whereas a layer 3 broadcast is received by all hosts in the same ip subnet.

**anycast**

The **root name servers** of the internet use *anycast*. An *anycast* signal goes the (geographically) nearest of a well defined group.

With thanks to the nice anonymous wikipedia contributor to put these pictures in the public domain.
46.3. lan-wan-man

The term **lan** is used for local area networks, as opposed to a **wan** for wide area networks. The difference between the two is determined by the **distance** between the computers, and not by the number of computers in a network. Some protocols like **atm** are designed for use in a **wan**, others like **ethernet** are designed for use in a **lan**.

**lan**

A **lan** (Local Area Network) is a local network. This can be one room, or one floor, or even one big building. We say **lan** as long as computers are **close** to each other. You can also define a **lan** when all computers are **ethernet** connected.

A **lan** can contain multiple smaller **lan**'s. The picture below shows three **lan**'s that together make up one **lan**.

![LAN Diagram](image)

**wan**

A **wan** (Wide Area Network) is a network with a lot of distance between the computers (or hosts). These hosts are often connected by **leased lines**. A **wan** does not use **ethernet**, but protocols like **fddi**, **frame relay**, **ATM** or **X.25** to connect computers (and networks).

The picture below shows a branch office that is connected through **Frame Relay** with headquarters.

![WAN Diagram](image)
The acronym **wan** is also used for large surface area networks like the **internet**.

**Cisco** is known for their **wan** technology. They make **routers** that connect many **lan** networks using **wan** protocols.

**man**

A **man** (Metropolitan Area Network) is something inbetween a **lan** and a **wan**, often comprising several buildings on the same campus or in the same city. A **man** can use **fddi** or **ethernet** or other protocols for connectivity.

**pan-wpan**

Your home network is called a **pan** (Personal Area Network). A wireless **pan** is a **wpan**.

**46.4. internet - intranet - extranet**

The **internet** is a global network. It connects many networks using the **tcp/ip** protocol stack.

The origin of the **internet** is the **arpanet**. The **arpanet** was created in 1969, that year only four computers were connected in the network. In 1971 the first **e-mail** was sent over the **arpanet**. **E-mail** took 75 percent of all **arpanet** traffic in 1973. 1973 was also the year **ftp** was introduced, and saw the connection of the first European countries (Norway and UK). In 2009 the internet was available to 25 percent of the world population. In 2011 it is estimated that only a quarter of internet webpages are in English.

An **intranet** is a private **tcp/ip** network. An **intranet** uses the same protocols as the **internet**, but is only accessible to people from within one organization.

An **extranet** is similar to an **intranet**, but some trusted organizations (partners/clients/suppliers/...) also get access.
46.5. tcp/ip

history of tcp/ip

In the Sixties development of the tcp/ip protocol stack was started by the US Department of Defense. In the Eighties a lot of commercial enterprises developed their own protocol stack: IBM created sna, Novell had ipx/spx, Microsoft completed netbeui and Apple worked with appletalk. All the efforts from the Eighties failed to survive the Nineties. By the end of the Nineties, almost all computers in the world were able to speak tcp/ip.

In my humble opinion, the main reason for the survival of tcp/ip over all the other protocols is its openness. Everyone is free to develop and use the tcp/ip protocol suite.

rfc (request for comment)

The protocols that are used on the internet are defined in rfc's. An rfc or request for comment describes the inner working of all internet protocols. The IETF (Internet Engineering Task Force) is the sole publisher of these protocols since 1986.

The official website for the rfc's is http://www.rfc-editor.org. This website contains all rfc's in plain text, for example rfc2132 (which defines dhcp and bootp) is accessible at http://www.rfc-editor.org/rfc/rfc2132.txt.

many protocols

For reliable connections, you use tcp, whereas udp is connectionless but faster. The icmp error messages are used by ping, multicast groups are managed by igmp.

These protocols are visible in the protocol field of the ip header, and are listed in the /etc/protocols file.

```
paul@debian5:$ grep tcp /etc/protocols
tcp   6   TCP   # transmission control protocol
```

many services

Network cards are uniquely identified by their mac address, hosts by their ip address and applications by their port number.

Common application level protocols like smtp, http, ssh, telnet and ftp have fixed port numbers. There is a list of port numbers in /etc/services.

```
paul@ubu1010:$ grep ssh /etc/services
ssh   22/tcp   # SSH Remote Login Protocol
ssh   22/udp
```
Chapter 47. interface configuration

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This chapter explains how to configure network interface cards to work with tcp/ip.
47.1. to gui or not to gui

Recent Linux distributions often include a graphical application to configure the network. Some people complain that these applications mess networking configurations up when used simultaneously with command line configurations. Notably Network Manager (often replaced by wicd) and yast are known to not care about configuration changes via the command line.

Since the goal of this course is server administration, we will assume our Linux servers are always administered through the command line.

This chapter only focuses on using the command line for network interface configuration!

Unfortunately there is no single combination of Linux commands and /etc files that works on all Linux distributions. We discuss networking on two (large but distinct) Linux distribution families.

We start with Debian/Ubuntu, then continue with Fedora/RHEL.
47.2. Debian/Ubuntu nic configuration

/etc/network/interfaces

The /etc/network/interfaces file is a core network interface card configuration file on Ubuntu and Debian.

dhcp client

The screenshot below shows that our current Ubuntu 11.04 is configured for dhcp on eth0 (the first network interface card or nic).

```
root@ubu1104srv:~# cat /etc/network/interfaces
# This file describes the network interfaces available on your system
# and how to activate them. For more information, see interfaces(5).

# The loopback network interface
auto lo
iface lo inet loopback

# The primary network interface
auto eth0
iface eth0 inet dhcp
```

Configuring network cards for dhcp is good practice for clients, but servers usually require a fixed ip address.

fixed ip

The screenshot below shows /etc/network/interfaces configured with a fixed ip address.

```
root@ubu1104srv:~# cat /etc/network/interfaces
# This file describes the network interfaces available on your system
# and how to activate them. For more information, see interfaces(5).

# The loopback network interface
auto lo
iface lo inet loopback

# The primary network interface
auto eth0
iface eth0 inet static
    address 192.168.33.100
    network 192.168.33.0
    netmask 255.255.255.0
    gateway 192.168.33.1
```

The screenshot above also shows that you can provide more configuration than just the ip address. See interfaces(5) for help on setting a gateway, netmask or any of the other options.
interface configuration

/sbin/ifdown

It is advised (but not mandatory) to down an interface before changing its configuration. This can be done with the `ifdown` command.

The command will not give any output when downing an interface with a fixed ip address. However `ifconfig` will no longer show the interface.

```
root@ubu1010srv:~# ifdown eth0
root@ubu1010srv:~# ifconfig
lo   Link encap:Local Loopback
     inet addr:127.0.0.1  Mask:255.0.0.0
     inet6 addr: ::1/128 Scope:Host
     UP LOOPBACK RUNNING  MTU:16436 Metric:1
     RX packets:106 errors:0 dropped:0 overruns:0 frame:0
     TX packets:106 errors:0 dropped:0 overruns:0 carrier:0
     collisions:0 txqueuelen:0
     RX bytes:11162 (11.1 KB)  TX bytes:11162 (11.1 KB)
```

An interface that is down cannot be used to connect to the network.

/sbin/ifup

Below a screenshot of `ifup` bringing the `eth0` ethernet interface up using dhcp. (Note that this is a Ubuntu 10.10 screenshot, Ubuntu 11.04 omits `ifup` output by default.)

```
root@ubu1010srv:/etc/network# ifup eth0
Internet Systems Consortium DHCP Client V3.1.3
All rights reserved.
For info, please visit https://www.isc.org/software/dhcp/

Listening on LPF/eth0/08:00:27:cd:7f:fc
Sending on   LPF/eth0/08:00:27:cd:7f:fc
Sending on   Socket/fallback
DHCPRREQUEST of 192.168.1.34 on eth0 to 255.255.255.255 port 67
DHCPPNAK from 192.168.33.100
DHCPCDISCOVER on eth0 to 255.255.255.255 port 67 interval 3
DHCPOFFER of 192.168.33.77 from 192.168.33.100
DHCPRREQUEST of 192.168.33.77 on eth0 to 255.255.255.255 port 67
DHCPCPACK of 192.168.33.100 from 192.168.33.100
bound to 192.168.33.77 -- renewal in 95 seconds.
ssh stop/waiting
ssh start/running, process 1301
root@ubu1010srv:/etc/network#
```

The details of `dhcp` are covered in a separate chapter in the Linux Servers course.
47.3. Red Hat/Fedora nic configuration

/etc/sysconfig/network

The /etc/sysconfig/network file is a global (across all network cards) configuration file. It allows us to define whether we want networking (NETWORKING=yes|no), what the hostname should be (HOSTNAME=) and which gateway to use (GATEWAY=).

```
[root@rhel6 ~]# cat /etc/sysconfig/network
NETWORKING=yes
HOSTNAME=rhel6
GATEWAY=192.168.1.1
```

There are a dozen more option settable in this file, details can be found in /usr/share/doc/initscripts-*/sysconfig.txt.

/etc/sysconfig/network-scripts/ifcfg-

Each network card can be configured individually using the /etc/sysconfig/network-scripts/ifcfg-* files. When you have only one network card, then this will probably be /etc/sysconfig/network-scripts/ifcfg-eth0.

dhcp client

Below a screenshot of /etc/sysconfig/network-scripts/ifcfg-eth0 configured for dhcp (BOOTPROTO="dhcp"). Note also the NM_CONTROLLED parameter to disable control of this nic by Network Manager. This parameter is not explained (not even mentioned) in /usr/share/doc/initscripts-*/sysconfig.txt, but many others are.

```
[root@rhel6 ~]# cat /etc/sysconfig/network-scripts/ifcfg-eth0
DEVICE="eth0"
HWADDR="08:00:27:DD:0D:5C"
NM_CONTROLLED="no"
BOOTPROTO="dhcp"
ONBOOT="yes"
```

The BOOTPROTO variable can be set to either dhcp or bootp, anything else will be considered static meaning there should be no protocol used at boot time to set the interface values.

fixed ip

Below a screenshot of a fixed ip configuration in /etc/sysconfig/network-scripts/ifcfg-eth0.

```
[root@rhel6 ~]# cat /etc/sysconfig/network-scripts/ifcfg-eth0
DEVICE="eth0"
HWADDR="08:00:27:DD:0D:5C"
```
NM_CONTROLLED="no"
BOOTPROTO="none"
IPADDR="192.168.1.99"
NETMASK="255.255.255.0"
GATEWAY="192.168.1.1"
ONBOOT="yes"

The HWADDR can be used to make sure that each network card gets the correct name when multiple network cards are present in the computer. It cannot be used to assign a mac address to a network card. For this, you need to specify the MACADDR variable. Do not use HWADDR and MACADDR in the same ifcfg-ethx file.

The BROADCAST= and NETWORK= parameters from previous RHEL/Fedora versions are obsoleted.

/sbin/ifup and /sbin/ifdown

The ifup and ifdown commands will set an interface up or down, using the configuration discussed above. This is identical to their behaviour in Debian and Ubuntu.

[root@rhel6 ~]# ifdown eth0 && ifup eth0
[root@rhel6 ~]# ifconfig eth0
eth0 Link encap:Ethernet  HWaddr 08:00:27:DD:0D:5C
    inet6 addr: fe80::a00:27ff:fedd:d5c/64 Scope:Link
    UP BROADCAST RUNNING MULTICAST  MTU:1500  Metric:1
    RX packets:2452 errors:0 dropped:0 overruns:0 frame:0
    TX packets:1881 errors:0 dropped:0 overruns:0 carrier:0
    collisions:0 txqueuelen:1000
    RX bytes:257036 (251.0 KiB)  TX bytes:184767 (180.4 KiB)
47.4. ifconfig

The use of /sbin/ifconfig without any arguments will present you with a list of all active network interface cards, including wireless and the loopback interface. In the screenshot below eth0 has no ip address.

root@ubuntu1010:~# ifconfig
eth0 Link encap:Ethernet  HWaddr 00:26:bb:5d:2e:52
  UP BROADCAST MULTICAST  MTU:1500  Metric:1
  RX packets:0 errors:0 dropped:0 overruns:0 frame:0
  TX packets:0 errors:0 dropped:0 overruns:0 carrier:0
  collisions:0 txqueuelen:1000
  RX bytes:0 (0.0 B)  TX bytes:0 (0.0 B)
  Interrupt:43 Base address:0xe000

eth1 Link encap:Ethernet  HWaddr 00:26:bb:12:7a:5e
  inet addr:192.168.1.30  Bcast:192.168.1.255  Mask:255.255.255.0
  inet6 addr: fe80::226:bbff:fe12:7a5e/64 Scope:Link
  UP BROADCAST RUNNING MULTICAST  MTU:1500  Metric:1
  RX packets:11141791 errors:202 dropped:0 overruns:0 frame:11580126
  TX packets:6473056 errors:3860 dropped:0 overruns:0 carrier:0
  collisions:0 txqueuelen:1000
  RX bytes:3476531617 (3.4 GB)  TX bytes:2114919475 (2.1 GB)
  Interrupt:23

lo   Link encap:Local Loopback
  inet addr:127.0.0.1  Mask:255.0.0.0
  inet6 addr: ::1/128 Scope:Host
  UP LOOPBACK RUNNING  MTU:16436  Metric:1
  RX packets:2879 errors:0 dropped:0 overruns:0 frame:0
  TX packets:2879 errors:0 dropped:0 overruns:0 carrier:0
  collisions:0 txqueuelen:0
  RX bytes:486510 (486.5 KB)  TX bytes:486510 (486.5 KB)

You can also use ifconfig to obtain information about just one network card.

[root@rhe6 ~]# ifconfig eth0
eth0 Link encap:Ethernet  HWaddr 08:00:27:DD:0D:5C
  inet6 addr: fe80::a00:27ff:febd:d5c/64 Scope:Link
  UP BROADCAST RUNNING MULTICAST  MTU:1500  Metric:1
  RX packets:2969 errors:0 dropped:0 overruns:0 frame:0
  TX packets:1918 errors:0 dropped:0 overruns:0 carrier:0
  collisions:0 txqueuelen:1000
  RX bytes:1309542 (328.0 KiB)  TX bytes:190157 (185.7 KiB)

When /sbin is not in the $PATH of a normal user you will have to type the full path, as seen here on Debian.

paul@debian5:~$ /sbin/ifconfig eth3
eth3 Link encap:Ethernet  HWaddr 08:00:27:ab:67:30
  inet addr:192.168.1.29  Bcast:192.168.1.255  Mask:255.255.255.0
  inet6 addr: fe80::a00:27ff:feab:6730/64 Scope:Link
  UP BROADCAST RUNNING MULTICAST  MTU:1500  Metric:1
  RX packets:27155 errors:0 dropped:0 overruns:0 frame:0
  TX packets:30527 errors:0 dropped:0 overruns:0 carrier:0
  collisions:0 txqueuelen:1000
  RX bytes:335942 (328.0 KiB)  TX bytes:190157 (185.7 KiB)
up and down

You can also use `ifconfig` to bring an interface up or down. The difference with `ifup` is that `ifconfig eth0 up` will re-activate the nic keeping its existing (current) configuration, whereas `ifup` will read the correct file that contains a (possibly new) configuration and use this config file to bring the interface up.

```
[root@rhel6 ~]# ifconfig eth0 down
[root@rhel6 ~]# ifconfig eth0 up
[root@rhel6 ~]# ifconfig eth0
eth0 Link encap:Ethernet  HWaddr 08:00:27:DD:0D:5C
    inet6 addr: fe80::a00:27ff:fedd:d5c/64 Scope:Link
    UP BROADCAST RUNNING MULTICAST  MTU:1500  Metric:1
    RX packets:2995 errors:0 dropped:0 overruns:0 frame:0
    TX packets:1927 errors:0 dropped:0 overruns:0 carrier:0
    collisions:0 txqueuelen:1000
    RX bytes:339030 (331.0 KiB)  TX bytes:191583 (187.0 KiB)
```

setting ip address

You can temporary set an ip address with `ifconfig`. This ip address is only valid until the next `ifup/ifdown` cycle or until the next reboot.

```
[root@rhel6 ~]# ifconfig eth0 | grep 192
[root@rhel6 ~]# ifconfig eth0 192.168.33.42 netmask 255.255.0.0
[root@rhel6 ~]# ifconfig eth0 | grep 192
    inet addr:192.168.33.42  Bcast:192.168.255.255  Mask:255.255.0.0
[root@rhel6 ~]# ifdown eth0 & ifup eth0
[root@rhel6 ~]# ifconfig eth0 | grep 192
```

setting mac address

You can also use `ifconfig` to set another mac address than the one hard coded in the network card. This screenshot shows you how.

```
[root@rhel6 ~]# ifconfig eth0 | grep HWaddr
eth0 Link encap:Ethernet  HWaddr 08:00:27:DD:0D:5C
[root@rhel6 ~]# ifconfig eth0 hw ether 00:42:42:42:42:42
[root@rhel6 ~]# ifconfig eth0 | grep HWaddr
eth0 Link encap:Ethernet  HWaddr 00:42:42:42:42:42
```

dhclient

Home and client Linux desktops often have `/sbin/dhclient` running. This is a daemon that enables a network interface to lease an ip configuration from a dhcp server. When your adapter is configured for dhcp or bootp, then `/sbin/ifup` will start the dhclient daemon.

When a lease is renewed, dhclient will override your `ifconfig` set ip address!
47.5. hostname

Every host receives a **hostname**, often placed in a **DNS name space** forming the **fqdn** or Fully Qualified Domain Name.

This screenshot shows the **hostname** command and the configuration of the hostname on Red Hat/Fedora.

```
[root@rhel6 ~]# grep rhel /etc/sysconfig/network
HOSTNAME=rhel6
[root@rhel6 ~]# hostname
rhel6
```

Ubuntu/Debian uses the **/etc/hostname** file to configure the **hostname**.

```
paul@ubu1010:~$ cat /etc/hostname
ubu1010
paul@ubu1010:~$ hostname
ubu1010
```

On all Linux distributions you can change the **hostname** using the **hostname $newname** command. This is not a permanent change.

```
[root@rhel6 ~]# hostname server42
[root@rhel6 ~]# hostname
server42
```

On any Linux you can use **sysctl** to display and set the hostname.

```
[root@rhel6 ~]# sysctl kernel.hostname
kernel.hostname = server42
[root@rhel6 ~]# sysctl kernel.hostname=rhel6
kernel.hostname = rhel6
[root@rhel6 ~]# sysctl kernel.hostname
kernel.hostname = rhel6
[root@rhel6 ~]# hostname
rhel6
```
47.6. arp

The ip to mac resolution is handled by the layer two broadcast protocol arp. The arp table can be displayed with the arp tool. The screenshot below shows the list of computers that this computer recently communicated with.

root@barry:~# arp -a
?
(192.168.1.191) at 00:0C:29:3B:15:80 [ether] on eth1
agapi (192.168.1.73) at 00:03:BA:09:7F:D2 [ether] on eth1
anya (192.168.1.1) at 00:12:01:E2:87:FB [ether] on eth1
faith (192.168.1.41) at 00:0E:7F:41:0D:EB [ether] on eth1
kiss (192.168.1.49) at 00:D0:E0:91:79:95 [ether] on eth1
laika (192.168.1.40) at 00:90:F5:4E:AE:17 [ether] on eth1
pasha (192.168.1.71) at 00:03:BA:02:C3:82 [ether] on eth1
shaka (192.168.1.72) at 00:03:BA:09:7C:F9 [ether] on eth1

Anya is a Cisco Firewall, faith is a laser printer, kiss is a Kiss DP600, laika is a laptop and Agapi, Shaka and Pasha are SPARC servers. The question mark is a Red Hat Enterprise Linux server running on a virtual machine.

You can use arp -d to remove an entry from the arp table.

[root@rhel6 ~]# arp
Address   HWtype  HWaddress           Flags Mask       Iface
ubu1010   ether   00:26:bb:12:7a:5e   C                eth0
anya      ether   00:02:cf:aa:68:f0   C                eth0
[root@rhel6 ~]# arp -d anya
[root@rhel6 ~]# arp
Address   HWtype  HWaddress           Flags Mask       Iface
ubu1010   ether   00:26:bb:12:7a:5e   C                eth0
anya      (incomplete)                         eth0
[root@rhel6 ~]# ping anya
PING anya (192.168.1.1) 56(84) bytes of data.
64 bytes from anya (192.168.1.1): icmp_seq=1 ttl=254 time=10.2 ms
...
47.7. route

You can see the computer’s local routing table with the `/sbin/route` command (and also with `netstat -r`).

```
root@RHEL4b ~]# netstat -r
Kernel IP routing table
Destination     Gateway   Genmask         Flags   MSS Window  Irtt Iface
192.168.1.0     *         255.255.255.0   U         0 0          0 eth0
```

```
[root@RHEL4b ~]# route
Kernel IP routing table
Destination     Gateway      Genmask        Flags Metric Ref  Use Iface
192.168.1.0     *            255.255.255.0  U     0      0      0 eth0
```

It appears this computer does not have a gateway configured, so we use `route add default gw` to add a default gateway on the fly.

```
[root@RHEL4b ~]# route add default gw 192.168.1.1
[root@RHEL4b ~]# route
Kernel IP routing table
Destination     Gateway      Genmask        Flags Metric Ref  Use Iface
192.168.1.0     *            255.255.255.0  U     0      0      0 eth0
default         192.168.1.1  0.0.0.0        UG    0      0      0 eth0
```

Unless you configure the gateway in one of the `/etc/` file from the start of this chapter, your computer will forget this gateway after a reboot.

47.8. ping

If you can ping to another host, then tcp/ip is configured.

```
[root@RHEL4b ~]# ping 192.168.1.5
PING 192.168.1.5 (192.168.1.5) 56(84) bytes of data.
64 bytes from 192.168.1.5: icmp_seq=0 ttl=64 time=1004 ms
64 bytes from 192.168.1.5: icmp_seq=1 ttl=64 time=1.19 ms
64 bytes from 192.168.1.5: icmp_seq=2 ttl=64 time=0.494 ms
64 bytes from 192.168.1.5: icmp_seq=3 ttl=64 time=0.419 ms
--- 192.168.1.5 ping statistics ---
4 packets transmitted, 4 received, 0% packet loss, time 3009ms
rtt min/avg/max/mdev = 0.419/251.574/1004.186/434.520 ms, pipe 2
```

[root@RHEL4b ~]#
47.9. optional: ethtool

To display or change network card settings, use **ethtool**. The results depend on the capabilities of your network card. The example shows a network that auto-negotiates its bandwidth.

```
root@laika:~# ethtool eth0
Settings for eth0:
  Supported ports:  [ TP ]
  Supported link modes:   10baseT/Half 10baseT/Full
                         100baseT/Half 100baseT/Full
                         1000baseT/Full
  Supports auto-negotiation: Yes
  Advertised link modes:  10baseT/Half 10baseT/Full
                         100baseT/Half 100baseT/Full
                         1000baseT/Full
  Advertised auto-negotiation: Yes
  Speed: 1000Mb/s
  Duplex: Full
  Port: Twisted Pair
  PHYAD: 0
  Transceiver: internal
  Auto-negotiation: on
  Supports Wake-on: pumbg
  Wake-on: g
  Current message level: 0x00000033 (51)
  Link detected: yes
```

This example shows how to use ethtool to switch the bandwidth from 1000Mbit to 100Mbit and back. Note that some time passes before the nic is back to 1000Mbit.

```
root@laika:~# ethtool eth0 | grep Speed
  Speed: 1000Mb/s
root@laika:~# ethtool -s eth0 speed 100
root@laika:~# ethtool eth0 | grep Speed
  Speed: 100Mb/s
root@laika:~# ethtool -s eth0 speed 1000
root@laika:~# ethtool eth0 | grep Speed
  Speed: 1000Mb/s
```
47.10. practice: interface configuration

1. Verify whether `dhclient` is running.

2. Display your current ip address(es).

3. Display the configuration file where this `ip address` is defined.

4. Follow the `nic configuration` in the book to change your ip address from `dhcp client` to `fixed`. Keep the same `ip address` to avoid conflicts!

5. Did you also configure the correct `gateway` in the previous question? If not, then do this now.

6. Verify that you have a gateway.

7. Verify that you can connect to the gateway, that it is alive.

8. Change the last two digits of your `mac address`.

9. Which ports are used by http, pop3, ssh, telnet, nntp and ftp?

   Note that `sctp` was omitted from the screenshot.

10. Explain why e-mail and websites are sent over `tcp` and not `udp`.

11. Display the `hostname` of your computer.

12. Which ip-addresses did your computer recently have contact with?
47.11. solution: interface configuration

1. Verify whether `dhclient` is running.

   `paul@debian5:~$ ps fax | grep dhclient`

2. Display your current ip address(es).

   `paul@debian5:~$ /sbin/ifconfig | grep 'inet '
   inet addr:192.168.1.31  Bcast:192.168.1.255  Mask:255.255.255.0
   inet addr:127.0.0.1  Mask:255.0.0.0`

3. Display the configuration file where this ip address is defined.

   Ubuntu/Debian: `cat /etc/network/interfaces`
   Redhat/Fedora: `cat /etc/sysconfig/network-scripts/ifcfg-eth*`

4. Follow the nic configuration in the book to change your ip address from `dhcp client` to `fixed`. Keep the same ip address to avoid conflicts!

   Ubuntu/Debian:
   `ifdown eth0`
   `vi /etc/network/interfaces`
   `ifup eth0`
   Redhat/Fedora:
   `ifdown eth0`
   `vi /etc/sysconfig/network-scripts/ifcfg-eth0`
   `ifup eth0`

5. Did you also configure the correct gateway in the previous question? If not, then do this now.

6. Verify that you have a gateway.

   `paul@debian5:~$ /sbin/route`
   Kernel IP routing table
   Destination Gateway Genmask Flags Metric Ref Use Iface
   192.168.1.0 * 255.255.255.0 U 0 0 0 eth0
   default 192.168.1.1 0.0.0.0 UG 0 0 0 eth0

7. Verify that you can connect to the gateway, that it is alive.

   `paul@debian5:~$ ping -c3 192.168.1.1`
   PING 192.168.1.1 (192.168.1.1) 56(84) bytes of data.
   64 bytes from 192.168.1.1: icmp_seq=1 ttl=254 time=2.28 ms
   64 bytes from 192.168.1.1: icmp_seq=2 ttl=254 time=2.94 ms
   64 bytes from 192.168.1.1: icmp_seq=3 ttl=254 time=2.34 ms
   --- 192.168.1.1 ping statistics ---
   3 packets transmitted, 3 received, 0% packet loss, time 2008ms
   rtt min/avg/max/mdev = 2.283/2.524/2.941/0.296 ms

8. Change the last two digits of your mac address.

   `[root@rhel6 ~]# ifconfig eth0 hw ether 08:00:27:ab:67:XX`

9. Which ports are used by http, pop3, ssh, telnet, nntp and ftp?

   `root@rhel6 ~# grep '^http ' /etc/services`
440

interface configuration

http 80/tcp   www www-http   # WorldWideWeb HTTP
http 80/udp   www www-http   # HyperText Transfer Protocol

root@rhel6 ~# grep '^smtp ' /etc/services
smtp  25/tcp   mail   # The Secure Shell (SSH) Protocol
smtp  25/udp   mail

root@rhel6 ~# grep '^ssh ' /etc/services
ssh   22/tcp                     # The Secure Shell (SSH) Protocol
ssh   22/udp

root@rhel6 ~# grep '^telnet ' /etc/services
telnet  23/tcp

root@rhel6 ~# grep '^nntp ' /etc/services
nntp   119/tcp   readnews untp   # USENET News Transfer Protocol
nntp   119/udp   readnews untp

root@rhel6 ~# grep '^ftp ' /etc/services
ftp   21/tcp

Note that sctp was ommitted from the screenshot.

10. Explain why e-mail and websites are sent over tcp and not udp.

Because tcp is reliable and udp is not.

11. Display the hostname of your computer.

paul@debian5:~$ hostname
debian5

12. Which ip-addresses did your computer recently have contact with ?

root@rhel6 ~# arp -a
? (192.168.1.1) at 00:02:cf:aa:68:f0 [ether] on eth2
? (192.168.1.30) at 00:26:bb:12:7a:5e [ether] on eth2
? (192.168.1.31) at 08:00:27:8e:8a:a8 [ether] on eth2
Chapter 48. network sniffing

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A good network administrator should be able to use a sniffer like wireshark or tcpdump to troubleshoot network problems.

A good student will often use a sniffer to learn about networking. This chapter introduces you to network sniffing.
48.1. Wireshark

Installing Wireshark

This example shows how to install Wireshark on .deb based distributions like Ubuntu and Debian.

aptitude install wireshark

On .rpm based distributions you can use yum to install wireshark.

yum install wireshark

Selecting Interface

When you first fire up Wireshark, you will need to select an interface to sniff. You will see a dialog box that looks similar to this. Choose the interface that you want to sniff.

On some distributions only root is allowed to sniff the network. You might need to use sudo wireshark.

Start Sniffing

In this example here, we sniffed a ping between two computers. The top pane shows that Wireshark recognizes the icmp protocol, and captured all the ping packets between the two computers.
looking inside packets

The middle can be expanded. When selecting a line in this panel, you can see the corresponding bytes in the frame in the bottom panel.

use filters

You might get lost in too many packets. A quick solution to see only the packets that are of interest to you is to apply filters. When you type `arp` and click apply, you will only see `arp` packets displayed.

You can combine two protocols with a logical `or` between them. The example below shows how to filter only `arp` and `bootp` (or `dhcp`) packets.

This example shows how to filter for `dns` traffic containing a certain `ip address`.
48.2. tcpdump

Sniffing on the command line can be done with tcpdump. Here are some examples.

Using the tcpdump host $ip command displays all traffic with one host (192.168.1.38 in this example).

```
root@ubuntu910:~# tcpdump host 192.168.1.38
tcpdump: verbose output suppressed, use -v or -vv for full protocol decode
listening on eth0, link-type EN10MB (Ethernet), capture size 96 bytes
```

Capturing only ssh (tcp port 22) traffic can be done with tcpdump tcp port $port.

```
root@deb503:~# tcpdump tcp port 22
tcpdump: verbose output suppressed, use -v or -vv for full protocol decode
listening on eth1, link-type EN10MB (Ethernet), capture size 96 bytes
```

Same as above, but write the output to a file with the tcpdump -w $filename command.

```
root@ubuntu910:~# tcpdump -w sshdump.tcpdump tcp port 22
tcpdump: listening on eth0, link-type EN10MB (Ethernet), capture size 96 bytes
```

With tcpdump -r $filename the file created above can be displayed.

```
root@ubuntu910:~# tcpdump -r sshdump.tcpdump
```

Many more examples can be found in the manual page of tcpdump.
48.3. practice: network sniffing

1. Install wireshark on your computer (not inside a virtual machine).
2. Start a ping between your computer and another computer.
3. Start sniffing the network.
4. Display only the ping echo’s in the top pane using a filter.
5. Now ping to a name (like www.linux-training.be) and try to sniff the DNS query and response. Which DNS server was used? Was it a tcp or udp query and response?
48.4. solution: network sniffing

1. Install wireshark on your computer (not inside a virtual machine).
   Debian/Ubuntu: aptitude install wireshark
   Red Hat/Mandriva/Fedora: yum install wireshark

2. Start a ping between your computer and another computer.
   ping $ip_address

3. Start sniffing the network.
   (sudo) wireshark
   select an interface (probably eth0)

4. Display only the ping echo's in the top pane using a filter.
   type 'icmp' (without quotes) in the filter box, and then click 'apply'

5. Now ping to a name (like www.linux-training.be) and try to sniff the DNS query and response. Which DNS server was used? Was it a tcp or udp query and response?
   First start the sniffer.
   Enter 'dns' in the filter box and click apply.

root@ubuntu910:~# ping www.linux-training.be
PING www.linux-training.be (88.151.243.8) 56(84) bytes of data.
64 bytes from fosfor.openminds.be (88.151.243.8): icmp_seq=1 ttl=58 time=14.9 ms
64 bytes from fosfor.openminds.be (88.151.243.8): icmp_seq=2 ttl=58 time=16.0 ms
^C
--- www.linux-training.be ping statistics ---
2 packets transmitted, 2 received, 0% packet loss, time 1002ms
rtt min/avg/max/mdev = 14.984/15.539/16.095/0.569 ms

The wireshark screen should look something like this.

<table>
<thead>
<tr>
<th>No.</th>
<th>Time</th>
<th>Source</th>
<th>Destination</th>
<th>Protocol</th>
<th>Info</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>8.710490</td>
<td>192.168.1.34</td>
<td>192.168.1.1</td>
<td>DNS</td>
<td>Standard query A <a href="http://www.linux-training.be">www.linux-training.be</a></td>
</tr>
<tr>
<td>19</td>
<td>8.724596</td>
<td>192.168.1.1</td>
<td>192.168.1.34</td>
<td>DNS</td>
<td>Standard query response A 88.151.243.8</td>
</tr>
</tbody>
</table>

The details in wireshark will say the DNS query was inside a udp packet.
Chapter 49. binding and bonding

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Sometimes a server needs more than one ip address on the same network card, we call this binding ip addresses.

Linux can also activate multiple network cards behind the same ip address, this is called bonding.

This chapter will teach you how to configure binding and bonding on the most common Linux distributions.
49.1. binding on Redhat/Fedora

binding extra ip addresses

To bind more than one ip address to the same interface, use `ifcfg-eth0:0`, where the last zero can be anything else. Only two directives are required in the files.

```
[root@rhel6 ~]# cat /etc/sysconfig/network-scripts/ifcfg-eth0:0
DEVICE="eth0:0"
IPADDR="192.168.1.133"
[root@rhel6 ~]# cat /etc/sysconfig/network-scripts/ifcfg-eth0:1
DEVICE="eth0:0"
IPADDR="192.168.1.142"
```

enabling extra ip-addresses

To activate a virtual network interface, use `ifup`, to deactivate it, use `ifdown`.

```
[root@rhel6 ~]# ifup eth0:0
[root@rhel6 ~]# ifconfig | grep 'inet '
    inet addr:192.168.1.133  Bcast:192.168.1.255  Mask:255.255.255.0
    inet addr:127.0.0.1  Mask:255.0.0.0
[root@rhel6 ~]# ifup eth0:1
[root@rhel6 ~]# ifconfig | grep 'inet '
    inet addr:192.168.1.133  Bcast:192.168.1.255  Mask:255.255.255.0
    inet addr:192.168.1.142  Bcast:192.168.1.255  Mask:255.255.255.0
    inet addr:127.0.0.1  Mask:255.0.0.0
```

verifying extra ip-addresses

Use `ping` from another computer to check the activation, or use `ifconfig` like in this screenshot.

```
[root@rhel6 ~]# ifconfig
eth0   Link encap:Ethernet  HWaddr 08:00:27:DD:0D:5C
    inet6 addr: fe80::a00:27ff:fedd:d5c/64 Scope:Link
    UP BROADCAST RUNNING MULTICAST  MTU:1500  Metric:1
    RX packets:1259 errors:0 dropped:0 overruns:0 frame:0
    TX packets:545 errors:0 dropped:0 overruns:0 carrier:0
    collisions:0 txqueuelen:1000
    RX bytes:115260 (112.5 KiB)  TX bytes:84293 (82.3 KiB)
eth0:0 Link encap:Ethernet  HWaddr 08:00:27:DD:0D:5C
    inet addr:192.168.1.133  Bcast:192.168.1.255  Mask:255.255.255.0
    UP BROADCAST RUNNING MULTICAST  MTU:1500  Metric:1
eth0:1 Link encap:Ethernet  HWaddr 08:00:27:DD:0D:5C
    inet addr:192.168.1.142  Bcast:192.168.1.255  Mask:255.255.255.0
    UP BROADCAST RUNNING MULTICAST  MTU:1500  Metric:1
```
49.2. binding on Debian/Ubuntu

binding extra ip addresses

The configuration of multiple ip addresses on the same network card is done in `/etc/network/interfaces` by adding `eth0:x` devices. Adding the `netmask` is mandatory.

debian5:~# cat /etc/network/interfaces
# This file describes the network interfaces available on your system
# and how to activate them. For more information, see interfaces(5).

# The loopback network interface
auto lo
iface lo inet loopback

# The primary network interface
iface eth0 inet static
address 192.168.1.34
network 192.168.1.0
netmask 255.255.255.0
gateway 192.168.1.1
auto eth0
auto eth0:0
iface eth0:0 inet static
address 192.168.1.233
netmask 255.255.255.0
auto eth0:1
iface eth0:1 inet static
address 192.168.1.242
netmask 255.255.255.0

enabling extra ip-addresses

Use `ifup` to enable the extra addresses.

debian5:~# ifup eth0:0
debian5:~# ifup eth0:1

verifying extra ip-addresses

Use `ping` from another computer to check the activation, or use `ifconfig` like in this screenshot.

debian5:~# ifconfig | grep 'inet '
inet addr:192.168.1.34   Bcast:192.168.1.255   Mask:255.255.255.0
inet addr:127.0.0.1   Mask:255.0.0.0
49.3. bonding on Redhat/Fedora

We start with `ifconfig -a` to get a list of all the network cards on our system.

```
[root@rhel6 network-scripts]# ifconfig -a | grep Ethernet
eth0   Link encap:Ethernet  HWaddr 08:00:27:DD:0D:5C
eth1   Link encap:Ethernet  HWaddr 08:00:27:DA:C1:49
eth2   Link encap:Ethernet  HWaddr 08:00:27:40:03:3B
```

In this demo we decide to bond **eth1** and **eth2**.

We will name are bond **bond0** and add this entry to `modprobe` so the kernel can load the **bonding module** when we bring the interface up.

```
[root@rhel6 network-scripts]# cat /etc/modprobe.d/bonding.conf
alias bond0 bonding
```

Then we create `/etc/sysconfig/network-scripts/ifcfg-bond0` to configure our **bond0** interface.

```
[root@rhel6 network-scripts]# pwd
/etc/sysconfig/network-scripts
[root@rhel6 network-scripts]# cat ifcfg-bond0
DEVICE=bond0
IPADDR=192.168.1.199
NETMASK=255.255.255.0
ONBOOT=yes
BOOTPROTO=None
USERCTL=no
```

Next we create two files, one for each network card that we will use as slave in **bond0**.

```
[root@rhel6 network-scripts]# cat ifcfg-eth1
DEVICE=eth1
BOOTPROTO=None
ONBOOT=yes
MASTER=bond0
SLAVE=yes
USERCTL=no
```

```
[root@rhel6 network-scripts]# cat ifcfg-eth2
DEVICE=eth2
BOOTPROTO=None
ONBOOT=yes
MASTER=bond0
SLAVE=yes
USERCTL=no
```

Finally we bring the interface up with `ifup bond0`.

```
[root@rhel6 network-scripts]# ifup bond0
[root@rhel6 network-scripts]# ifconfig bond0
bond0   Link encap:Ethernet  HWaddr 08:00:27:DA:C1:49
        inet6 addr: fe80::a00:27ff:feda:c149/64 Scope:Link
        UP BROADCAST RUNNING MASTER MULTICAST  MTU:1500  Metric:1
        RX packets:251 errors:0 dropped:0 overruns:0 frame:0
        TX packets:21 errors:0 dropped:0 overruns:0 carrier:0
        collisions:0 txqueuelen:0
        RX bytes:39852 (38.9 KiB)  TX bytes:1070 (1.0 KiB)
```

The **bond** should also be visible in `/proc/net/bonding`. 
[root@rhel6 network-scripts]# cat /proc/net/bonding/bond0
Ethernet Channel Bonding Driver: v3.5.0 (November 4, 2008)
Bonding Mode: load balancing (round-robin)
MII Status: up
MII Polling Interval (ms): 0
Up Delay (ms): 0
Down Delay (ms): 0
Slave Interface: eth1
MII Status: up
Link Failure Count: 0
Permanent HW addr: 08:00:27:da:c1:49
Slave Interface: eth2
MII Status: up
Link Failure Count: 0
Permanent HW addr: 08:00:27:40:03:3b
49.4. bonding on Debian/Ubuntu

We start with `ifconfig -a` to get a list of all the network cards on our system.

debian5:~# ifconfig -a | grep Ethernet
eth0      Link encap:Ethernet  HWaddr 08:00:27:bb:18:a4
eth1      Link encap:Ethernet  HWaddr 08:00:27:63:9a:95
eth2      Link encap:Ethernet  HWaddr 08:00:27:27:a4:92

In this demo we decide to bond `eth1` and `eth2`.

We also need to install the `ifenslave` package.

debian5:~# aptitude search ifenslave
p ifenslave     - Attach and detach slave interfaces to a bonding device
p ifenslave-2.6 - Attach and detach slave interfaces to a bonding device
debian5:~# aptitude install ifenslave
Reading package lists... Done

Next we update the `/etc/network/interfaces` file with information about the `bond0` interface.

debian5:~# tail -7 /etc/network/interfaces
iface bond0 inet static
    address 192.168.1.42
    netmask 255.255.255.0
gateway 192.168.1.1
    slaves eth1 eth2
    bond-mode active-backup
    bond_primary eth1

On older version of Debian/Ubuntu you needed to `modprobe bonding`, but this is no longer required. Use `ifup` to bring the interface up, then test that it works.

debian5:~# ifup bond0
debian5:~# ifconfig bond0
bond0      Link encap:Ethernet  HWaddr 08:00:27:63:9a:95
          inet addr:192.168.1.42  Bcast:192.168.1.255  Mask:255.255.255.0
          inet6 addr: fe80::a00:27ff:fe63:9a95/64 Scope:Link
          UP BROADCAST RUNNING MASTER MULTICAST  MTU:1500  Metric:1
          RX packets:212 errors:0 dropped:0 overruns:0 frame:0
          TX packets:39 errors:0 dropped:0 overruns:0 carrier:0
          collisions:0 txqueuelen:0
          RX bytes:31978 (31.2 KiB)  TX bytes:6709 (6.5 KiB)

The `bond` should also be visible in `/proc/net/bonding`.

debian5:~# cat /proc/net/bonding/bond0
Ethernet Channel Bonding Driver: v3.2.5 (March 21, 2008)

Bonding Mode: fault-tolerance (active-backup)
Primary Slave: eth1
Currently Active Slave: eth1
MII Status: up
MII Polling Interval (ms): 0
Up Delay (ms): 0
Down Delay (ms): 0
Slave Interface: eth1
MII Status: up
Link Failure Count: 0
Permanent HW addr: 08:00:27:63:9a:95

Slave Interface: eth2
MII Status: up
Link Failure Count: 0
Permanent HW addr: 08:00:27:27:a4:92
49.5. practice: binding and bonding

1. Add an extra ip address to one of your network cards. Test that it works (have your neighbour ssh to it)!

2. Use ifdown to disable this extra ip address.

3. Make sure your neighbour also succeeded in binding an extra ip address before you continue.

4. Add an extra network card (or two) to your virtual machine and use the theory to bond two network cards.
49.6. solution: binding and bonding

1. Add an extra ip address to one of your network cards. Test that it works (have your neighbour ssh to it!)

   Redhat/Fedora:
   add an /etc/sysconfig/network-scripts/ifcfg-ethX:X file
   as shown in the theory

   Debian/Ubuntu:
   expand the /etc/network/interfaces file
   as shown in the theory

2. Use ifdown to disable this extra ip address.

   ifdown eth0:0

3. Make sure your neighbour also succeeded in binding an extra ip address before you continue.

   ping $extra_ip_neighbour
   or
   ssh $extra_ip_neighbour

4. Add an extra network card (or two) to your virtual machine and use the theory to bond two network cards.

   Redhat/Fedora:
   add ifcfg-ethX and ifcfg-bondX files in /etc/sysconfig/network-scripts
   as shown in the theory
   and don’t forget the modprobe.conf

   Debian/Ubuntu:
   expand the /etc/network/interfaces file
   as shown in the theory
   and don’t forget to install the ifenslave package
Chapter 50. introduction to networking

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50.1. introduction to iptables

iptables firewall

The Linux kernel has a built-in stateful firewall named **iptables**. To stop the **iptables** firewall on Red Hat, use the service command.

```
root@RHELv4u4:~# service iptables stop
Flushing firewall rules:                        [  OK  ]
Setting chains to policy ACCEPT: filter        [  OK  ]
Unloading iptables modules:                    [  OK  ]
root@RHELv4u4:~#
```

The easy way to configure iptables, is to use a graphical tool like KDE’s **kmyfirewall** or **Security Level Configuration Tool**. You can find the latter in the graphical menu, somewhere in System Tools - Security, or you can start it by typing **system-config-securitylevel** in bash. These tools allow for some basic firewall configuration. You can decide whether to enable or disable the firewall, and what typical standard ports are allowed when the firewall is active. You can even add some custom ports. When you are done, the configuration is written to **/etc/sysconfig/iptables** on Red Hat.

```
root@RHELv4u4:~# cat /etc/sysconfig/iptables
# Firewall configuration written by system-config-securitylevel
# Manual customization of this file is not recommended.
*filter
  :INPUT ACCEPT [0:0]
  :FORWARD ACCEPT [0:0]
  :OUTPUT ACCEPT [0:0]
  :RH-Firewall-1-INPUT - [0:0]
  -A INPUT -j RH-Firewall-1-INPUT
  -A FORWARD -j RH-Firewall-1-INPUT
  -A RH-Firewall-1-INPUT -i lo -j ACCEPT
  -A RH-Firewall-1-INPUT -p icmp --icmp-type any -j ACCEPT
  -A RH-Firewall-1-INPUT -p 50 -j ACCEPT
  -A RH-Firewall-1-INPUT -p 51 -j ACCEPT
  -A RH-Firewall-1-INPUT -p udp --dport 5353 -d 224.0.0.251 -j ACCEPT
  -A RH-Firewall-1-INPUT -p udp --dport 631 -j ACCEPT
  -A RH-Firewall-1-INPUT -m state --state ESTABLISHED,RELATED -j ACCEPT
  -A RH-Firewall-1-INPUT -m state --state NEW tcp --tcp --dport 22 -j ACCEPT
  -A RH-Firewall-1-INPUT -m state --state NEW tcp --tcp --dport 80 -j ACCEPT
  -A RH-Firewall-1-INPUT -m state --state NEW tcp --tcp --dport 21 -j ACCEPT
  -A RH-Firewall-1-INPUT -m state --state NEW tcp --tcp --dport 25 -j ACCEPT
  -A RH-Firewall-1-INPUT -j REJECT --reject-with icmp-host-prohibited
  COMMIT
root@RHELv4u4:~#
```

To start the service, issue the **service iptables start** command. You can configure iptables to start at boot time with chkconfig.

```
root@RHELv4u4:~# service iptables start
Applying iptables firewall rules:                [  OK  ]
root@RHELv4u4:~# chkconfig iptables on
root@RHELv4u4:~#
```
One of the nice features of iptables is that it displays extensive status information when queried with the service iptables status command.

root@RHELv4u4:~# service iptables status
Table: filter
Chain INPUT (policy ACCEPT)
target     prot opt source               destination
RH-Firewall-1-INPUT  all  --  0.0.0.0/0            0.0.0.0/0

Chain FORWARD (policy ACCEPT)
target     prot opt source               destination
RH-Firewall-1-INPUT  all  --  0.0.0.0/0            0.0.0.0/0

Chain OUTPUT (policy ACCEPT)
target     prot opt source               destination

Chain RH-Firewall-1-INPUT (2 references)
target     prot opt source               destination
ACCEPT  all  --  0.0.0.0/0 0.0.0.0/0
ACCEPT  icmp --  0.0.0.0/0 0.0.0.0/0   icmp type 255
ACCEPT  esp --  0.0.0.0/0 0.0.0.0/0
ACCEPT  ah  --  0.0.0.0/0 0.0.0.0/0
ACCEPT  udp  --  0.0.0.0/0 224.0.0.251 udp dpt:5353
ACCEPT  udp  --  0.0.0.0/0 0.0.0.0/0   udp dpt:631
ACCEPT  tcp  --  0.0.0.0/0 0.0.0.0/0 state RELATED,ESTABLISHED
ACCEPT  tcp  --  0.0.0.0/0 0.0.0.0/0 state NEW tcp dpt:22
ACCEPT  tcp  --  0.0.0.0/0 0.0.0.0/0 state NEW tcp dpt:80
ACCEPT  tcp  --  0.0.0.0/0 0.0.0.0/0 state NEW tcp dpt:21
ACCEPT  tcp  --  0.0.0.0/0 0.0.0.0/0 state NEW tcp dpt:25
REJECT  all  --  0.0.0.0/0 0.0.0.0/0  reject-with icmp-host-prohibited

Mastering firewall configuration requires a decent knowledge of tcp/ip. Good iptables tutorials can be found online here http://iptables-tutorial.frozentux.net/iptables-tutorial.html and here http://tldp.org/HOWTO/IP-Masquerade-HOWTO/.

50.2. practice : iptables

1. Verify whether the firewall is running.

2. Stop the running firewall.
50.3. solution : iptables

1. Verify whether the firewall is running.

   root@rhel55 ~# service iptables status | head
   Table: filter
   Chain INPUT (policy ACCEPT)
   num target prot opt source destination
   1    RH-Firewall-1-INPUT all -- 0.0.0.0/0           0.0.0.0/0
   Chain FORWARD (policy ACCEPT)
   num target prot opt source destination
   1    RH-Firewall-1-INPUT all -- 0.0.0.0/0           0.0.0.0/0
   Chain OUTPUT (policy ACCEPT)

2. Stop the running firewall.

   root@rhel55 ~# service iptables stop
   Flushing firewall rules:                  [  OK  ]
   Setting chains to policy ACCEPT: filter  [  OK  ]
   Unloading iptables modules:              [  OK  ]
   root@rhel55 ~# service iptables status
   Firewall is stopped.
50.4. xinetd and inetd

**the superdaemon**

Back when resources like RAM memory were limited, a super-server was devised to listen to all sockets and start the appropriate daemon only when needed. Services like *swat*, *telnet* and *ftp* are typically served by such a super-server. The *xinetd* superdaemon is more recent than *inetd*. We will discuss the configuration both daemons.

Recent Linux distributions like RHEL5 and Ubuntu10.04 do not activate *inetd* or *xinetd* by default, unless an application requires it.

**inetd or xinetd**

First verify whether your computer is running *inetd* or *xinetd*. This Debian 4.0 Etch is running *inetd*.

```bash
root@barry:~# ps fax | grep inet
3870 ?   Ss   0:00 /usr/sbin/inetd
```

This Red Hat Enterprise Linux 4 update 4 is running *xinetd*.

```bash
[root@RHEL4b ~]# ps fax | grep inet
3003 ?   Ss   0:00 xinetd -stayalive -pidfile /var/run/xinetd.pid
```

Both daemons have the same functionality (listening to many ports, starting other daemons when they are needed), but they have different configuration files.

**xinetd superdaemon**

The *xinetd* daemon is often called a superdaemon because it listens to a lot of incoming connections, and starts other daemons when they are needed. When a connection request is received, *xinetd* will first check TCP wrappers (*etc/hosts.allow* and *etc/hosts.deny*) and then give control of the connection to the other daemon. This superdaemon is configured through *etc/xinetd.conf* and the files in the directory *etc/xinetd.d*. Let's first take a look at *etc/xinetd.conf*.

```bash
paul@RHELv4u2:~$ cat /etc/xinetd.conf
#
# Simple configuration file for xinetd
#
# Some defaults, and include /etc/xinetd.d/

defaults
{  
```
instances = 60
log_type = SYSLOG authpriv
log_on_success = HOST PID
log_on_failure = HOST
cps = 25 30
}
includedir /etc/xinetd.d

According to the settings in this file, xinetd can handle 60 client requests at once. It uses the authpriv facility to log the host ip-address and pid of successful daemon spawns. When a service (aka protocol linked to daemon) gets more than 25 cps (connections per second), it holds subsequent requests for 30 seconds.

The directory /etc/xinetd.d contains more specific configuration files. Let’s also take a look at one of them.

```bash
paul@RHELv4u2:~$ ls /etc/xinetd.d
amanda chargen-udp  echo klogin rexec talk
amandaidx cups-lpd echo-udp krb5-teinet rlogin telnet
amidxtape daytime eklogin kshell rsh tftp
auth daytime-udp finger ktalk rsync time
cargen dbskdk-cdb gssftp ntalk swat time-udp
paul@RHELv4u2:~$ cat /etc/xinetd.d/swat
# default: off
# description: SWAT is the Samba Web Admin Tool. Use swat \\ # to configure your Samba server. To use SWAT, \ # connect to port 901 with your favorite web browser.

service swat {
                  port            = 901
                  socket_type     = stream
                  wait            = no
                  only_from       = 127.0.0.1
                  user            = root
                  server          = /usr/sbin/swat
                  log_on_failure  += USERID
                  disable         = yes
}
```

The services should be listed in the /etc/services file. Port determines the service port, and must be the same as the port specified in /etc/services. The socket_type should be set to stream for tcp services (and to dgram for udp). The log_on_failure += concats the userid to the log message formatted in /etc/xinetd.conf. The last setting disable can be set to yes or no. Setting this to no means the service is enabled!

Check the xinetd and xinetd.conf manual pages for many more configuration options.

**inetd superdaemon**

This superdaemon has only one configuration file /etc/inetd.conf. Every protocol or daemon that it is listening for, gets one line in this file.
You can disable a service in inetd.conf above by putting a # at the start of that line. Here an example of the disabled vmware web interface (listening on tcp port 902).

```
paul@laika:~$ grep vmware /etc/inetd.conf
#902 stream tcp nowait root /usr/sbin/vmware-authd vmware-authd
```

## 50.5. practice : inetd and xinetd

1. Verify on all systems whether they are using xinetd or inetd.

2. Look at the configuration files.

3. (If telnet is installable, then replace swat in these questions with telnet) Is swat installed? If not, then install swat and look at the changes in the (x)inetd configuration. Is swat enabled or disabled?

4. Disable swat, test it. Enable swat, test it.
50.6. openssh

secure shell

Avoid using telnet, rlogin and rsh to remotely connect to your servers. These older protocols do not encrypt the login session, which means your user id and password can be sniffed by tools like wireshark or tcpdump. To securely connect to your servers, use ssh. An ssh connection always starts with a cryptographic handshake, followed by encryption of the transport layer using a symmetric cypher. Then authentication takes place (using user id/password or public/private keys) and communication can take place over the encrypted connection. In other words, the tunnel is encrypted before you start typing anything.

The openssh package is maintained by the OpenBSD people and is distributed with a lot of operating systems (it may even be the most popular package in the world). Below sample use of ssh to connect from one server (RHELv4u2) to another one (RHELv4u4).

```
paul@RHELv4u2:~$ ssh 192.168.1.220
The authenticity of host '192.168.1.220' can't be established.
Are you sure you want to continue connecting (yes/no)? yes
Warning: Permanently added '192.168.1.220' (RSA) to the list of known...
paul@192.168.1.220's password:
Last login: Sun Jan 21 07:16:26 2007 from 192.168.1.40
paul@RHELv4u4:~$
```

The second time ssh remembers the connection. It added an entry to the ~/.ssh/known_hosts file.

```
paul@RHELv4u2:~$ ssh 192.168.1.220
paul@192.168.1.220's password:
Last login: Sun Jan 21 08:49:19 2007 from 192.168.1.222
paul@RHELv4u4:~$
```

ssh protocol versions

The ssh protocol has two versions (1 and 2). Avoid using version 1 anywhere, since it contains some known vulnerabilities. You can control the protocol version via /etc/ssh/ssh_config for the client side and /etc/sshd_config for the openssh-server daemon.

```
root@laika:/etc/ssh# grep Protocol ssh_config
#   Protocol 2,1
root@laika:/etc/ssh# grep Protocol ssdh_config
Protocol 2
root@laika:/etc/ssh#
```
Configuration of **ssh** is done in the `/etc/ssh` directory and is pretty straightforward.

**public and private keys**

Imagine Alice and Bob, two people that like to communicate with each other. Using **public and private keys** they can communicate with encryption and with authentication.

When Alice wants to send an encrypted message to Bob, she uses the **public key** of Bob. Bob shares his **public key** with Alice, but keeps his **private key** private! Since Bob is the only one to have Bob’s **private key**, Alice is sure that Bob is the only one that can read the encrypted message.

When Bob wants to verify that the message came from Alice, Bob uses the **public key** of Alice to verify that Alice signed the message with her **private key**. Since Alice is the only one to have Alice’s **private key**, Bob is sure the message came from Alice.

**setting up passwordless ssh**

To set up passwordless ssh authentication through public/private keys, use **ssh-keygen** to generate a key pair without a passphrase, and then copy your public key to the destination server. Let’s do this step by step.

In the example that follows, we will set up ssh without password between Alice and Bob. Alice has an account on a Red Hat Enterprise Linux server, Bob is using Ubuntu on his laptop. Bob wants to give Alice access using ssh and the public and private key system. This means that even if Bob changes his password on his laptop, Alice will still have access.

**ssh-keygen**

The example below shows how Alice uses **ssh-keygen** to generate a key pair. Alice does not enter a passphrase.

```
[alice@RHEL5 ~]$ ssh-keygen -t rsa
Generating public/private rsa key pair.
Enter file in which to save the key (/home/alice/.ssh/id_rsa):
Created directory '/home/alice/.ssh'.
Enter passphrase (empty for no passphrase):
Enter same passphrase again:
Your identification has been saved in /home/alice/.ssh/id_rsa.
Your public key has been saved in /home/alice/.ssh/id_rsa.pub.
The key fingerprint is:
[alice@RHEL5 ~]$`
```
While `ssh-keygen` generates a public and a private key, it will also create a hidden `.ssh` directory with proper permissions. If you create the `.ssh` directory manually, then you need to `chmod 700` it! Otherwise ssh will refuse to use the keys (world readable private keys are not secure!).

As you can see, the `.ssh` directory is secure in Alice’s home directory.

```
[alice@RHEL5 ~]$ ls -ld .ssh
drwx------ 2 alice alice 4096 May  1 07:38 .ssh
[alice@RHEL5 ~]$
```

Bob is using Ubuntu at home. He decides to manually create the `.ssh` directory, so he needs to manually secure it.

```
bob@laika:~$ mkdir .ssh
bob@laika:~$ ls -ld .ssh
drwxr-xr-x 2 bob bob 4096 2008-05-14 16:53 .ssh
bob@laika:~$ chmod 700 .ssh/
bob@laika:~$
```

### id_rsa and id_rsa.pub

The `ssh-keygen` command generate two keys in `.ssh`. The public key is named `~/.ssh/id_rsa.pub`. The private key is named `~/.ssh/id_rsa`.

```
[alice@RHEL5 ~]$ ls -l .ssh/
total 16
-rw------- 1 alice alice 1671 May  1 07:38 id_rsa
-rw-r--r-- 1 alice alice  393 May  1 07:38 id_rsa.pub
[alice@RHEL5 ~]$
```

### scp

To copy the public key from Alice’s server tot Bob’s laptop, Alice decides to use `scp`.

```
[alice@RHEL5 .ssh]$ scp id_rsa.pub bob@192.168.48.92:~/.ssh/authorized_keys
bob@192.168.48.92's password: id_rsa.pub
100%  393     0.4KB/s   00:00
[alice@RHEL5 .ssh]$
```

Be careful when copying a second key! Do not overwrite the first key, instead append the key to the same `~/.ssh/authorized_keys` file!

### authorized_keys

In your `~/.ssh` directory, you can create a file called `authorized_keys`. This file can contain one or more public keys from people you trust. Those trusted people can
use their private keys to prove their identity and gain access to your account via ssh (without password). The example shows Bob's authorized_keys file containing the public key of Alice.

```
bob@laika:~$ cat .ssh/authorized_keys
ssh-rsa AAAAB3NzaC1yc2EAAAABIAwAAEApC9xzyLzJes1sR+hPyW2vyzt1D4zTLqk\MDW8R4mHFuUZD/0S83i3Lg/Q+J1q0R5ksNzaL/BNLDoujMmpBe2Dmf/u22u4Kmq1JBFdhe\yTmGSBzeNVCYRMq78CT91a+y6x/shucwaILasy8A2Xf39VCgkVtu7X1WFDL2cum08/0\mRFwVrfc/UPaAn5XkkTsc14g21mQbnp9wJC40pGSJXMyFOk8MyC51eSnpKFniARM+tEO\/vjDG8i3F/bxu691jacr0VUvdioOSo98HueEf7jKBR1kxGAC7I4HLa+/zX730ivRFAb2hv\tUhn6RHrBtUJujsGtYeFTLDfcTq== alice@RHEL5
bob@laika:~$
```

**passwordless ssh**

Alice can now use ssh to connect passwordless to Bob's laptop. In combination with ssh's capability to execute commands on the remote host, this can be useful in pipes across different machines.

```
[alice@RHEL5 ~]$ ssh bob@192.168.48.92 "ls -l .ssh"
total 4
-rw-r--r-- 1 bob bob 393 2008-05-14 17:03 authorized_keys
[alice@RHEL5 ~]$
```

**X forwarding via SSH**

The ssh protocol will remember the servers it connected to (and warn you in case something suspicious happened), and will use strong 128-bit encryption. Another popular feature of ssh is called **X11 forwarding** and is implemented with ssh -X.

Below an example of X11 forwarding: user paul logs in as user greet on her computer to start the graphical application mozilla-thunderbird. Although the application will run on the remote computer from greet, it will be displayed on the screen attached locally to paul's computer.

```
paul@laika:~/PDF$ ssh -X greet@greet.dyndns.org -p 55555
Warning: Permanently added the RSA host key for IP address '81.240.174.161' to the list of known hosts.
Password: Linux raika 2.6.8-2-686 #1 Tue Aug 16 13:22:48 UTC 2005 1686 GNU/Linux
Last login: Thu Jan 18 12:35:56 2007
greet@raika:~$ ps fax | grep thun
[1] 30336
```

**troubleshooting ssh**

Use ssh -v to get debug information about the ssh connection attempt.
50.7. practice: ssh

1. Create a user for your neighbour, then test ssh to your neighbour (by ip-address or by hostname). (You might need to install the openssh-server with aptitude.)

2. Create a bookmark in Firefox, then close your firefox! Use ssh -X to run firefox on your screen, but on your neighbour's computer. Do you see your neighbour's bookmark?

3. Verify in the ssh configuration files that only protocol version 2 is allowed.

4. Use ssh-keygen to create a key pair without passphrase. Setup passwordless ssh between you and your neighbour. (or between the ubuntu and the Red Hat)
50.8. network file system

protocol versions

The older nfs versions 2 and 3 are stateless (udp) by default, but they can use tcp. Clients connect to the server using rpc (on Linux this is controlled by the portmap daemon. Look at rpcinfo to verify that nfs and its related services are running.

```
root@RHELv4u2:~# /etc/init.d/portmap status
portmap (pid 1920) is running...
root@RHELv4u2:~# rpcinfo -p
program vers proto   port
100000    2   tcp    111  portmapper
100000    2   udp    111  portmapper
100024    1   udp   32768  status
100024    1   tcp   32769  status
root@RHELv4u2:~# service nfs start
Starting NFS services:                                     [  OK  ]
Starting NFS quotas:                                       [  OK  ]
Starting NFS daemon:                                       [  OK  ]
Starting NFS mountd:                                       [  OK  ]
```

The same rpcinfo command when nfs is started.

```
root@RHELv4u2:~# rpcinfo -p
program vers proto   port
100000    2   tcp    111  portmapper
100000    2   udp    111  portmapper
100024    1   udp   32768  status
100024    1   tcp   32769  status
100011    1   udp    985  rquotad
100011    2   udp    985  rquotad
100011    1   tcp   988  rquotad
100011    2   tcp   988  rquotad
100003    2   udp   2049  nfs
100003    3   udp   2049  nfs
100003    4   udp   2049  nfs
100003    2   tcp   2049  nfs
100003    3   tcp   2049  nfs
100003    4   tcp   2049  nfs
100021    1   udp  32770  nlockmgr
100021    3   udp  32770  nlockmgr
100021    4   udp  32770  nlockmgr
100021    1   tcp  32789  nlockmgr
100021    3   tcp  32789  nlockmgr
100021    4   tcp  32789  nlockmgr
100005    1   udp  1004  mountd
100005    1   tcp  1007  mountd
100005    2   udp  1004  mountd
100005    2   tcp  1007  mountd
100005    3   udp  1004  mountd
100005    3   tcp  1007  mountd
root@RHELv4u2:~#
```
nfs version 4 requires tcp (port 2049) and supports Kerberos user authentication as an option. nfs authentication only takes place when mounting the share. nfs versions 2 and 3 authenticate only the host.

server configuration

nfs is configured in /etc/exports. Here is a sample /etc/exports to explain the syntax. You need some way (NIS domain or LDAP) to synchronize userid's across computers when using nfs a lot. The rootsquash option will change UID 0 to the UID of the nfsnobody user account. The sync option will write writes to disk before completing the client request.

```
paul@laika:~$ cat /etc/exports
# Everyone can read this share
/mnt/data/iso *(ro)

# Only the computers barry and pasha can readwrite this one
/var/www pasha(rw) barry(rw)

# same, but without root squashing for barry
/var/ftp pasha(rw) barry(rw,no_root_squash)

# everyone from the netsec.lan domain gets access
/var/backup *.netsec.lan(rw)

# ro for one network, rw for the other
/var/upload 192.168.1.0/24(ro) 192.168.5.0/24(rw)
```

You don't need to restart the nfs server to start exporting your newly created exports. You can use the exportfs -va command to do this. It will write the exported directories to /var/lib/nfs/etab, where they are immediately applied.

client configuration

We have seen the mount command and the /etc/fstab file before.

```
root@RHELv4u2:~# mount -t nfs barry:/mnt/data/iso /home/project55/
root@RHELv4u2:~# cat /etc/fstab | grep nfs
barry:/mnt/data/iso /home/iso nfs defaults 0 0
root@RHELv4u2:~#
```

Here is another simple example. Suppose the project55 people tell you they only need a couple of CD-ROM images, and you already have them available on an nfs server. You could issue the following command to mount this storage on their /home/project55 mount point.

```
root@RHELv4u2:~# mount -t nfs 192.168.1.40:/mnt/data/iso /home/project55/
root@RHELv4u2:~# ls -lh /home/project55/
total 3.6G
drwrxr-xr-x 2 1000 1000 4.0K Jan 16 17:55 RHELv4u1
```
50.9. practice : network file system

1. Create two directories with some files. Use **nfs** to share one of them as read only, the other must be writable. Have your neighbour connect to them to test.

2. Investigate the user owner of the files created by your neighbour.

3. Protect a share by ip-address or hostname, so only your neighbour can connect.
Part XIV. kernel management
Chapter 51. the Linux kernel

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51.1. about the Linux kernel

kernel versions

In 1991 Linux Torvalds wrote (the first version of) the Linux kernel. He put it online, and other people started contributing code. Over 4000 individuals contributed source code to the latest kernel release (version 2.6.27 in November 2008).

Major Linux kernel versions used to come in even and odd numbers. Versions 2.0, 2.2, 2.4 and 2.6 are considered stable kernel versions. Whereas 2.1, 2.3 and 2.5 were unstable (read development) versions. Since the release of 2.6.0 in January 2004, all development has been done in the 2.6 tree. There is currently no v2.7.x and according to Linus the even/stable vs odd/development scheme is abandoned forever.

uname -r

To see your current Linux kernel version, issue the **uname -r** command as shown below.

This first example shows Linux major version **2.6** and minor version **24**. The rest **-22-generic** is specific to the distribution (Ubuntu in this case).

```
paul@laika:~$ uname -r
2.6.24-22-generic
```

The same command on Red Hat Enterprise Linux shows an older kernel (2.6.18) with **-92.1.17.el5** being specific to the distribution.

```
[paul@RHEL52 ~]$ uname -r
2.6.18-92.1.17.el5
```
The parameters that were passed to the kernel at boot time are in `/proc/cmdline`.

```
paul@RHELv4u4:~$ cat /proc/cmdline
ro root=/dev/VolGroup00/LogVol00 rhgb quiet
```

**single user mode**

When booting the kernel with the `single` parameter, it starts in **single user mode**. Linux can start in a bash shell with the `root` user logged on (without password).

Some distributions prevent the use of this feature (at kernel compile time).

**init=/bin/bash**

Normally the kernel invokes `init` as the first daemon process. Adding `init=/bin/bash` to the kernel parameters will instead invoke bash (again with root logged on without providing a password).

**/var/log/messages**

The kernel reports during boot to **syslog** which writes a lot of kernel actions in `/var/log/messages`. Looking at this file reveals when the kernel was started, including all the devices that were detected at boot time.

```
[root@RHEL53 ~]# grep -A16 "syslogd 1.4.1:" /var/log/messages|cut -b24-
kernel: syslogd 1.4.1: restart.
kernl: klogd 1.4.1, log source = /proc/kmsg started.
kernl: Linux version 2.6.18-128.el5 (mockbuild@hs20-bc1-5.build.red...
kernl: BIOS-provided physical RAM map:
kernl: BIOS-e820: 0000000000000000 - 000000000009f800 (usable)
kernl: BIOS-e820: 000000000009f800 - 00000000000a0000 (reserved)
kernl: BIOS-e820: 00000000000ca000 - 00000000000cc000 (reserved)
kernl: BIOS-e820: 00000000000dc000 - 0000000000100000 (reserved)
kernl: BIOS-e820: 0000000000000000 - 000000000009f800 (usable)
kernl: BIOS-e820: 00000000000a0000 - 00000000000a0000 (reserved)
kernl: BIOS-e820: 00000000000a0000 - 00000000000a0000 (reserved)
kernl: BIOS-e820: 00000000000a0000 - 00000000000a0000 (reserved)
kernl: BIOS-e820: 00000000000a0000 - 00000000000a0000 (reserved)
kernl: BIOS-e820: 00000000000a0000 - 00000000000a0000 (reserved)
kernl: BIOS-e820: 00000000000a0000 - 00000000000a0000 (reserved)
kernl: BIOS-e820: 00000000000a0000 - 00000000000a0000 (reserved)
kernl: BIOS-e820: 00000000000a0000 - 00000000000a0000 (reserved)
kernl: BIOS-e820: 00000000000a0000 - 00000000000a0000 (reserved)
kernl: OMB HIGHMEM available.
kernl: 512MB LOWMEM available.
```

This example shows how to use `/var/log/messages` to see kernel information about `/dev/sda`.

```
[root@RHEL53 ~]# grep sda /var/log/messages | cut -b24-
kernl: SCSI device sda: 41943040 512-byte hdwr sectors (21475 MB)
kernl: sda: Write Protect is off
```
kernel: sda: cache data unavailable
kernel: sda: assuming drive cache: write through
kernel: SCSI device sda: 41943040 512-byte hdwr sectors (21475 MB)
kernel: sda: Write Protect is off
kernel: sda: cache data unavailable
kernel: sda: assuming drive cache: write through
kernel: sda: sda1 sda2
kernel: sd 0:0:0:0: Attached scsi disk sda
kernel: EXT3 FS on sda1, internal journal

**dmesg**

The **dmesg** command prints out all the kernel bootup messages (from the last boot).

```
[root@RHEL53 ~]# dmesg | head
Linux version 2.6.18-128.el5 (mockbuild@hs20-bc1-5.build.redhat.com)
BIOS-provided physical RAM map:
  BIOS-e820: 0000000000000000 - 000000000009f800 (usable)
  BIOS-e820: 000000000009f800 - 00000000000a0000 (reserved)
  BIOS-e820: 00000000000ca000 - 00000000000cc000 (reserved)
  BIOS-e820: 00000000000dc000 - 0000000010000000 (reserved)
  BIOS-e820: 0000000010000000 - 0000000010000000 (reserved)
  BIOS-e820: 00100000000f0000 - 0000000010000000 (ACPI data)
  BIOS-e820: 00000000000f0000 - 0000000010000000 (ACPI NVS)
  BIOS-e820: 0000000010000000 - 0000000020000000 (usable)
```

Thus to find information about /dev/sda, using **dmesg** will yield only kernel messages from the last boot.

```
[root@RHEL53 ~]# dmesg | grep sda
SCSI device sda: 41943040 512-byte hdwr sectors (21475 MB)
sda: Write Protect is off
da: Mode Sense: 5d 00 00 00
da: cache data unavailable
sda: assuming drive cache: write through
SCSI device sda: 41943040 512-byte hdwr sectors (21475 MB)
sda: Write Protect is off
da: Mode Sense: 5d 00 00 00
da: cache data unavailable
sda: assuming drive cache: write through
sd: sd1 sd2
sd 0:0:0:0: Attached scsi disk sda
EXT3 FS on sda1, internal journal
```

### 51.2. Linux kernel source

**ftp.kernel.org**

The home of the Linux kernel source is **ftp.kernel.org**. It contains all official releases of the Linux kernel source code from 1991. It provides free downloads over http, ftp and rsync of all these releases, as well as changelogs and patches. More information can be obtained on the website **www.kernel.org**.
Anyone can anonymously use an ftp client to access ftp.kernel.org

```bash
paul@laika:~$ ftp ftp.kernel.org
Connected to pub3.kernel.org.
220 Welcome to ftp.kernel.org.
Name (ftp.kernel.org:paul): anonymous
331 Please specify the password.
Password:
230- Welcome to the LINUX KERNEL ARCHIVES
230- ftp.kernel.org
```

All the Linux kernel versions are located in the pub/linux/kernel/ directory.

```bash
ftp> ls pub/linux/kernel/v*
200 PORT command successful. Consider using PASV.
150 Here comes the directory listing.
drwxrwxr-x  2 536      536          4096 Mar 20  2003 v1.0
drwxrwxr-x  2 536      536         20480 Mar 20  2003 v1.1
drwxrwxr-x  2 536      536         8192 Mar 20  2003 v1.2
drwxrwxr-x  2 536      536        40960 Mar 20  2003 v1.3
drwxrwxr-x  3 536      536       16384 Feb 08  2004 v2.0
drwxrwxr-x  2 536      536       53248 Mar 20  2003 v2.1
drwxrwxr-x  3 536      536       12288 Mar 24  2004 v2.2
drwxrwxr-x  2 536      536       24576 Mar 20  2003 v2.3
drwxrwxr-x  5 536      536       28672 Dec 02  2004 v2.4
drwxrwxr-x  4 536      536       32768 Jul 14  2003 v2.5
drwxrwxr-x  7 536      536       110592 Dec 05 22:36 v2.6
226 Directory send OK.
```

 `/usr/src`

On your local computer, the kernel source is located in `/usr/src`. Note though that the structure inside `/usr/src` might be different depending on the distribution that you are using.

First let's take a look at `/usr/src` on Debian. There appear to be two versions of the complete Linux source code there. Looking for a specific file (e1000_main.c) with `find` reveals it's exact location.

```bash
paul@barry:~$ ls -l /usr/src/
drwxr-xr-x  20 root root     4096 2006-04-04 22:12 linux-source-2.6.15
drwxr-xr-x  19 root root     4096 2006-07-15 17:32 linux-source-2.6.16
paul@barry:~$ find /usr/src -name e1000_main.c
/usr/src/linux-source-2.6.15/drivers/net/e1000/e1000_main.c
/usr/src/linux-source-2.6.16/drivers/net/e1000/e1000_main.c
```

This is very similar to `/usr/src` on Ubuntu, except there is only one kernel here (and it is newer).

```bash
paul@laika:~$ ls -l /usr/src/
```
Now take a look at /usr/src on Red Hat Enterprise Linux.

We will have to dig a little deeper to find the kernel source on Red Hat!

downloading the kernel source

Debian

Installing the kernel source on Debian is really simple with aptitude install linux-source. You can do a search for all linux-source packages first, like in this screenshot.

And then use aptitude install to download and install the Debian Linux kernel source code.

When the aptitude is finished, you will see a new file named /usr/src/linux-source-<version>.tar.bz2

Ubuntu

Ubuntu is based on Debian and also uses aptitude, so the task is very similar.
And when aptitude finishes, we end up with a /usr/src/linux-source-<version>.tar.bz file.

Red Hat Enterprise Linux

The Red Hat kernel source is located on the fourth source cdrom. The file is called kernel-2.6.9-42.EL.src.rpm (example for RHELv4u4). It is also available online at ftp://ftp.redhat.com/pub/redhat/linux/enterprise/5Server/en/os/SRPMS/ (example for RHEL5).

To download the kernel source on RHEL, use this long wget command (on one line, without the trailing \


When the wget download is finished, you end up with a 60M .rpm file.

We will need to perform some more steps before this can be used as kernel source code.

First, we issue the rpm -i kernel-2.6.9-42.EL.src.rpm command to install this Red Hat package.

The we move to the SPECS directory and perform an rpmbuild.
The rpmbuild command put the RHEL Linux kernel source code in /usr/src/redhat/BUILD/kernel-<version>/.

```
[root@RHEL52 kernel-2.6.18]# pwd /usr/src/redhat/BUILD/kernel-2.6.18
```

51.3. kernel boot files

vmlinuz

The vmlinuz file in /boot is the compressed kernel.

```
paul@barry:~$ ls -lh /boot | grep vmlinuz
-rw-r--r-- 1 root root 1.2M 2006-03-06 16:22 vmlinuz-2.6.15-1-486
-rw-r--r-- 1 root root 1.1M 2006-03-06 16:30 vmlinuz-2.6.15-1-686
-rw-r--r-- 1 root root 1.3M 2008-02-11 00:00 vmlinuz-2.6.18-6-686
paul@barry:~$
```

initrd

The kernel uses initrd (an initial RAM disk) at boot time. The initrd is mounted before the kernel loads, and can contain additional drivers and modules. It is a compressed cpio archive, so you can look at the contents in this way.

```
root@RHELv4u4:/boot# mkdir /mnt/initrd
root@RHELv4u4:/boot# cp initrd-2.6.9-42.0.3.EL.img TMPinitrd.gz
root@RHELv4u4:/boot# gunzip TMPinitrd.gz
root@RHELv4u4:/boot# file TMPinitrd
TMPinitrd: ASCII cpio archive (SVR4 with no CRC)
root@RHELv4u4:/boot# cd /mnt/initrd/
root@RHELv4u4:/mnt/initrd# cpio -i | /boot/TMPinitrd
4985 blocks
```

```
System.map

The System.map contains the symbol table and changes with every kernel compile. The symbol table is also present in /proc/kallsyms (pre 2.6 kernels name this file /proc/ksyms).

.config

The last file copied to the /boot directory is the kernel configuration used for compilation. This file is not necessary in the /boot directory, but it is common practice to put a copy there. It allows you to recompile a kernel, starting from the same configuration as an existing working one.

51.4. Linux kernel modules

about kernel modules

The Linux kernel is a monolithic kernel with loadable modules. These modules contain parts of the kernel used typically for device drivers, file systems and network protocols. Most of the time the necessary kernel modules are loaded automatically and dynamically without administrator interaction.
/lib/modules

The modules are stored in the /lib/modules/<kernel-version> directory. There is a separate directory for each kernel that was compiled for your system.

```
paul@laika:~$ ll /lib/modules/
total 12K
drwxr-xr-x 7 root root 4.0K 2008-11-10 14:32 2.6.24-16-generic
drwxr-xr-x 8 root root 4.0K 2008-12-06 15:39 2.6.24-21-generic
drwxr-xr-x 8 root root 4.0K 2008-12-05 12:58 2.6.24-22-generic
```

<module>.ko

The file containing the modules usually ends in .ko. This screenshot shows the location of the isdn module files.

```
paul@laika:~$ find /lib/modules -name isdn.ko
/lib/modules/2.6.24-21-generic/kernel/drivers/isdn/i4l/isdn.ko
/lib/modules/2.6.24-22-generic/kernel/drivers/isdn/i4l/isdn.ko
/lib/modules/2.6.24-16-generic/kernel/drivers/isdn/i4l/isdn.ko
```

lsmod

To see a list of currently loaded modules, use `lsmod`. You see the name of each loaded module, the size, the use count, and the names of other modules using this one.

```
[root@RHEL52 ~]# lsmod | head -5
  Module     Size  Used by
  autofs4    24517  2
  hidp       23105  2
  rfcomm     42457  0
  l2cap      29505  10 hidp,rfcomm
```

/proc/modules

`/proc/modules` lists all modules loaded by the kernel. The output would be too long to display here, so let's `grep` for the `vm` module.

We see that `vmmon` and `vmnet` are both loaded. You can display the same information with `lsmod`. Actually `lsmod` only reads and reformats the output of `/proc/modules`.

```
paul@laika:~$ cat /proc/modules | grep vm
vmnet 36896 13  Live 0xffffffff88b21000 (P)
vmmem 194540 0  Live 0xffffffff88af0000 (P)
paul@laika:~$ lsmod | grep vm
vmnet 36896  13
vmmem  194540  0
paul@laika:~$
```
module dependencies

Some modules depend on others. In the following example, you can see that the nfsd module is used by exportfs, lockd and sunrpc.

```
paul@laika:~$ cat /proc/modules | grep nfsd
nfsd 267432 17 - Live 0xffffffff88a40000
exportfs 7808 1 nfsd, Live 0xffffffff88a3d000
lockd 73520 3 nfs,nfsd, Live 0xffffffff88a2a000
sunrpc 185032 12 nfs,nfsd,lockd, Live 0xffffffff889fb000
paul@laika:~$ lsmod | grep nfsd
nfsd 267432 17
exportfs 7808 1 nfsd
lockd 73520 3 nfs,nfsd
sunrpc 185032 12 nfs,nfsd,lockd
paul@laika:~$
```

insmod

Kernel modules can be manually loaded with the **insmod** command. This is a very simple (and obsolete) way of loading modules. The screenshot shows **insmod** loading the fat module (for fat file system support).

```
root@barry:/lib/modules/2.6.17-2-686# pwd
/lib/modules/2.6.17-2-686
root@barry:/lib/modules/2.6.17-2-686# lsmod | grep fat
root@barry:/lib/modules/2.6.17-2-686# insmod kernel/fs/fat/fat.ko
root@barry:/lib/modules/2.6.17-2-686# lsmod | grep fat
fat 46588 0
```

**insmod** is not detecting dependencies, so it fails to load the isdn module (because the isdn module depends on the slhc module).

```
[root@RHEL52 drivers]# pwd
/lib/modules/2.6.18-92.1.18.el5/kernel/drivers
[root@RHEL52 kernel]# insmod isdn/i4l/isdn.ko
insmod: error inserting ’isdn/i4l/isdn.ko’: -1 Unknown symbol in module
```

modinfo

As you can see in the screenshot of **modinfo** below, the isdn module depends in the slhc module.

```
[root@RHEL52 drivers]# modinfo isdn/i4l/isdn.ko | head -6
filename: isdn/i4l/isdn.ko
license: GPL
author: Fritz Elfert
```
modprobe

The big advantage of modprobe over insmod is that modprobe will load all necessary modules, whereas insmod requires manual loading of dependencies. Another advantage is that you don't need to point to the filename with full path.

This screenshot shows how modprobe loads the isdn module, automatically loading slhc in background.

```
[root@RHEL52 kernel]# lsmod | grep isdn
[root@RHEL52 kernel]# modprobe isdn
[root@RHEL52 kernel]# lsmod | grep isdn
    isdn                  122433  0
    slhc                   10561  1 isdn
[root@RHEL52 kernel]#
```

/lib/modules/<kernel>/modules.dep

Module dependencies are stored in modules.dep.

```
[root@RHEL52 2.6.18-92.1.18.el5]# pwd
/lib/modules/2.6.18-92.1.18.el5
[root@RHEL52 2.6.18-92.1.18.el5]# head -3 modules.dep
/lib/modules/2.6.18-92.1.18.el5/kernel/drivers/net/tokenring/3c359.ko:
/lib/modules/2.6.18-92.1.18.el5/kernel/drivers/net/pcmcia/3c574_cs.ko:
/lib/modules/2.6.18-92.1.18.el5/kernel/drivers/net/pcmcia/3c589_cs.ko:
```

depmod

The modules.dep file can be updated (recreated) with the depmod command. In this screenshot no modules were added, so depmod generates the same file.

```
root@barry:/lib/modules/2.6.17-2-686# ls -l modules.dep
-rw-r--r-- 1 root root 310676 2008-03-01 16:32 modules.dep
root@barry:/lib/modules/2.6.17-2-686# depmod
root@barry:/lib/modules/2.6.17-2-686# ls -l modules.dep
-rw-r--r-- 1 root root 310676 2008-12-07 13:54 modules.dep
```

rmmmod

Similar to insmod, the rmmmod command is rarely used anymore.
the Linux kernel

```
[root@RHELv4u3 ~]# modprobe isdn
[root@RHELv4u3 ~]# rmmod slhc
ERROR: Module slhc is in use by isdn
[root@RHELv4u3 ~]# rmmod isdn
[root@RHELv4u3 ~]# rmmod slhc
[root@RHELv4u3 ~]# lsmod | grep isdn
[root@RHELv4u3 ~]# modprobe -r

Contrary to rmmod, modprobe will automatically remove unneeded modules.
```

```
[root@RHELv4u3 ~]# modprobe isdn
[root@RHELv4u3 ~]# lsmod | grep isdn
  isdn       133537  0
  slhc       7233   1 isdn
[root@RHELv4u3 ~]# modprobe -r isdn
[root@RHELv4u3 ~]# lsmod | grep isdn
[root@RHELv4u3 ~]# lsmod | grep slhc
[root@RHELv4u3 ~]#
```

```
/modprobe.conf

The /etc/modprobe.conf file and the /etc/modprobe.d directory can contain aliases (used by humans) and options (for dependent modules) for modprobe.
```

```
[root@RHEL52 ~]# cat /etc/modprobe.conf
  alias scsi_hostadapter mptbase
  alias scsi_hostadapter1 mptspi
  alias scsi_hostadapter2 ata_piix
  alias eth0 pcnet32
  alias eth2 pcnet32
  alias eth1 pcnet32
```

```
51.5. compiling a kernel
extraversion

Enter into /usr/src/redhat/BUILD/kernel-2.6.9/linux-2.6.9/ and change the extraversion in the Makefile.
```

```
[root@RHEL52 linux-2.6.18.1686]# pwd
/usr/src/redhat/BUILD/kernel-2.6.18/linux-2.6.18.1686
[root@RHEL52 linux-2.6.18.1686]# vi Makefile
[root@RHEL52 linux-2.6.18.1686]# head -4 Makefile
  VERSION = 2
  PATCHLEVEL = 6
  SUBLEVEL = 18
  EXTRAVERSION = -paul2008
```
make mrproper

Now clean up the source from any previous installs with **make mrproper**. If this is your first after downloading the source code, then this is not needed.

```
[root@RHEL52 linux-2.6.18.i686]# make mrproper
CLEAN  scripts/basic
CLEAN  scripts/kconfig
CLEAN  include/config
CLEAN  .config .config.old
```

.config

Now copy a working **.config** from /boot to our kernel directory. This file contains the configuration that was used for your current working kernel. It determines whether modules are included in compilation or not.

```
[root@RHEL52 linux-2.6.18.i686]# cp /boot/config-2.6.18-92.1.18.el5 .config
```

make menuconfig

Now run **make menuconfig** (or the graphical **make xconfig**). This tool allows you to select whether to compile stuff as a module (m), as part of the kernel (*), or not at all (smaller kernel size). If you remove too much, your kernel will not work. The configuration will be stored in the hidden **.config** file.

```
[root@RHEL52 linux-2.6.18.i686]# make menuconfig
```

make clean

Issue a **make clean** to prepare the kernel for compile. **make clean** will remove most generated files, but keeps your kernel configuration. Running a **make mrproper** at this point would destroy the **.config** file that you built with **make menuconfig**.

```
[root@RHEL52 linux-2.6.18.i686]# make clean
```

make bzImage

And then run **make bzImage**, sit back and relax while the kernel compiles. You can use **time make bzImage** to know how long it takes to compile, so next time you can go for a short walk.
This command will end with telling you the location of the `bzImage` file (and with
time info if you also specified the time command.

Kernel: arch/i386/boot/bzImage is ready (#1)

real 13m59.573s
user 1m22.631s
sys 11m51.034s

You can already copy this image to `/boot` with `cp arch/i386/boot/bzImage /boot/
`vmlinuz-<kernel-version>`.

**make modules**

Now run `make modules`. It can take 20 to 50 minutes to compile all the modules.

**make modules_install**

To copy all the compiled modules to `/lib/modules` just run `make modules_install`
(takes about 20 seconds). Here's a screenshot from before the command.

And here is the same directory after. Notice that `make modules_install` created a
new directory for the new kernel.

```
[root@RHEL52 linux-2.6.18.i686]# time make bzImage
HOSTCC  scripts/basic/fixdep
HOSTCC  scripts/basic/docproc
HOSTCC  scripts/kconfig/conf.o
HOSTCC  scripts/kconfig/kxgettext.o
...

This command will end with telling you the location of the `bzImage` file (and with
time info if you also specified the time command.

Kernel: arch/i386/boot/bzImage is ready (#1)

real 13m59.573s
user 1m22.631s
sys 11m51.034s
[root@RHEL52 linux-2.6.18.i686]#

You can already copy this image to `/boot` with `cp arch/i386/boot/bzImage /boot/
`vmlinuz-<kernel-version>`.

**make modules**

Now run `make modules`. It can take 20 to 50 minutes to compile all the modules.

```
[root@RHEL52 linux-2.6.18.i686]# time make modules
CHK     include/linux/version.h
CHK     include/linux/utsrelease.h
CC [M]  arch/i386/kernel/msr.o
CC [M]  arch/i386/kernel/cpuid.o
CC [M]  arch/i386/kernel/microcode.o
```

**make modules_install**

To copy all the compiled modules to `/lib/modules` just run `make modules_install`
(takes about 20 seconds). Here's a screenshot from before the command.

```
[root@RHEL52 linux-2.6.18.i686]# ls -l /lib/modules/
total 20
```

```
```

```
drwxr-xr-x 6 root root 4096 Nov 11 08:51 2.6.18-92.1.17.el5
```

```
drwxr-xr-x 6 root root 4096 Dec  6 07:11 2.6.18-92.1.18.el5
[root@RHEL52 linux-2.6.18.i686]# make modules_install
```

And here is the same directory after. Notice that `make modules_install` created a
new directory for the new kernel.

```
[root@RHEL52 linux-2.6.18.i686]# ls -l /lib/modules/
total 24
```
We still need to copy the kernel, the System.map and our configuration file to /boot. Strictly speaking the .config file is not obligatory, but it might help you in future compilations of the kernel.

```
[root@RHEL52 ]# pwd
/usr/src/redhat/BUILD/kernel-2.6.18/linux-2.6.18.i686
[root@RHEL52 ]# cp System.map /boot/System.map-2.6.18-paul2008
[root@RHEL52 ]# cp .config /boot/config-2.6.18-paul2008
[root@RHEL52 ]# cp arch/i386/boot/bzImage /boot/vmlinuz-2.6.18-paul2008
```

**mkinitrd**

The kernel often uses an initrd file at bootup. We can use `mkinitrd` to generate this file. Make sure you use the correct kernel name!

```
[root@RHEL52 ]# pwd
/usr/src/redhat/BUILD/kernel-2.6.18/linux-2.6.18.i686
[root@RHEL52 ]# mkinitrd /boot/initrd-2.6.18-paul2008 2.6.18-paul2008
```

**bootloader**

Compilation is now finished, don't forget to create an additional stanza in grub or lilo.

**51.6. compiling one module**

**hello.c**

A little C program that will be our module.

```
[root@rhel4a kernel_module]# cat hello.c
#include <linux/module.h>
#include <section>

int init_module(void)
{
    printk(KERN_INFO "Start Hello World...\n");
    return 0;
}
```
void cleanup_module(void)
{
    printk(KERN_INFO "End Hello World... \n");
}

**Makefile**

The make file for this module.

```
[root@rhel4a kernel_module]# cat Makefile
obj-m += hello.o
all:
    make -C /lib/modules/$\{shell uname -r\}/build M=$\{PWD\} modules
clean:
    make -C /lib/modules/$\{shell uname -r\}/build M=$\{PWD\} clean
```

These are the only two files needed.

```
[root@rhel4a kernel_module]# ll
total 16
-rw-rw-r--  1 paul paul 250 Feb 15 19:14 hello.c
-rw-rw-r--  1 paul paul 153 Feb 15 19:15 Makefile
```

**make**

The running of the *make* command.

```
[root@rhel4a kernel_module]# make
make -C /lib/modules/2.6.9-paul-2/build M=~:/kernel_module modules
make[1]: Entering dir... `/usr/src/redhat/BUILD/kernel-2.6.9/linux-2.6.9'
CC [M] /home/paul/kernel_module/hello.o
Building modules, stage 2.
MODPOST
CC /home/paul/kernel_module/hello.mod.o
LD [M] /home/paul/kernel_module/hello.ko
make[1]: Leaving dir... `/usr/src/redhat/BUILD/kernel-2.6.9/linux-2.6.9'
[root@rhel4a kernel_module]#
```

Now we have more files.

```
[root@rhel4a kernel_module]# ll
total 172
-rw-rw-r--  1 paul paul  250 Feb 15 19:14 hello.c
-rw-r--r--  1 root root 64475 Feb 15 19:15 hello.ko
-rw-r--r--  1 root root  632 Feb 15 19:15 hello.mod.c
-rw-r--r--  1 root root 37036 Feb 15 19:15 hello.mod.o
-rw-r--r--  1 root root 28396 Feb 15 19:15 hello.o
-rw-rw-r--  1 paul paul  153 Feb 15 19:15 Makefile
[root@rhel4a kernel_module]#
```
**hello.ko**

Use **modinfo** to verify that it is really a module.

```
[root@rhel4a kernel_module]# modinfo hello.ko
filename:       hello.ko
vermagic:       2.6.9-paul-2 SMP 686 REGPARM 4KSTACKS gcc-3.4
depends:
```

Good, so now we can load our hello module.

```
[root@rhel4a kernel_module]# lsmod | grep hello
[root@rhel4a kernel_module]# insmod ./hello.ko
[root@rhel4a kernel_module]# lsmod | grep hello
hello                   5504  0
```

Finally **/var/log/messages** has a little surprise.

```
[root@rhel4a kernel_module]# tail -2 /var/log/messages
Feb 15 19:16:35 rhel4a kernel: End Hello World...
[root@rhel4a kernel_module]# rmmod hello
```
Chapter 52. library management

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52.1. introduction

With libraries we are talking about dynamically linked libraries (aka shared objects). These are binaries that contain functions and are not started themselves as programs, but are called by other binaries.

Several programs can use the same library. The name of the library file usually starts with lib, followed by the actual name of the library, then the characters .so and finally a version number.

52.2. /lib and /usr/lib

When you look at the /lib or the /usr/lib directory, you will see a lot of symbolic links. Most libraries have a detailed version number in their name, but receive a symbolic link from a filename which only contains the major version number.

```
root@rhel53 ~# ls -l /lib/libext*
lrwxrwxrwx 1 root root   16 Feb 18 16:36 /lib/libext2fs.so.2 -> libext2fs.so.2.4
-rwxr-xr-x 1 root root 113K Jun 30  2009 /lib/libext2fs.so.2.4
```

52.3. ldd

Many programs have dependencies on the installation of certain libraries. You can display these dependencies with ldd.

This example shows the dependencies of the su command.

```
paul@RHEL5 ~$ ldd /bin/su
linux-gate.so.1 =>  (0x003f7000)
libpam.so.0 => /lib/libpam.so.0 (0x00d5c000)
libpam_misc.so.0 => /lib/libpam_misc.so.0 (0x0073c000)
libcrypt.so.1 => /lib/libcrypt.so.1 (0x00aa4000)
libdl.so.2 => /lib/libdl.so.2 (0x00800000)
libc.so.6 => /lib/libc.so.6 (0x00ec1000)
libaudit.so.0 => /lib/libaudit.so.0 (0x0049f000)
/lib/ld-linux.so.2 (0x4769c000)
```
52.4. ltrace

The ltrace program allows to see all the calls made to library functions by a program. The example below uses the -c option to get only a summary count (there can be many calls), and the -l option to only show calls in one library file. All this to see what calls are made when executing `su - serena` as root.

```
root@deb503:~# ltrace -c -l /lib/libpam.so.0 su - serena
serena@deb503:~$ exit
```

```
logout

% time  seconds  usecs/call  calls  function
------  -----------  -----------  ---------  --------------------
 70.31  0.014117  14117        1  pam_start
 12.36  0.002482  2482         1  pam_open_session
  5.17  0.001039  1039         1  pam_acct_mgmt
  4.36  0.000876  876          1  pam_end
  3.36  0.000675  675          1  pam_close_session
  3.22  0.000646  646          1  pam_authenticate
  0.48  0.000096  48           2  pam_set_item
  0.27  0.000054  54           1  pam_setcred
  0.25  0.000050  50           1  pam_getenvlist
  0.22  0.000044  44           1  pam_get_item

------  -----------  -----------  ---------  --------------------
100.00  0.020079                    11 total
```

52.5. dpkg -S and debsums

Find out on Debian/Ubuntu to which package a library belongs.

```
paul@deb503:/lib$ dpkg -S libext2fs.so.2.4
e2fslibs: /lib/libext2fs.so.2.4
```

You can then verify the integrity of all files in this package using debsums.

```
paul@deb503:~$ debsums e2fslibs
/usr/share/doc/e2fslibs/changelog.Debian.gz          OK
/usr/share/doc/e2fslibs/copyright                   OK
/lib/libe2p.so.2.3                                  OK
/lib/libext2fs.so.2.4                               OK
```

Should a library be broken, then reinstall it with `aptitude reinstall $package`.

```
root@deb503:~# aptitude reinstall e2fslibs
Reading package lists... Done
Building dependency tree
Reading state information... Done
Reading extended state information
Initializing package states... Done
Reading task descriptions... Done
The following packages will be REINSTALLED:
e2fslibs
```

52.6. rpm -qf and rpm -V

Find out on Red Hat/Fedora to which package a library belongs.
You can then use **rpm -V** to verify all files in this package. In the example below the output shows that the **Size** and the **Time** stamp of the file have changed since installation.

```
root@rhel53 ~# rpm -V e2fsprogs-libs
prelink: /lib/libext2fs.so.2.4: prelinked file size differs
```

You can then use **yum reinstall $package** to overwrite the existing library with an original version.

```
root@rhel53 lib# yum reinstall e2fsprogs-libs
```

The package verification now reports no problems with the library.

```
root@rhel53 lib# rpm -V e2fsprogs-libs
root@rhel53 lib#
```

### 52.7. tracing with strace

More detailed tracing of all function calls can be done with **strace**. We start by creating a read only file.

```
root@deb503:~# echo hello > 42.txt
root@deb503:~# chmod 400 42.txt
root@deb503:~# ls -l 42.txt
-r-------- 1 root root 6 2011-09-26 12:03 42.txt
```

We open the file with **vi**, but include the **strace** command with an output file for the trace before **vi**. This will create a file with all the function calls done by **vi**.

```
root@deb503:~# strace -o strace.txt vi 42.txt
```

The file is read only, but we still change the contents, and use the :w! directive to write to this file. Then we close **vi** and take a look at the trace log.

```
root@deb503:~# grep chmod strace.txt
chmod("42.txt", 0100600)                = -1 ENOENT (No such file or directory)
chmod("42.txt", 0100400)                = 0
root@deb503:~# ls -l 42.txt
-r-------- 1 root root 12 2011-09-26 12:04 42.txt
```

Notice that **vi** changed the permissions on the file twice. The trace log is too long to show a complete screenshot in this book.

```
root@deb503:~# wc -l strace.txt
941 strace.txt
```
Part XV. backup management
Chapter 53. backup

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53.1. About tape devices

Don't forget that the name of a device strictly speaking has no meaning since the
kernel will use the major and minor number to find the hardware! See the man page
of mknod and the devices.txt file in the linux kernel source for more info.

SCSI tapes

On the official Linux device list (http://www.lanana.org/docs/device-list/) we find
the names for SCSI tapes (major 9 char). SCSI tape devices are located underneath /
dev/st and are numbered starting with 0 for the first tape device.

/dev/st0  First tape device
/dev/st1  Second tape device
/dev/st2  Third tape device

To prevent automatic rewinding of tapes, prefix them with the letter n.

/dev/nst0  First no rewind tape device
/dev/nst1  Second no rewind tape device
/dev/nst2  Third no rewind tape device

By default, SCSI tapes on linux will use the highest hardware compression that is
supported by the tape device. To lower the compression level, append one of the
letters l (low), m (medium) or a (auto) to the tape name.

/dev/st0l  First low compression tape device
/dev/st0m  First medium compression tape device
/dev/nst2m  Third no rewind medium compression tape device
IDE tapes

On the official Linux device list (http://www.lanana.org/docs/device-list/) we find the names for IDE tapes (major 37 char). IDE tape devices are located underneath /dev/ht and are numbered starting with 0 for the first tape device. No rewind and compression is similar to SCSI tapes.

/dev/ht0   First IDE tape device
/dev/nht0  Second no rewind IDE tape device
/dev/ht0m  First medium compression IDE tape device

mt

To manage your tapes, use mt (Magnetic Tape). Some examples.

To receive information about the status of the tape.

mt -f /dev/st0 status

To rewind a tape...

mt -f /dev/st0 rewind

To rewind and eject a tape...

mt -f /dev/st0 eject

To erase a tape...

mt -f /dev/st0 erase

53.2. Compression

It can be beneficial to compress files before backup. The two most popular tools for compression of regular files on Linux are gzip/gunzip and bzip2/bunzip2. Below you can see gzip in action, notice that it adds the .gz extension to the file.

```
paul@RHELv4u4:~/test$ ls -l allfiles.tx*
-rw-rw-r--  1 paul paul 8813553 Feb 27 05:38 allfiles.txt
paul@RHELv4u4:~/test$ gzip allfiles.txt
paul@RHELv4u4:~/test$ ls -l allfiles.tx*
-rw-rw-r--  1 paul paul 931863 Feb 27 05:38 allfiles.txt.gz
paul@RHELv4u4:~/test$ gunzip allfiles.txt.gz
paul@RHELv4u4:~/test$ ls -l allfiles.tx*
-rw-rw-r--  1 paul paul 8813553 Feb 27 05:38 allfiles.txt
paul@RHELv4u4:~/test$
```

In general, gzip is much faster than bzip2, but the latter one compresses a lot better. Let us compare the two.

```
paul@RHELv4u4:~/test$ cp allfiles.txt bllfiles.txt
```

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paul@RHELv4u4:~/test$ time gzip allfiles.txt
real    0m0.050s
user    0m0.041s
sys     0m0.009s
paul@RHELv4u4:~/test$ time bzip2 bllfiles.txt
real    0m5.968s
user    0m5.794s
sys     0m0.076s
paul@RHELv4u4:~/test$ ls -l ?llfiles.tx*
-rw-rw-r--  1 paul paul 931863 Feb 27 05:38 allfiles.txt.gz
-rw-rw-r--  1 paul paul 708871 May 12 10:52 bllfiles.txt.bz2
paul@RHELv4u4:~/test$

53.3. tar

The tar utility gets its name from Tape ARchive. This tool will receive and send files to a destination (typically a tape or a regular file). The c option is used to create a tar archive (or tarfile), the f option to name/create the tarfile. The example below takes a backup of /etc into the file /backup/etc.tar.

root@RHELv4u4:~# tar cf /backup/etc.tar /etc
root@RHELv4u4:~# ls -l /backup/etc.tar
-rw-r--r--  1 root root 47800320 May 12 11:47 /backup/etc.tar
root@RHELv4u4:~#

Compression can be achieved without pipes since tar uses the z flag to compress with gzip, and the j flag to compress with bzip2.

root@RHELv4u4:~# tar czf /backup/etc.tar.gz /etc
root@RHELv4u4:~# tar cjf /backup/etc.tar.bz2 /etc
root@RHELv4u4:~# ls -l /backup/etc.tar*  
-rw-r--r--  1 root root 47800320 May 12 11:47 /backup/etc.tar
-rw-r--r--  1 root root  6077340 May 12 11:48 /backup/etc.tar.bz2
-rw-r--r--  1 root root  8496607 May 12 11:47 /backup/etc.tar.gz
root@RHELv4u4:~#

The t option is used to list the contents of a tar file. Verbose mode is enabled with v (also useful when you want to see the files being archived during archiving).

root@RHELv4u4:~# tar tvf /backup/etc.tar
drwxr-xr-x root/root      0 2007-05-12 09:38:21 etc/
-rw-r--r-- root/root       26357 2004-09-27 10:15:03 etc/warnquota.conf
-rw-r--r-- root/root       13136 2006-11-03 17:34:50 etc/mime.types
drwxr-xr-x root/root      0 2004-11-03 13:35:50 etc/sound/
...

To list a specific file in a tar archive, use the t option, added with the filename (without leading /).
Use the `x` flag to restore a tar archive, or a single file from the archive. Remember that by default tar will restore the file in the current directory.

```bash
root@RHELv4u4:~# tar tvf /backup/etc.tar etc/resolv.conf
-rw-r--r-- root/root  77 2007-05-12 08:31:32 etc/resolv.conf
root@RHELv4u4:~#
```

You can preserve file permissions with the `p` flag. And you can exclude directories or file with `--exclude`.

```bash
root ~# tar cpzf /backup/etc_with_perms.tgz /etc
root ~# tar cpzf /backup/etc_no_sysconf.tgz /etc --exclude /etc/sysconfig
root ~# ls -l /backup/etc_*/
-rw-r--r--  1 root root 8496591 May 12 12:48 /backup/etc_no_sysconf.tgz
-rw-r--r--  1 root root 8434293 May 12 12:48 /backup/etc_with_perms.tgz
root ~#
```

You can also create a text file with names of files and directories to archive, and then supply this file to tar with the `-T` flag.

```bash
root@RHELv4u4:~# find /etc -name *.conf > files_to_archive.txt
root@RHELv4u4:~# find /home -name *.pdf >> files_to_archive.txt
root@RHELv4u4:~# tar cpzf /backup/backup.tgz -T files_to_archive.txt
```

The tar utility can receive filenames from the find command, with the help of xargs.

```bash
find /etc -type f -name "*.*" | xargs tar czf /backup/conf.tar.gz
```

You can also use tar to copy a directory, this is more efficient than using `cp -r`.

```bash
(cd /etc; tar -cf - .) | (cd /backup/copy_of_etc/; tar -xpf - )
```

Another example of tar, this copies a directory securely over the network.

```bash
(cd /etc; tar -cf - .) | (ssh user@srv 'cd /backup/cp_of_etc/; tar -xf - ')
```

tar can be used together with gzip and copy a file to a remote server through ssh

```bash
cat backup.tar | gzip | ssh bashuser@192.168.1.105 "cat - > backup.tgz"
```
Compress the tar backup when it is on the network, but leave it uncompressed at the destination.

```bash
cat backup.tar | gzip | ssh user@192.168.1.105 "gunzip|cat - > backup.tar"
```

Same as the previous, but let ssh handle the compression

```bash
cat backup.tar | ssh -C bashuser@192.168.1.105 "cat - > backup.tar"
```

## 53.4. Backup Types

Linux uses **multilevel incremental** backups using distinct levels. A full backup is a backup at level 0. A higher level x backup will include all changes since the last level x-1 backup.

Suppose you take a full backup on Monday (level 0) and a level 1 backup on Tuesday, then the Tuesday backup will contain all changes since Monday. Taking a level 2 on Wednesday will contain all changes since Tuesday (the last level 2-1). A level 3 backup on Thursday will contain all changes since Wednesday (the last level 3-1). Another level 3 on Friday will also contain all changes since Wednesday. A level 2 backup on Saturday would take all changes since the last level 1 from Tuesday.

## 53.5. dump and restore

While `dump` is similar to `tar`, it is also very different because it looks at the file system. Where `tar` receives a lists of files to backup, `dump` will find files to backup by itself by examining ext2. Files found by `dump` will be copied to a tape or regular file. In case the target is not big enough to hold the dump (end-of-media), it is broken into multiple volumes.

Restoring files that were backed up with `dump` is done with the `restore` command. In the example below we take a full level 0 backup of two partitions to a SCSI tape. The no rewind is mandatory to put the volumes behind each other on the tape.

```bash
dump 0f /dev/nst0 /boot
dump 0f /dev/nst0 /
```

Listing files in a dump archive is done with `dump -t`, and you can compare files with `dump -C`.

You can omit files from a dump by changing the dump attribute with the `chattr` command. The d attribute on ext will tell `dump` to skip the file, even during a full backup. In the following example, `/etc/hosts` is excluded from dump archives.

```bash
chattr +d /etc/hosts
```
To restore the complete file system with `restore`, use the `-r` option. This can be useful to change the size or block size of a file system. You should have a clean file system mounted and `cd`’d into it. Like this example shows.

```bash
mke2fs /dev/hda3
mount /dev/hda3 /mnt/data
cd /mnt/data
restore rf /dev/nst0
```

To extract only one file or directory from a dump, use the `-x` option.

```bash
restore -xf /dev/st0 /etc
```

### 53.6. `cpio`

Different from `tar` and `dump` is `cpio` (Copy Input and Output). It can be used to receive filenames, but copies the actual files. This makes it an easy companion with `find`! Some examples below.

`find` sends filenames to `cpio`, which puts the files in an archive.

```bash
find /etc -depth -print | cpio -oaV -O archive.cpio
```

The same, but compressed with `gzip`.

```bash
find /etc -depth -print | cpio -oaV | gzip -c > archive.cpio.gz
```

Now pipe it through `ssh` (backup files to a compressed file on another machine).

```bash
find /etc -depth -print | cpio -oaV | gzip -c | ssh server "cat - > etc.cpio.gz"
```

`find` sends filenames to `cpio` | `cpio` sends files to `ssh` | `ssh` sends files to `cpio` 'cpio extracts files'

```bash
find /etc -depth -print | cpio -oaV | ssh user@host 'cpio -imVd'
```

The same but reversed: copy a dir from the remote host to the local machine.

```bash
ssh user@host "find path -depth -print | cpio -oaV" | cpio -imVd
```

### 53.7. `dd`

**About `dd`**

Some people use `dd` to create backups. This can be very powerful, but `dd` backups can only be restored to very similar partitions or devices. There are however a lot of useful things possible with `dd`. Some examples.
Create a CDROM image

The easiest way to create a .ISO file from any CD. The if switch means Input File, of is the Output File. Any good tool can burn a copy of the CD with this .ISO file.

```
dd if=/dev/cdrom of=/path/to/cdrom.ISO
```

Create a floppy image

A little outdated maybe, but just in case: make an image file from a 1.44MB floppy. Blocksize is defined by bs, and count contains the number of blocks to copy.

```
dd if=/dev/floppy of=/path/to/floppy.img bs=1024 count=1440
```

Copy the master boot record

Use dd to copy the MBR (Master Boot Record) of hard disk /dev/hda to a file.

```
dd if=/dev/hda of=/MBR.img bs=512 count=1
```

Copy files

This example shows how dd can copy files. Copy the file summer.txt to copy_of_summer.txt.

```
dd if=~/summer.txt of=~/copy_of_summer.txt
```

Image disks or partitions

And who needs ghost when dd can create a (compressed) image of a partition.

```
dd if=/dev/hdb2 of=/image_of_hdb2.IMG
dd if=/dev/hdb2 | gzip > /image_of_hdb2.IMG.gz
```

Create files of a certain size

dd can be used to create a file of any size. The first example creates a one MEBIbyte file, the second a one MEGAbyte file.

```
dd if=/dev/zero of=file1MB count=1024 bs=1024
dd if=/dev/zero of=file1MB count=1000 bs=1024
```

CDROM server example

And there are of course endless combinations with ssh and bzip2. This example puts a bzip2 backup of a cdrom on a remote server.
dd if=/dev/cdrom | bzip2 | ssh user@host "cat - > /backups/cd/cdrom.iso.bz2"

53.8. split

The **split** command is useful to split files into smaller files. This can be useful to fit the file onto multiple instances of a medium too small to contain the complete file. In the example below, a file of size 5000 bytes is split into three smaller files, with maximum 2000 bytes each.

```
paul@laika:~/test$ ls -l
total 8
-rw-r--r-- 1 paul paul 5000 2007-09-09 20:46 bigfile1
paul@laika:~/test$ split -b 2000 bigfile1 splitfile.
paul@laika:~/test$ ls -l
total 20
-rw-r--r-- 1 paul paul 5000 2007-09-09 20:46 bigfile1
-rw-r--r-- 1 paul paul 2000 2007-09-09 20:47 splitfile.aa
-rw-r--r-- 1 paul paul 2000 2007-09-09 20:47 splitfile.ab
-rw-r--r-- 1 paul paul 1000 2007-09-09 20:47 splitfile.ac
```

53.9. practice: backup

!! Careful with tar options and the position of the backup file, mistakes can destroy your system!!

1. Create a directory (or partition if you like) for backups. Link (or mount) it under /mnt/backup.

2a. Use tar to backup /etc in /mnt/backup/etc_date.tgz, the backup must be gzipped. (Replace date with the current date)

2b. Use tar to backup /bin to /mnt/backup/bin_date.tar.bz2, the backup must be bzip2'd.

2c. Choose a file in /etc and /bin and verify with tar that the file is indeed backed up.

2d. Extract those two files to your home directory.

3a. Create a backup directory for your neighbour, make it accessible under /mnt/ neighbourName

3b. Combine ssh and tar to put a backup of your /boot on your neighbours computer in /mnt/YourName

4a. Combine find and cpio to create a cpio archive of /etc.

4b. Choose a file in /etc and restore it from the cpio archive into your home directory.
5. Use dd and ssh to put a backup of the master boot record on your neighbours computer.

6. (On the real computer) Create and mount an ISO image of the ubuntu cdrom.

7. Combine dd and gzip to create a 'ghost' image of one of your partitions on another partition.

8. Use dd to create a five megabyte file in ~/testssplit and name it biggest. Then split this file in smaller two megabyte parts.

```bash
mkdir testsplit
dd if=/dev/zero of=~/testssplit/biggest count=5000 bs=1024
split -b 2000000 biggest parts
```
Part XVI. samba
Chapter 54. introduction to samba

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54.1. verify installed version

.rpm based distributions

To see the version of samba installed on RedHat, use `rpm -q samba`.

```
[root@RHEL52 ~]# rpm -q samba
samba=3.0.28-1.el5_2.1
```

The screenshots above and below this paragraph show that both RHEL4 and RHEL5 have Samba version 3.0 installed. The last number in the Samba version counts the number of updates or patches. 3.0.28 in RHEL5 has a lot more updates than 3.0.10 in RHEL4.

```
[paul@RHEL4b ~]$ rpm -q samba
samba=3.0.10-1.4E.9
```

.deb based distributions

Use `dpkg -l` on Debian or Ubuntu. Ubuntu 7.04 below uses Samba 3.0.24, but the Samba server is not installed, only the common files are installed (for mounting smb file systems).

```
paul@laika:~$ dpkg -l | grep samba
ii  samba-common    3.0.24-2ubuntu1.2    Samba common files used by both...
```

Ubuntu 9.04 below uses Samba 3.3.2, and both the Samba server and the common files are installed.

```
paul@laika:~$ dpkg -l | grep samba
ii  samba  2:3.3.2-1ubuntu3 SMB/CIFS file, print, and login server
ii  samba-common 2:3.3.2-1ubuntu3 common files used by both the Samba ser
```

54.2. installing samba

.rpm based distributions

Samba is installed by default on Red Hat Enterprise Linux. If Samba is not yet installed, then you can use the graphical menu (Applications -- System Settings -- Add/Remove Applications) and select "Windows File Server" in the Server section. The non-graphical way is to use `rpm` or `yum`.

When you downloaded the .rpm file, you can install Samba like this.
When you have a subscription to RHN (Red Hat Network), then **yum** is an easy tool to use. This command also works on Fedora.

```
[paul@RHEL52 ~]$ rpm -i samba-3.0.28-1.el5_2.1.rpm
```

```
[paul@RHEL52 ~]$ yum install samba
```

### .deb based distributions

Ubuntu and Debian users can use the **aptitude** program (or use a graphical tool like Synaptic).

```
paul@laika:~$ aptitude install samba-server
```

### 54.3. documentation

#### samba howto

Samba comes with excellent documentation in html and pdf format (and also as a free download from Samba.org and it is for sale as a printed book). Red Hat Enterprise Linux installs the html and pdf version in `/usr/share/doc` by default.

```
[paul@RHEL4b ~]$ locate Samba-HOWTO-Collection.pdf
/usr/share/doc/samba-3.0.10/Samba-HOWTO-Collection.pdf
```

Ubuntu packages the docs as a separate package from Samba.

```
root@laika:~$ aptitude search samba | grep -i documentation
i   samba-doc                       - Samba documentation
i   samba-doc-pdf                   - Samba documentation (PDF format)
```

```
root@laika:~$ find /usr/share/doc/samba-doc-pdf | grep -i howto
/usr/share/doc/samba-doc-pdf/Samba3-HOWTO.pdf.gz
```

#### samba by example

Besides the howto, there is also an excellent book called **Samba By Example** (again available as printed edition in shops, and as a free pdf and html).

### 54.4. samba daemons

Samba 3 consists of three daemons, they are named **nmbd**, **smbd** and **winbindd**.
The **nmbd** daemon takes care of all the names and naming. It registers and resolves names, and handles browsing. According to the Samba documentation, it should be the first daemon to start.

```
[root@RHEL52 ~]# ps -C nmbd
  PID  TTY          TIME   CMD
     5681 ?        00:00:00  nmbd
```

The **smbd** daemon manages file transfers and authentication.

```
[root@RHEL52 ~]# ps -C smbd
  PID  TTY          TIME   CMD
     5678 ?        00:00:00  smbd
     5683 ?        00:00:00  smbd
```

The **winbind daemon** (winbindd) is only started to handle Microsoft Windows domain membership.

Note that **winbindd** is started by the `/etc/init.d/winbind` script (two dd's for the daemon and only one d for the script).

```
[root@RHEL52 ~]# /etc/init.d/winbind start
Starting Winbind services:                             [ OK ]
[root@RHEL52 ~]# ps -C winbindd
     PID  TTY          TIME   CMD
     5752 ?        00:00:00  winbindd
     5754 ?        00:00:00  winbindd
```

On Debian and Ubuntu, the winbind daemon is installed via a separate package called **winbind**.

### 54.5. starting and stopping samba

You can start the daemons by invoking `/etc/init.d/smb start` (some systems use `/etc/init.d/samba`) on any Linux.

```
root@laika:~# /etc/init.d/samba stop
  * Stopping Samba daemons                             [ OK ]
root@laika:~# /etc/init.d/samba start
  * Starting Samba daemons                             [ OK ]
```
54.6. the SMB protocol

brief history

Development of this protocol was started by IBM in the early eighties. By the end of the eighties, most development was done by Microsoft. SMB is an application level protocol designed to run on top of NetBIOS/NetBEUI, but can also be run on top of tcp/ip.

In 1996 Microsoft was asked to document the protocol. They submitted CIFS (Common Internet File System) as an internet draft, but it never got final RFC status.

In 2004 the European Union decided Microsoft should document the protocol to enable other developers to write compatible software. December 20th 2007 Microsoft came to an agreement. The Samba team now has access to SMB/CIFS, Windows for Workgroups and Active Directory documentation.

broadcasting protocol

SMB uses the NetBIOS service location protocol, which is a broadcasting protocol. This means that NetBIOS names have to be unique on the network (even when you have different IP-addresses). Having duplicate names on an SMB network can seriously harm communications.

NetBIOS names

NetBIOS names are similar to hostnames, but are always uppercase and only 15 characters in length. Microsoft Windows computers and Samba servers will broadcast this name on the network.
network bandwidth

Having many broadcasting SMB/CIFS computers on your network can cause bandwidth issues. A solution can be the use of a NetBIOS name server (NBNS) like WINS (Windows Internet Naming Service).
54.7. practice: introduction to samba

0. !! Make sure you know your student number, anything *ANYTHING* you name must include your student number!

1. Verify that you can logon to a Linux/Unix computer. Write down the name and ip address of this computer.

2. Do the same for all the other (virtual) machines available to you.

3. Verify networking by pinging the computer, edit the appropriate hosts files so you can use names. Test the names by pinging them.

4. Make sure Samba is installed, write down the version of Samba.

5. Open the Official Samba-3 howto pdf file that is installed on your computer. How many A4 pages is this file ? Then look at the same pdf on samba.org, it is updated regularly.

6. Stop the Samba server.
Chapter 55. getting started with samba

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### 55.1. /etc/samba/smb.conf

**smbd -b**

Samba configuration is done in the `smb.conf` file. The file can be edited manually, or you can use a web based interface like webmin or swat to manage it. The file is usually located in `/etc/samba`. You can find the exact location with `smbd -b`.

```
[root@RHEL4b ~]# smbd -b | grep CONFIGFILE
CONFIGFILE: /etc/samba/smb.conf
```

**the default smb.conf**

The default smb.conf file contains a lot of examples with explanations.

```
[paul@RHEL4b ~]$ ls -l /etc/samba/smb.conf
-rw-r--r-- 1 root root 10836 May 30 23:08 /etc/samba/smb.conf
```

Also on Ubuntu and Debian, smb.conf is packed with samples and explanations.

```
paul@laika:~$ ls -l /etc/samba/smb.conf
-rw-r--r-- 1 root root 10515 2007-05-24 00:21 /etc/samba/smb.conf
```

**minimal smb.conf**

Below is an example of a very minimalistic `smb.conf`. It allows samba to start, and to be visible to other computers (Microsoft shows computers in Network Neighborhood or My Network Places).

```
[paul@RHEL4b ~]$ cat /etc/samba/smb.conf
[global]
workgroup = WORKGROUP
[firstshare]
path = /srv/samba/public
```

**net view**

Below is a screenshot of the `net view` command on Microsoft Windows Server 2003 sp2. It shows how a Red Hat Enterprise Linux 5.3 and a Ubuntu 9.04 Samba server, both with a minimalistic smb.conf, are visible to Microsoft computers nearby.

```
C:\Documents and Settings\Administrator>net view
```
long lines in smb.conf

Some parameters in smb.conf can get a long list of values behind them. You can continue a line (for clarity) on the next by ending the line with a backslash.

```
valid users = Serena, Venus, Lindsay \
              Kim, Justine, Sabine \
              Amelie, Marie, Suzanne
```

curious smb.conf

Curious but true: smb.conf accepts synonyms like `create mode` and `create mask`, and (sometimes) minor spelling errors like `browseable` and `browseable`. And on occasion you can even switch words, the `guest only` parameter is identical to `only guest`. And `writable = yes` is the same as `readonly = no`.

man smb.conf

You can access a lot of documentation when typing `man smb.conf`.

```
[root@RHEL4b samba]# apropos samba
    cupsaddsmb       (8)  - export printers to samba for windows clients
    lmhosts          (5)  - The Samba NetBIOS hosts file
    net              (8)  - Tool for administration of Samba and remote CIFS servers
    pdbedit          (8)  - manage the SAM database (Database of Samba Users)
    samba            (7)  - A Windows SMB/CIFS fileserver for UNIX
    smb.conf [smb]   (5)  - The configuration file for the Samba suite
    smbpasswd        (5)  - The Samba encrypted password file
    smbstatus        (1)  - report on current Samba connections
    swat             (8)  - Samba Web Administration Tool
    tdbbackup        (8)  - tool for backing up and ... of samba .tdb files
```

55.2. /usr/bin/testparm

syntax check smb.conf

To verify the syntax of the smb.conf file, you can use `testparm`. 
testparm -v

An interesting option is `testparm -v`, which will output all the global options with their default value.

```
[root@RHEL52 ~]# testparm -v | head
Load smb config files from /etc/samba/smb.conf
Processing section "[pub0]"
Processing section "[global$]"
Loaded services file OK.
Server role: ROLE_STANDALONE
Press enter to see a dump of your service definitions

[global]
dos charset = CP850
unix charset = UTF-8
display charset = LOCALE
workgroup = WORKGROUP
realm =
netbios name = TEACHER0
netbios aliases =
netbios scope =
server string = Samba 3.0.28-1.el5_2.1
...
```

There are about 350 default values for smb.conf parameters.

**testparm -s**

The samba daemons are constantly (once every 60 seconds) checking the smb.conf file, so it is good practice to keep this file small. But it is also good practice to document your samba configuration, and to explicitly set options that have the same default values. The `testparm -s` option allows you to do both. It will output the smallest possible samba configuration file, while retaining all your settings. The idea is to have your samba configuration in another file (like smb.conf.full) and let testparm parse this for you. The screenshot below shows you how. First the smb.conf.full file with the explicitly set option workgroup to WORKGROUP.

```
[root@RHEL4b samba]# cat smb.conf.full
[global]
workgroup = WORKGROUP

# This is a demo of a documented smb.conf
# These two lines are removed by testparm -s
```
getting started with samba

server string = Public Test Server

[firstshare]
path = /srv/samba/public

Next, we execute testparm with the -s option, and redirect stdout to the real `smb.conf` file.

[root@RHEL4b samba]# testparm -s smb.conf.full > smb.conf
Load smb config files from smb.conf.full
Processing section "[firstshare]"
Loaded services file OK.

And below is the end result. The two comment lines and the default option are no longer there.

[root@RHEL4b samba]# cat smb.conf
# Global parameters
[global]
server string = Public Test Server

[firstshare]
path = /srv/samba/public

55.3. `/usr/bin/smbclient`

`smbclient looking at Samba`

With `smbclient` you can see browsing and share information from your smb server. It will display all your shares, your workgroup, and the name of the Master Browser. The `-N` switch is added to avoid having to enter an empty password. The `-L` switch is followed by the name of the host to check.

[root@RHEL4b init.d]# smbclient -NL rhel4b
Anonymous login successful
Domain=[WORKGROUP] OS=[Unix] Server=[Samba 3.0.10-1.4E.9]

<table>
<thead>
<tr>
<th>Sharename</th>
<th>Type</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>firstshare</td>
<td>Disk</td>
<td></td>
</tr>
<tr>
<td>IPC$</td>
<td>IPC</td>
<td>IPC Service (Public Test Server)</td>
</tr>
<tr>
<td>ADMIN$</td>
<td>IPC</td>
<td>IPC Service (Public Test Server)</td>
</tr>
</tbody>
</table>

Anonymous login successful
Domain=[WORKGROUP] OS=[Unix] Server=[Samba 3.0.10-1.4E.9]

Server Comment
------------
RHEL4B       Public Test Server
WINXP
smbclient anonymous

The screenshot below uses `smbclient` to display information about a remote smb server (in this case a Windows xp machine).

```
[root@RHEL4b init.d]# smbclient -NL winxp
Anonymous login successful
```

```
Sharename       Type      Comment
---------       ----      -------
Error returning browse list: NT_STATUS_ACCESS_DENIED
Anonymous login successful
```

```
Server               Comment
---------            -------
RHEL4B               Public Test Server
W2000
WINXP
```

smbclient with credentials

Windows versions after xp sp2 and 2003 sp1 do not accept guest access (the NT_STATUS_ACCESS_DENIED error). This example shows how to provide credentials with `smbclient`.

```
[paul@RHEL53 ~]$ smbclient -L w2003 -U administrator%stargate
```

```
Sharename       Type      Comment
---------       ----      -------
C$              Disk      Default share
IPC$            IPC       Remote IPC
ADMIN$          Disk      Remote Admin
...```

55.4. /usr/bin/smbtree

Another useful tool to troubleshoot Samba or simply to browse the SMB network is `smbtree`. In its simplest form, smbtree will do an anonymous browsing on the local subnet. displaying all SMB computers and (if authorized) their shares.
Let's take a look at two screenshots of smbtree in action (with blank password). The first one is taken immediately after booting four different computers (one MS Windows 2000, one MS Windows xp, one MS Windows 2003 and one RHEL 4 with Samba 3.0.10).

[paul@RHEL4b ~]$ smbtree
Password:
WORKGROUP
PEGASUS
\\RHEL4B
PEGASUS Domain Member Server
Error connecting to 127.0.0.1 (Connection refused)
cli_full_connection: failed to connect to RHEL4B<20> (127.0.0.1)
\\HM2003
[paul@RHEL4b ~]$ smbtree

The information displayed in the previous screenshot looks incomplete. The browsing elections are still ongoing, the browse list is not yet distributed to all clients by the (to be elected) browser master. The next screenshot was taken about one minute later. And it shows even less.

[paul@RHEL4b ~]$ smbtree
Password:
WORKGROUP
\\W2000
[paul@RHEL4b ~]$ smbtree

So we wait a while, and then run smbtree again, this time it looks a lot nicer.

[paul@RHEL4b ~]$ smbtree
Password:
WORKGROUP
\\W2000
PEGASUS
\\WINXP
\\RHEL4B Pegasus Domain Member Server
\\RHEL4B\ADMIN$ IPC Service (Pegasus Domain Member Server)
\\RHEL4B\IPC$ IPC Service (Pegasus Domain Member Server)
\\RHEL4B\domaindata Active Directory users only
\\HM2003
[paul@RHEL4b ~]$ smbtree --version
Version 3.0.10-1.4E.9
[paul@RHEL4b ~]$ smbtree

I added the version number of smbtree in the previous screenshot, to show you the difference when using the latest version of smbtree (below a screenshot taken from Ubuntu Feisty Fawn). The latest version shows a more complete overview of machines and shares.

paul@laika:~$ smbtree --version
Version 3.0.24
paul@laika:~$ smbtree
Password:
WORKGROUP
The previous screenshot also provides useful errors on why we cannot see shared info on computers winxp and w2003. Let us try the old smbtree version on our RHEL server, but this time with Administrator credentials (which are the same on all computers).

```
[paul@RHEL4b ~]$ smbtree -UAdministrator%Stargate1
```

As you can see, this gives a very nice overview of all SMB computers and their shares.

### 55.5. server string

The comment seen by the `net view` and the `smbclient` commands is the default value for the `server string` option. Simply adding this value to the global section in `smb.conf` and restarting samba will change the option.
getting started with samba

[root@RHEL53 samba]# testparm -s 2>/dev/null | grep server
server string = Red Hat Server in Paris

After a short while, the changed option is visible on the Microsoft computers.

C:\Documents and Settings\Administrator>net view
Server Name            Remark
-------------------------------------------------------------------------------
\LAIKA                Ubuntu 9.04 server in Antwerp
\RHEL53               Red Hat Server in Paris
\W2003

55.6. Samba Web Administration Tool (SWAT)

Samba comes with a web based tool to manage your samba configuration file. SWAT is accessible with a web browser on port 901 of the host system. To enable the tool, first find out whether your system is using the inetd or the xinetd superdaemon.

[root@RHEL4b samba]# ps fax | grep inet
15026 pts/0    S+     0:00                      \_ grep inet
2771 ?        Ss     0:00 xinetd -stayalive -pidfile /var/run/xinetd.pid
[root@RHEL4b samba]#

Then edit the inetd.conf or change the disable = yes line in /etc/xinetd.d/swat to disable = no.

[root@RHEL4b samba]# cat /etc/xinetd.d/swat
# default: off
# description: SWAT is the Samba Web Admin Tool. Use swat \
# to configure your Samba server. To use SWAT, \
# connect to port 901 with your favorite web browser.
service swat
{
    port            = 901
    socket_type     = stream
    wait            = no
    only_from       = 127.0.0.1
    user            = root
    server          = /usr/sbin/swat
    log_on_failure  += USERID
    disable         = no
}
[root@RHEL4b samba]#/etc/init.d/xinetd restart
Stopping xinetd:                                           [  OK  ]
Starting xinetd:                                           [  OK  ]
[root@RHEL4b samba]#

Change the only from value to enable swat from remote computers. This examples shows how to provide swat access to all computers in a /24 subnet.
[root@RHEL53 xinetd.d]# grep only /etc/xinetd.d/swat
only_from  = 192.168.1.0/24

Be careful when using SWAT, it erases all your manually edited comments in smb.conf.
55.7. practice: getting started with samba

1. Take a backup copy of the original smb.conf, name it smb.conf.orig
2. Enable SWAT and take a look at it.
3. Stop the Samba server.
4. Create a minimalistic smb.conf.minimal and test it with testparm.
5. Use testparm -s to create /etc/samba/smb.conf from your smb.conf.minimal.
6. Start Samba with your minimal smb.conf.
7. Verify with smbclient that your Samba server works.
8. Verify that another (Microsoft) computer can see your Samba server.
10. Change the "Server String" parameter in smb.conf. How long does it take before you see the change (net view, smbclient, My Network Places,...) ?
11. Will restarting Samba after a change to smb.conf speed up the change ?
12. Which computer is the master browser master in your workgroup ? What is the master browser ?
13. If time permits (or if you are waiting for other students to finish this practice), then install a sniffer (wireshark) and watch the browser elections.
55.8. solution: getting started with samba

1. Take a backup copy of the original smb.conf, name it smb.conf.orig
   
```bash
cd /etc/samba ; cp smb.conf smb.conf.orig
```

2. Enable SWAT and take a look at it.
   
```bash
vi /etc/inetd.d/samba (and set disable to no)
```

3. Stop the Samba server.
   
```bash
/etc/init.d/smb stop (Red Hat)
/etc/init.d/samba stop (Debian)
```

4. Create a minimalistic smb.conf.minimal and test it with testparm.
   
```bash
cd /etc/samba ; mkdir my_smb_confs ; cd my_smb_confs
vi smb.conf.minimal

testparm smb.conf.minimal
```

5. Use testparm -s to create /etc/samba/smb.conf from your smb.conf.minimal.
   
```bash
testparm -s smb.conf.minimal > ../smb.conf
```

6. Start Samba with your minimal smb.conf.
   
```bash
/etc/init.d/smb restart (Red Hat)
/etc/init.d/samba restart (Debian)
```

7. Verify with smbclient that your Samba server works.
   
```bash
smbclient -NL 127.0.0.1
```

8. Verify that another computer can see your Samba server.
   
```bash
smbclient -NL 'ip-address' (on a Linux)
```

   
```bash
on Linux: smbtree
on Windows: net view (and WindowsKey + e)
```

10. Change the "Server String" parameter in smb.conf. How long does it take before you see the change (net view, smbclient, My Network Places,...) ?
    
```bash
vi /etc/samba/smb.conf
(should take only seconds when restarting samba)
```

11. Will restarting Samba after a change to smb.conf speed up the change ?
   
```bash
yes
```

12. Which computer is the master browser master in your workgroup ? What is the master browser ?
The computer that won the elections.
This machine will make the list of computers in the network

13. If time permits (or if you are waiting for other students to finish this practice), then install a sniffer (wireshark) and watch the browser elections.

On ubuntu: sudo aptitude install wireshark
then: sudo wireshark, select interface
Chapter 56. a read only file server

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56.1. Setting up a directory to share

Let's start with setting up a very simple read only file server with Samba. Everyone (even anonymous guests) will receive read access.

The first step is to create a directory and put some test files in it.

```
[root@RHEL52 ~]# mkdir -p /srv/samba/readonly
[root@RHEL52 ~]# cd /srv/samba/readonly/
[root@RHEL52 readonly]# echo "It is cold today." > winter.txt
[root@RHEL52 readonly]# echo "It is hot today." > summer.txt
[root@RHEL52 readonly]# ls -l
total 8
-rw-r--r-- 1 root root 17 Jan 21 05:49 summer.txt
-rw-r--r-- 1 root root 18 Jan 21 05:49 winter.txt
[root@RHEL52 readonly]#
```

56.2. configure the share

**smb.conf [global] section**

In this example the samba server is a member of WORKGROUP (the default workgroup). We also set a descriptive server string, this string is visible to users browsing the network with net view, windows explorer or smbclient.

```
[root@RHEL52 samba]# head -5 smb.conf
[global]
workgroup = WORKGROUP
server string = Public Anonymous File Server
netbios name = TEACHER0
security = share
```

You might have noticed the line with security = share. This line sets the default security mode for our samba server. Setting the security mode to share will allow clients (smbclient, any windows, another Samba server, ...) to provide a password for each share. This is one way of using the SMB/CIFS protocol. The other way (called user mode) will allow the client to provide a username/password combination, before the server knows which share the client wants to access.

**smb.conf [share] section**

The share is called pubread and the path is set to our newly created directory. Everyone is allowed access (guest ok = yes) and security is set to read only.

```
[pubread]
path = /srv/samba/readonly
comment = files to read
read only = yes
```
56.3. restart the server

After testing with testparm, restart the samba server (so you don't have to wait).

[root@RHEL4b readonly]# service smb restart
Shutting down SMB services: [ OK ]
Shutting down NMB services: [ OK ]
Starting SMB services: [ OK ]
Starting NMB services: [ OK ]

56.4. verify the share

verify with smbclient

You can now verify the existence of the share with smbclient. Our pubread is listed as the fourth share.

[root@RHEL52 samba]# smbclient -NL 127.0.0.1
Sharename       Type      Comment
---------       ----      -------
IPC$            IPC       IPC Service (Public Anonymous File Server)
global$         Disk      
pub0            Disk      
pubread         Disk      files to read

verify on windows

The final test is to go to a Microsoft windows computer and read a file on the Samba server. First we use the net use command to mount the pubread share on the driveletter k.

C:\>net use K: \teacher0\pubread
The command completed successfully.
Then we test looking at the contents of the share, and reading the files.

C:\>dir k:
Volume in drive K is pubread
Volume Serial Number is 0C82-11F2

Directory of K:

21/01/2009  05:49    <DIR>          .
21/01/2009  05:49    <DIR>          ..
21/01/2009  05:49                17 summer.txt
21/01/2009  05:49                18 winter.txt
  2 File(s)             35 bytes
  2 Dir(s)  13.496.242.176 bytes free

Just to be on the safe side, let us try writing.

K:\>echo very cold > winter.txt
Access is denied.

K:\>

Or you can use windows explorer...

56.5. a note on netcat

The Windows command line screenshot is made in a Linux console, using netcat as a pipe to a Windows command shell.
The way this works, is by enabling netcat to listen on the windows computer to a certain port, executing cmd.exe when a connection is received. Netcat is similar to cat, in the way that cat does nothing, only netcat does nothing over the network.

To enable this connection, type the following on the windows computer (after downloading netcat for windows).

```
nc -l -p 23 -t -e cmd.exe
```

And then connect to this machine with netcat from any Linux computer. You end up with a cmd.exe prompt inside your Linux shell.

```
paul@laika:~$ nc 192.168.1.38 23
Microsoft Windows [Version 5.2.3790]
(C) Copyright 1985-2003 Microsoft Corp.

C:\>net use k: /delete
net use k: /delete
k: was deleted successfully.
```
56.6. practice: read only file server

1. Create a directory in a good location (FHS) to share files for everyone to read.

2. Make sure the directory is owned properly and is world accessible.

3. Put a textfile in this directory.

4. Share the directory with Samba.

5. Verify from your own and from another computer (smbclient, net use, ...) that the share is accessible for reading.

6. Make a backup copy of your smb.conf, name it smb.conf.ReadOnlyFileServer.
56.7. solution: read only file server

1. Create a directory in a good location (FHS) to share files for everyone to read.
   choose one of these...
   mkdir -p /srv/samba/readonly
   mkdir -p /home/samba/readonly
   /home/paul/readonly is wrong!!
   /etc/samba/readonly is wrong!!
   /readonly is wrong!!

2. Make sure the directory is owned properly and is world accessible.
   chown root:root /srv/samba/readonly
   chmod 755 /srv/samba/readonly

3. Put a textfile in this directory.
   echo Hello World > hello.txt

4. Share the directory with Samba.

   You smb.conf.readonly could look like this:
   [global]
   workgroup = WORKGROUP
   server string = Read Only File Server
   netbios name = STUDENTx
   security = share
   [readonlyX]
   path = /srv/samba/readonly
   comment = read only file share
   read only = yes
   guest ok = yes

test with testparm before going in production!

5. Verify from your own and from another computer (smbclient, net use, ...) that the share is accessible for reading.

   On Linux: smbclient -NL 127.0.0.1
   On Windows Explorer: browse to My Network Places
   On Windows cmd.exe: net use L: //studentx/readonly

6. Make a backup copy of your smb.conf, name it smb.conf.ReadOnlyFileServer.
   cp smb.conf smb.conf.ReadOnlyFileServer
Chapter 57. a writable file server

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57.1. set up a directory to share

In this second example, we will create a share where everyone can create files and write to files. Again, we start by creating a directory

```
[root@RHEL52 samba]# mkdir -p /srv/samba/writable
[root@RHEL52 samba]# chmod 777 /srv/samba/writable/
```

57.2. share section in smb.conf

There are two parameters to make a share writable. We can use **read only** or **writable**. This example shows how to use **writable** to give write access to a share.

```
writable = yes
```

And this is an example of using the **read only** parameter to give write access to a share.

```
read only = no
```

57.3. configure the share

Then we simply add a share to our file server by editing **smb.conf**. Below the check with testparm. (We could have changed the description of the server...)

```
[root@RHEL52 samba]# testparm
Load smb config files from /etc/samba/smb.conf
Processing section "[pubwrite]"
Processing section "[pubread]"
Loaded services file OK.
Server role: ROLE_STANDALONE
Press enter to see a dump of your service definitions

[globals]
  netbios name = TEACHER0
  server string = Public Anonymous File Server
  security = SHARE

[pubwrite]
  comment = files to write
  path = /srv/samba/writable
  read only = No
  guest ok = Yes

[pubread]
  comment = files to read
  path = /srv/samba/readonly
  guest ok = Yes
```
57.4. test connection with windows

We can now test the connection on a windows 2003 computer. We use the `net use` for this.

```
C:\>net use L: \teacher0\pubwrite
net use L: \teacher0\pubwrite
The command completed successfully.
```

57.5. test writing with windows

We mounted the `pubwrite` share on the L: drive in windows. Below we test that we can write to this share.

```
L:\>echo hoi > hoi.txt
L:\>dir
Volume in drive L is pubwrite
Volume Serial Number is 0C82-272A

Directory of L:

21/01/2009 06:11    <DIR>          .
21/01/2009 06:11    <DIR>          ..
21/01/2009 06:16                 6 hoi.txt
1 File(s)              6 bytes
2 Dir(s)  13.496.238.080 bytes free
```

57.6. How is this possible?

Linux (or any Unix) always needs a user account to gain access to a system. The windows computer did not provide the samba server with a user account or a password. Instead, the Linux owner of the files created through this writable share is the Linux guest account (usually named nobody).

```
[root@RHEL52 samba]# ls -l /srv/samba/writable/
total 4
-rwxr--r-- 1 nobody nobody 6 Jan 21 06:16 hoi.txt
```

So this is not the cleanest solution. We will need to improve this.
57.7. practice: writable file server

1. Create a directory and share it with Samba.

2. Make sure everyone can read and write files, test writing with smbclient and from a Microsoft computer.

3. Verify the ownership of files created by (various) users.
57.8. solution: writable file server

1. Create a directory and share it with Samba.

   mkdir /srv/samba/writable
   chmod 777 /srv/samba/writable

   the share section in smb.conf can look like this:

   [pubwrite]
   path = /srv/samba/writable
   comment = files to write
   read only = no
   guest ok = yes

2. Make sure everyone can read and write files, test writing with smbclient and from a Microsoft computer.

   to test writing with smbclient:

   echo one > count.txt
   echo two >> count.txt
   echo three >> count.txt
   smbclient //localhost/pubwrite
   Password:
   smb: \> put count.txt

3. Verify the ownership of files created by (various) users.

   ls -l /srv/samba/writable
Chapter 58. samba first user account

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58.1. Creating a Samba User

We will create a user for our Samba file server and make this user the owner of the directory and all of its files. This anonymous user gets a clear description, but does not get a login shell.

```
[root@RHEL52 samba]# useradd -s /bin/false sambanobody
[root@RHEL52 samba]# usermod -c "Anonymous Samba Access" sambanobody
[root@RHEL52 samba]# passwd sambanobody
Changing password for user sambanobody.
New UNIX password:
Retype new UNIX password:
passwd: all authentication tokens updated successfully.
```

58.2. Ownership of Files

We can use this user as owner of files and directories, instead of using the root account. This approach is clear and more secure.

```
[root@RHEL52 samba]# chown -R sambanobody:sambanobody /srv/samba/
[root@RHEL52 samba]# ls -al /srv/samba/writable/
total 12
drwxrwxrwx 2 sambanobody sambanobody 4096 Jan 21 06:11 .
drwxr-xr-x 6 sambanobody sambanobody 4096 Jan 21 06:11 ..
-rwxr--r-- 1 sambanobody sambanobody 6 Jan 21 06:16 hoi.txt
```

58.3. /usr/bin/smbpasswd

The sambanobody user account that we created in the previous examples is not yet used by Samba. It just owns the files and directories that we created for our shares. The goal of this section is to force ownership of files created through the Samba share to belong to our sambanobody user. Remember, our server is still accessible to everyone, nobody needs to know this user account or password. We just want a clean Linux server.

To accomplish this, we first have to tell Samba about this user. We can do this by adding the account to `smbpasswd`.

```
[root@RHEL52 samba]# smbpasswd -a sambanobody
New SMB password:
Retype new SMB password:
Added user sambanobody.
```

58.4. /etc/samba/smbpasswd

To find out where Samba keeps this information (for now), use `smbd -b`. The PRIVATE_DIR variable will show you where the smbpasswd database is located.
You can use a simple `cat` to see the contents of the `smbpasswd` database. The sambanobody user does have a password (it is secret).

```
[root@RHEL52 samba]# cat smbpasswd
sambanobody:503:AE9 ... 9DB309C528E540978:[U          ]:LCT-4976B05B:
```

### 58.5. forcing this user

Now that Samba knows about this user, we can adjust our writable share to force the ownership of files created through it. For this we use the `force user` and `force group` options. Now we can be sure that all files in the Samba writable share are owned by the same sambanobody user.

Below is the renewed definition of our share in `smb.conf`.

```plaintext
[pubwrite]
  path = /srv/samba/writable
  comment = files to write
  force user = sambanobody
  force group = sambanobody
  read only = no
  guest ok = yes
```

When you reconnect to the share and write a file, then this sambanobody user will own the newly created file (and nobody needs to know the password).
58.6. practice: first samba user account

1. Create a user account for use with samba.

2. Add this user to samba's user database.

3. Create a writable shared directory and use the "force user" and "force group" directives to force ownership of files.

4. Test the working of force user with smbclient, net use and Windows Explorer.
58.7. solution: first samba user account

1. Create a user account for use with samba.

     useradd -s /bin/false smbguest
     usermod -c 'samba guest'
     passwd smbguest

2. Add this user to samba’s user database.

     smbpasswd -a smbguest

3. Create a writable shared directory and use the "force user" and "force group"
directives to force ownership of files.

    [userwrite]
    path = /srv/samba/userwrite
    comment = everyone writes files owned by smbguest
    read only = no
    guest ok = yes
    force user = smbguest
    force group = smbguest

4. Test the working of force user with smbclient, net use and Windows Explorer.

    ls -l /srv/samba/userwrite (and verify ownership)
# Chapter 59. samba securing shares

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59.1. security based on user name

valid users

To restrict users per share, you can use the valid users parameter. In the example below, only the users listed as valid will be able to access the tennis share.

```
[tennis]
path = /srv/samba/tennis
comment = authenticated and valid users only
read only = No
guest ok = No
valid users = serena, kim, venus, justine
```

invalid users

If you are paranoia, you can also use invalid users to explicitely deny the listed users access. When a user is in both lists, the user has no access!

```
[tennis]
path = /srv/samba/tennis
read only = No
guest ok = No
valid users = kim, serena, venus, justine
invalid users = venus
```

read list

On a writable share, you can set a list of read only users with the read list parameter.

```
[football]
p path = /srv/samba/football
read only = No
guest ok = No
read list = martina, roberto
```

write list

Even on a read only share, you can set a list of users that can write. Use the write list parameter.

```
[football]
p path = /srv/samba/golf
read only = Yes
guest ok = No
write list = eddy, jan
```
59.2. security based on ip-address

hosts allow

The hosts allow or allow hosts parameter is one of the key advantages of Samba. It allows access control of shares on the ip-address level. To allow only specific hosts to access a share, list the hosts, seperated by comma's.

allow hosts = 192.168.1.5, 192.168.1.40

Allowing entire subnets is done by ending the range with a dot.

allow hosts = 192.168.1.

Subnet masks can be added in the classical way.

allow hosts = 10.0.0.0/255.0.0.0

You can also allow an entire subnet with exceptions.

hosts allow = 10. except 10.0.0.12

hosts deny

The hosts deny or deny hosts parameter is the logical counterpart of the previous. The syntax is the same as for hosts allow.

hosts deny = 192.168.1.55, 192.168.1.56

59.3. security through obscurity

hide unreadable

Setting hide unreadable to yes will prevent users from seeing files that cannot be read by them.

hide unreadable = yes

browsable

Setting the browseable = no directive will hide shares from My Network Places. But it will not prevent someone from accessing the share (when the name of the share is known).

Note that browsable and browseable are both correct syntax.

/pubread
path = /srv/samba/readonly
samba securing shares

comment = files to read
read only = yes
guest ok = yes
browseable = no

59.4. file system security

create mask

You can use create mask and directory mask to set the maximum allowed permissions for newly created files and directories. The mask you set is an AND mask (it takes permissions away).

[tennis]
path = /srv/samba/tennis
read only = No
guest ok = No
create mask = 640
directory mask = 750

force create mode

Similar to create mask, but different. Where the mask from above was a logical AND, the mode you set here is a logical OR (so it adds permissions). You can use the force create mode and force directory mode to set the minimal required permissions for newly created files and directories.

[tennis]
path = /srv/samba/tennis
read only = No
guest ok = No
force create mode = 444
force directory mode = 550

security mask

The security mask and directory security mask work in the same way as create mask and directory mask, but apply only when a windows user is changing permissions using the windows security dialog box.

force security mode

The force security mode and force directory security mode work in the same way as force create mode and force directory mode, but apply only when a windows user is changing permissions using the windows security dialog box.
inherit permissions

With **inherit permissions = yes** you can force newly created files and directories to inherit permissions from their parent directory, overriding the create mask and directory mask settings.

```ini
[authwrite]
path = /srv/samba/authwrite
comment = authenticated users only
read only = no
guest ok = no
create mask = 600
directory mask = 555
inherit permissions = yes
```
59.5. practice: securing shares

1. Create a writable share called sales, and a readonly share called budget. Test that it works.

2. Limit access to the sales share to ann, sandra and veronique.

3. Make sure that roberto cannot access the sales share.

4. Even though the sales share is writable, ann should only have read access.

5. Even though the budget share is read only, sandra should also have write access.

6. Limit one shared directory to the 192.168.1.0/24 subnet, and another share to the two computers with ip-addresses 192.168.1.33 and 172.17.18.19.

7. Make sure the computer with ip 192.168.1.203 cannot access the budget share.

8. Make sure (on the budget share) that users can see only files and directories to which they have access.

9. Make sure the sales share is not visible when browsing the network.

10. All files created in the sales share should have 640 permissions or less.

11. All directories created in the budget share should have 750 permissions or more.

12. Permissions for files on the sales share should never be set more than 664.

13. Permissions for files on the budget share should never be set less than 500.

14. If time permits (or if you are waiting for other students to finish this practice), then combine the "read only" and "writable" statements to check which one has priority.

15. If time permits then combine "read list", "write list", "hosts allow" and "hosts deny". Which of these has priority?
59.6. solution: securing shares

1. Create a writable share called sales, and a readonly share called budget. Test that it works.

   see previous solutions on how to do this...

2. Limit access to the sales share to ann, sandra and veronique.

   valid users = ann, sandra, veronique

3. Make sure that roberto cannot access the sales share.

   invalid users = roberto

4. Even though the sales share is writable, ann should only have read access.

   read list = ann

5. Even though the budget share is read only, sandra should also have write access.

   write list = sandra

6. Limit one shared directory to the 192.168.1.0/24 subnet, and another share to the two computers with ip-addresses 192.168.1.33 and 172.17.18.19.

   hosts allow = 192.168.1.

   hosts allow = 192.168.1.33, 172.17.18.19

7. Make sure the computer with ip 192.168.1.203 cannot access the budget share.

   hosts deny = 192.168.1.203

8. Make sure (on the budget share) that users can see only files and directories to which they have access.

   hide unreadable = yes

9. Make sure the sales share is not visible when browsing the network.

   browsable = no

10. All files created in the sales share should have 640 permissions or less.

    create mask = 640

11. All directories created in the budget share should have 750 permissions or more.

    force directory mode = 750

12. Permissions for files on the sales share should never be set more than 664.

    security mask = 750

13. Permissions for files on the budget share should never be set less than 500.

    force security directory mask = 500
14. If time permits (or if you are waiting for other students to finish this practice), then combine the "read only" and "writable" statements to check which one has priority.

15. If time permits then combine "read list", "write list", "hosts allow" and "hosts deny". Which of these has priority?
Chapter 60. samba domain member

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60.1. changes in smb.conf

workgroup

The workgroup option in the global section should match the netbios name of the Active Directory domain.

workgroup = STARGATE

security mode

Authentication will not be handled by samba now, but by the Active Directory domain controllers, so we set the security option to domain.

security = Domain

Linux uid's

Linux requires a user account for every user accessing its file system, we need to provide Samba with a range of uid's and gid's that it can use to create these user accounts. The range is determined with the idmap uid and the idmap gid parameters. The first Active Directory user to connect will receive Linux uid 20000.

idmap uid = 20000-22000
idmap gid = 20000-22000

winbind use default domain

The winbind use default domain parameter makes sure winbind also operates on users without a domain component in their name.

winbind use default domain = yes

[global] section in smb.conf

Below is our new global section in smb.conf.
realm in /etc/krb5.conf

To connect to a Windows 2003 sp2 (or later) you will need to adjust the kerberos realm in /etc/krb5.conf and set both lookup statements to true.

[libdefaults]
default_realm = STARGATE.LOCAL
dns_lookup_realm = true
dns_lookup_kdc = true

[share] section in smb.conf

Nothing special is required for the share section in smb.conf. Remember that we do not manually create users in smbpasswd or on the Linux (/etc/passwd). Only Active Directory users are allowed access.

[domaindata]
path = /srv/samba/domaindata
comment = Active Directory users only
read only = No

60.2. joining an Active Directory domain

While the Samba server is stopped, you can use net rpc join to join the Active Directory domain.

[root@RHEL52 samba]# service smb stop
Shutting down SMB services:          [ OK  ]
Shutting down NMB services:          [ OK  ]
[root@RHEL52 samba]# net rpc join -U Administrator
Password:
Joined domain STARGATE.

We can verify in the aduc (Active Directory Users and Computers) that a computer account is created for this samba server.
60.3. winbind

adding winbind to nsswitch.conf

The winbind daemon is talking with the Active Directory domain.

We need to update the /etc/nsswitch.conf file now, so user group and host names can be resolved against the winbind daemon.

[root@RHEL52 samba]# vi /etc/nsswitch.conf
[root@RHEL52 samba]# grep winbind /etc/nsswitch.conf
passwd:     files winbind
group:      files winbind
hosts:      files dns winbind

starting samba and winbindd

Time to start Samba followed by winbindd.

[root@RHEL4b samba]# service smb start
Starting SMB services: [ OK ]
Starting NMB services: [ OK ]
[root@RHEL4b samba]# service winbind start
Starting winbindd services: [ OK ]
60.4. wbinfo

verify the trust

You can use \texttt{wbinfo -t} to verify the trust between your samba server and Active Directory.

\[ \texttt{[root@RHEL52 ~]# wbinfo -t} \]
checking the trust secret via RPC calls succeeded

list all users

We can obtain a list of all users with the \texttt{wbinfo -u} command. The domain is not shown when the \texttt{winbind use default domain} parameter is set.

\[ \texttt{[root@RHEL52 ~]# wbinfo -u} \]
TEACHER0\serena
TEACHER0\justine
TEACHER0\martina
STARGATE\administrator
STARGATE\guest
STARGATE\support_388945a0
STARGATE\pol
STARGATE\krbtgt
STARGATE\arthur
STARGATE\harry

list all groups

We can obtain a list of all domain groups with the \texttt{wbinfo -g} command. The domain is not shown when the \texttt{winbind use default domain} parameter is set.

\[ \texttt{[root@RHEL52 ~]# wbinfo -g} \]
BUILTIN\administrators
BUILTIN\users
BATMAN\domain computers
BATMAN\domain controllers
BATMAN\schema admins
BATMAN\enterprise admins
BATMAN\domain admins
BATMAN\domain users
BATMAN\domain guests
BATMAN\group policy creator owners
BATMAN\dnsupdateproxy
query a user

We can use `wbinfo -a` to verify authentication of a user against Active Directory. Assuming a user account `harry` with password `stargate` is just created on the Active Directory, we get the following screenshot.

```
[root@RHEL52 ~]# wbinfo -a harry%stargate
plaintext password authentication succeeded
challenge/response password authentication succeeded
```

60.5. getent

We can use `getent` to verify that `winbindd` is working and actually adding the Active directory users to `/etc/passwd`.

```
[root@RHEL52 ~]# getent passwd harry
harry:*:20000:20008:harry potter:/home/BATMAN/harry:/bin/false
[root@RHEL52 ~]# getent passwd arthur
arthur:*:20001:20008:arthur dent:/home/BATMAN/arthur:/bin/false
[root@RHEL52 ~]# getent passwd bilbo
bilbo:*:20002:20008:bilbo baggins:/home/BATMAN/bilbo:/bin/false
```

If the user already exists locally, then the local user account is shown. This is because `winbind` is configured in `/etc/nsswitch.conf` after `files`.

```
[root@RHEL52 ~]# getent passwd paul
paul:x:500:500:Paul Cobbaut:/home/paul:/bin/bash
```

All the Active Directory users can now easily connect to the Samba share. Files created by them, belong to them.

60.6. file ownership

```
[root@RHEL4b samba]# ll /srv/samba/domaindata/
total 0
-rw-r--r-- 1 justine 20000 0 Jun 22 19:54 create_by_justine_on_winxp.txt
-rw-r--r-- 1 venus 20000 0 Jun 22 19:55 create_by_venus.txt
-rw-r--r-- 1 maria 20000 0 Jun 22 19:57 Maria.txt
```
60.7. practice : samba domain member

1. Verify that you have a working Active Directory (AD) domain.

2. Add the domain name and domain controller to /etc/hosts. Set the AD-DNS in /etc/resolv.conf.

3. Setup Samba as a member server in the domain.

4. Verify the creation of a computer account in AD for your Samba server.

5. Verify the automatic creation of AD users in /etc/passwd with wbinfo and getent.

6. Connect to Samba shares with AD users, and verify ownership of their files.
Chapter 61. samba domain controller

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61.1. about Domain Controllers

**Windows NT4**

Windows NT4 works with single master replication domain controllers. There is exactly one PDC (Primary Domain Controller) in the domain, and zero or more BDC's (Backup Domain Controllers). Samba 3 has all features found in Windows NT4 PDC and BDC, and more. This includes file and print serving, domain control with single logon, logon scripts, home directories and roaming profiles.

**Windows 200x**

With Windows 2000 came Active Directory. AD includes multimaster replication and group policies. Samba 3 can only be a member server in Active Directory, it cannot manage group policies. Samba 4 can do this (in beta).

**Samba 3**

Samba 3 can act as a domain controller in its own domain. In a Windows NT4 domain, with one Windows NT4 PDC and zero or more BDC's, Samba 3 can only be a member server. The same is valid for Samba 3 in an Active Directory Domain. In short, a Samba 3 domain controller can not share domain control with Windows domain controllers.

**Samba 4**

Samba 4 can be a domain controller in an Active Directory domain, including managing group policies. As of this writing, Samba 4 is not released for production!

61.2. About security modes

**security = share**

The 'Windows for Workgroups' way of working, a client requests connection to a share and provides a password for that connection. Anyone who knows a password for a share can access that share. This security model was common in Windows 3.11, Windows 95, Windows 98 and Windows ME.

**security = user**

The client will send a userid + password before the server knows which share the client wants to access. This mode should be used whenever the samba server is in control of the user database. Both for standalone and samba domain controllers.
**security = domain**

This mode will allow samba to verify user credentials using NTLM in Windows NT4 and in all Active Directory domains. This is similar to Windows NT4 BDC's joining a native Windows 2000/3 Active Directory domain.

**security = ads**

This mode will make samba use Kerberos to connect to the Active Directory domain.

**security = server**

This mode is obsolete, it can be used to forward authentication to another server.

**61.3. About password backends**

The previous chapters all used the `smbpasswd` user database. For domain control we opt for the `tdbsam` password backend. Another option would be to use LDAP. Larger domains will benefit from using LDAP instead of the not so scalable `tdbsam`. When you need more than one Domain Controller, then the Samba team advises to not use `tdbsam`.

**61.4. [global] section in smb.conf**

Now is a good time to start adding comments in your `smb.conf`. First we will take a look at the naming of our domain and server in the [global] section, and at the domain controlling parameters.

**security**

The security must be set to user (which is the default). This mode will make samba control the user accounts, so it will allow samba to act as a domain controller.

```
security = user
```

**os level**

A samba server is the most stable computer in the network, so it should win all browser elections (os level above 32) to become the browser master.

```
os level = 33
```
passdb backend

The **passdb backend** parameter will determine whether samba uses **smbpasswd**, **tdbsam** or ldap.

```
passdb backend = tdbsam
```

preferred master

Setting the **preferred master** parameter to yes will make the nmbd daemon force an election on startup.

```
preferred master = yes
```

domain logons

Setting the **domain logons** parameter will make this samba server a domain controller.

```
domain logons = yes
```

domain master

Setting the **domain master** parameter can cause samba to claim the **domain master browser** role for its workgroup. Don't use this parameter in a workgroup with an active NT4 PDC.

```
domain master = yes
```

[global] section

The screenshot below shows a sample [global] section for a samba domain controller.

```
[global]
# names
workgroup = SPORTS
netbios name = DCSPORTS
server string = Sports Domain Controller
# domain control parameters
security = user
os level = 33
preferred master = Yes
domain master = Yes
domain logons = Yes
```

61.5. netlogon share

Part of the microsoft definition for a domain controller is that it should have a **netlogon share**. This is the relevant part of smb.conf to create this netlogon share on Samba.
samba domain controller

[netlogon]
comment = Network Logon Service
path = /srv/samba/netlogon
admin users = root
guest ok = Yes
browseable = No

61.6. other [share] sections

We create some sections for file shares, to test the samba server. Users can all access the general sports file share, but only group members can access their own sports share.

[sports]
comment = Information about all sports
path = /srv/samba/sports
valid users = @ntsports
read only = No

[tennis]
comment = Information about tennis
path = /srv/samba/tennis
valid users = @nttennis
read only = No

[football]
comment = Information about football
path = /srv/samba/football
valid users = @ntfootball
read only = No

61.7. Users and Groups

To be able to use users and groups in the samba domain controller, we can first set up some groups on the Linux computer.

[root@RHEL52 samba]# groupadd ntadmins
[root@RHEL52 samba]# groupadd ntsports
[root@RHEL52 samba]# groupadd ntfootball
[root@RHEL52 samba]# groupadd nttennis

This enables us to add group membership info to some new users for our samba domain. Don't forget to give them a password.

[root@RHEL52 samba]# useradd -m -G ntadmins Administrator
[root@RHEL52 samba]# useradd -m -G ntsports,nttennis venus
[root@RHEL52 samba]# useradd -m -G ntsports,nttennis kim
[root@RHEL52 samba]# useradd -m -G ntsports,nttennis jelena
[root@RHEL52 samba]# useradd -m -G ntsports,ntfootball figo


It is always safe to verify creation of users, groups and passwords in /etc/passwd, /etc/shadow and /etc/group.

```bash
[root@RHEL52 samba]# tail -nn1 /etc/group
ntadmins:x:507:Administrator
ntsports:x:508:venus,kim,jelena,figo,ronaldo,pfaff
ntfootball:x:509:figo,ronaldo,pfaff
nttennis:x:510:venus,kim,jelena
Administrator:x:511:
venus:x:512:
kim:x:513:
jelena:x:514:
figo:x:515:
ronaldo:x:516:
pfaff:x:517:
```

### 61.8. tdbSAM

Next we must make these users known to samba with the smbpasswd tool. When you add the first user to tdbSAM, the file /etc/samba/passdb.tdb will be created.

```bash
[root@RHEL52 samba]# smbpasswd -a root
New SMB password:
Retype new SMB password:
tdbSAM_open: Converting version 0 database to version 3.
Added user root.
```

Adding all the other users generates less output, because tdbSAM is already created.

```bash
[root@RHEL4b samba]# smbpasswd -a root
New SMB password:
Retype new SMB password:
Added user root.
```

### 61.9. about computer accounts

Every NT computer (Windows NT, 2000, XP, Vista) can become a member of a domain. Joining the domain (by right-clicking on My Computer) means that a computer account will be created in the domain. This computer account also has a password (but you cannot know it) to prevent other computers with the same name from accidentally becoming member of the domain. The computer account created by Samba is visible in the /etc/passwd file on Linux. Computer accounts appear as a normal user account, but end their name with a dollar sign. Below a screenshot of the windows 2003 computer account, created by Samba 3.
To be able to create the account, you will need to provide credentials of an account with the permission to create accounts (by default only root can do this on Linux). And we will have to tell Samba how to to this, by adding an add machine script to the global section of smb.conf.

```
add machine script = /usr/sbin/useradd -s /bin/false -d /home/nobody %u
```

You can now join a Microsoft computer to the sports domain (with the root user). After reboot of the Microsoft computer, you will be able to logon with Administrator (password Stargate1), but you will get an error about your roaming profile. We will fix this in the next section.

When joining the samba domain, you have to enter the credentials of a Linux account that can create users (usually only root can do this). If the Microsoft computer complains with **The parameter is incorrect**, then you possibly forgot to add the add machine script.

### 61.10. local or roaming profiles

For your information, if you want to force local profiles instead of roaming profiles, then simply add the following two lines to the global section in smb.conf.

```
logon home =
logon path =
```

Microsoft computers store a lot of User Metadata and application data in a user profile. Making this profile available on the network will enable users to keep their Desktop and Application settings across computers. User profiles on the network are called **roaming profiles** or **roving profiles**. The Samba domain controller can manage these profiles. First we need to add the relevant section in smb.conf.

```
[Profiles]
comment = User Profiles
path = /srv/samba/profiles
readonly = No
profile acls = Yes
```

Besides the share section, we also need to set the location of the profiles share (this can be another Samba server) in the global section.
samba domain controller

logon path = \%L\Profiles\%U

The \%L variable is the name of this Samba server, the \%U variable translates to the username. After adding a user to smbpasswd and letting the user log on and off, the profile of the user will look like this.

```
[root@RHEL4b samba]# ll /srv/samba/profiles/Venus/
total 568
drwxr-xr-x 4 Venus Venus 4096 Jul 5 10:03 Application Data
drwxr-xr-x 3 Venus Venus 4096 Jul 5 10:03 Cookies
drwxr-xr-x 3 Venus Venus 4096 Jul 5 10:03 Desktop
drwxr-xr-x 3 Venus Venus 4096 Jul 5 10:03 Favorites
drwxr-xr-x 4 Venus Venus 4096 Jul 5 10:03 My Documents
drwxr-xr-x 2 Venus Venus 4096 Jul 5 10:03 NetHood
-rwxr--r-- 1 Venus Venus 524288 Jul 5 2007 NTUSER.DAT
-rwxr--r-- 1 Venus Venus 1024 Jul 5 2007 NTUSER.DAT.LOG
-rw-r--r-- 1 Venus Venus 268 Jul 5 10:03 ntuser.ini
drwxr-xr-x 2 Venus Venus 4096 Jul 5 10:03 PrintHood
drwxr-xr-x 2 Venus Venus 4096 Jul 5 10:03 Recent
drwxr-xr-x 2 Venus Venus 4096 Jul 5 10:03 SendTo
drwxr-xr-x 3 Venus Venus 4096 Jul 5 10:03 Start Menu
drwxr-xr-x 2 Venus Venus 4096 Jul 5 10:03 Templates
```

61.11. Groups in NTFS acls

We have users on Unix, we have groups on Unix that contain those users.

```
[root@RHEL4b samba]# grep nt /etc/group
... ntadmins:x:506:Administrator
ntsports:x:507:Venus,Serena,Kim,Figo,Pfaff
nttennis:x:508:Venus,Serena,Kim
ntfootball:x:509:Figo,Pfaff
[root@RHEL4b samba]#
```

We already added Venus to the tdbsam with smbpasswd.

```
smbpasswd -a Venus
```

Does this mean that Venus can access the tennis and the sports shares? Yes, all access works fine on the Samba server. But the nttennis group is not available on the windows machines. To make the groups available on windows (like in the ntfs security tab of files and folders), we have to map unix groups to windows groups. To do this, we use the net groupmap command.

```
[root@RHEL4b samba]# net groupmap add ntgroup="tennis" unixgroup=nttennis type=d
No rid or sid specified, choosing algorithmic mapping
Successfully added group tennis to the mapping db
[root@RHEL4b samba]# net groupmap add ntgroup="football" unixgroup=ntfootball type=d
No rid or sid specified, choosing algorithmic mapping
Successfully added group football to the mapping db
[root@RHEL4b samba]# net groupmap add ntgroup="sports" unixgroup=ntsports type=d
No rid or sid specified, choosing algorithmic mapping
```
Successfully added group sports to the mapping db
[root@RHEL4b samba]#

Now you can use the Samba groups on all NTFS volumes on members of the domain.

61.12. logon scripts

Before testing a logon script, make sure it has the proper carriage returns that DOS files have.

[root@RHEL4b netlogon]# cat start.bat
net use Z: \DCSPORTS0\SPORTS
[root@RHEL4b netlogon]# unix2dos start.bat
unix2dos: converting file start.bat to DOS format ...
[root@RHEL4b netlogon]#

Then copy the scripts to the netlogon share, and add the following parameter to smb.conf.

logon script = start.bat
61.13. practice: samba domain controller

1. Setup Samba as a domain controller.

2. Create the shares salesdata, salespresentations and meetings. Salesdata must be accessible to all sales people and to all managers. SalesPresentations is only for all sales people. Meetings is only accessible to all managers. Use groups to accomplish this.

3. Join a Microsoft computer to your domain. Verify the creation of a computer account in /etc/passwd.

4. Setup and verify the proper working of roaming profiles.

5. Find information about home directories for users, set them up and verify that users receive their home directory mapped under the H: drive in MS Windows Explorer.

6. Use a couple of samba domain groups with members to set acls on ntfs. Verify that it works!

7. Knowing that the %m variable contains the computername, create a separate log file for every computer (account).

8. Knowing that %s contains the client operating system, include a smb.%s.conf file that contains a share. (The share will only be visible to clients with that OS).

9. If time permits (or if you are waiting for other students to finish this practice), then combine "valid users" and "invalid users" with groups and usernames with "hosts allow" and "hosts deny" and make a table of which get priority over which.
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a brief look at samba 4
62.1. Samba 4 alpha 6

A quick view on Samba 4 alpha 6 (January 2009). You can also follow this guide http://wiki.samba.org/index.php/Samba4/HOWTO

Remove old Samba from Red Hat

yum remove samba

set a fix ip address (Red Hat has an easy GUI)

download and untar

samba.org, click 'download info', choose mirror, dl samba4 latest alpha

once untarred, enter the directory and read the howto4.txt

cd samba-4.0.0alpha6/

more howto4.txt

first we have to configure, compile and install samba4

cd source4/

./configure

make

make install

Then we can use the provision script to setup our realm. I used booi.schot as domain name (instead of example.com).

./setup/provision --realm=BOOI.SCHOT --domain=BOOI --adminpass=stargate \ --server-role='domain controller'

i added a simple share for testing

vi /usr/local/samba/etc/smb.conf

then i started samba

cd /usr/local/samba/sbin/

./samba

I tested with smbclient, it works

smbclient //localhost/test -Uadministrator%stargate

I checked that bind (and bind-chroot) were installed (yes), so copied the srv records

cp booi.schot.zone /var/named/chroot/etc/

then appended to named.conf

cat named.conf >> /var/named/chroot/etc/named.conf
I followed these steps in the howto4.txt

vi /etc/init.d/named  [added two export lines right after start()]
chmod a+r /usr/local/samba/private/dns.keytab
cp krb5.conf /etc/
vi /var/named/chroot/etc/named.conf
--> remove a lot, but keep allow-update { any; };

restart bind (named!), then tested dns with dig, this works (stripped screenshot!)

[root@RHEL52 private]# dig _ldap._tcp.dc._msdcs.booi.schot SRV @localhost

; (1 server found)
;; global options:  printcmd
;; Got answer:
;; flags: qr rd ra; QUERY: 1, ANSWER: 0, AUTHORITY: 1, ADDITIONAL: 0

;; QUESTION SECTION:
;_ldap._tcp.dc._msdcs.booi.schot. IN SRV

;; AUTHORITY SECTION:
.   10800 IN SOA A.ROOT-SERVERS.NET....

;; Query time: 54 msec
;; SERVER: 127.0.0.1#53(127.0.0.1)
;; WHEN: Tue Jan 27 20:57:05 2009
;; MSG SIZE  rcvd: 124

[root@RHEL52 private]#

made sure /etc/resolv.conf points to himself

[root@RHEL52 private]# cat /etc/resolv.conf
search booi.schot
nameserver 127.0.0.1

start windows 2003 server, enter the samba4 as DNS!

ping the domain, if it doesn't work, then add your redhats hostname and your realm to windows/system32/drivers/etc/hosts

join the windows computer to the domain

reboot the windows

log on with administrator stargate

start run dsa.msc to manage samba4

create an OU, a user and a GPO, test that it works
Part XVII. dns server
Chapter 63. introduction to DNS

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63.1. DNS History

Today, DNS or Domain Name System is a worldwide distributed hierarchical database. It’s primary function is to resolve names to ip addresses, and to point to internet servers providing SMTP or LDAP services.

In the seventies, only a few hundred computers were connected to the internet. To resolve names, computers had a flat file that contained a table to resolve hostnames to ip-addresses. This local file was downloaded from hosts.txt on an ftp server in Stanford.

In 1984 Paul Mockapetris created DNS, a distributed treelike hierarchical database.

ICANN...............

63.2. DNS Structure

root

DNS is a tree structure. The top of the tree is called the root. There are thirteen root servers on the internet, they are named A to M. Journalist often refer to these servers as the master servers of the internet, because if these servers go down, then nobody can (use names to) connect to websites.

The root servers are not thirteen physical machines, in fact ... (expand later with mirror info...)

top level domains (TLD)

Below the root level are the top level domains or TLD’s. Originally there were only seven
defined .com (mercial), .edu (cational), .gov (ernment), .int (ernational), .mil (ilitary), .net (work) and .org for non-commercial organizations. The .arpa domain was also used, it will be explained later.

Country TLD's were defined for individual countries, like .be for Belgium and .fr for France.

In the 21st century new TLD's were defined like .museum, .info, .biz and .aero.

**domains**

One level below the top level domains are the **domains**. Examples of domain names are google.com or linux-training.be. Domains can have subdomains (also called child domains).

**fully qualified domain name**

The **fully qualified domain name** or **FQDN** is the combination of the hostname of a machine appended with its domain name.

If for example a system is called **wolf** and it is in the domain **stargate.local**, then the FQDN of this system is **wolf.stargate.local**.

**63.3. How DNS works**

**zone**

A zone is a portion of the DNS tree. A DNS server that is controlling a zone, is said to be the **authoritative** DNS server for that zone. A zone is a collection of **resource records**. There are several types of resource records, for example A, PTR, NS, MX, SOA and CNAME.

**A record**

The **A record**, which is also called a **host record** contains the ipv4-address of a computer. When a DNS client queries a DNS server for an A record, then the DNS server will resolve the hostname in the query to an ip-address. An **AAAA record** is similar but contains an ipv6 address instead of ipv4.

**PTR record**

A **PTR record** is the reverse of an A record. It contains the name of a computer and can be used to resolve an ip-address to a hostname.
introduction to DNS

NS record

A NS record or nameserver record is a record that points to a DNS name server (in this zone). You can list all your name servers for your DNS zone in distinct NS records.

SOA record

The SOA record of a zone contains meta information about the zone itself. The contents of the SOA record is explained in detail in the section about zone transfers. There is exactly one SOA record for each zone.

CNAME record

A CNAME record maps a hostname to a hostname, creating effectively an alias for an existing hostname. The name of the mail server is often aliased to mail or smtp, and the name of a web server to www.

MX record

The MX points to an SMTP server. When you send an email to another domain, then your mail server will need the MX record of the target domain's mail server.

master and slave

There are several reasons to create more than one name server in a zone. One server might not be able to answer to all queries, or you might want some fault tolerance to mitigate the impact of hardware failure. When adding a secondary DNS server to a zone, then you will configure this server as a slave server to the primary server. The primary server then becomes the master server of the slave server.

Very often the primary DNS server is the master server of all slaves. Sometimes a slave server is master server for a second line slave server.

zone transfers

The slave server receives a copy of the zone database using a zone transfer. Zone transfers are requested by the slave servers at regular intervals. Those intervals are defined in the SOA record.

The SOA record contains a refresh value. If this is set to 30 minutes, then the slave server will request a copy of the zone file every 30 minutes. There is also a retry value. The retry value is used when the master server did not reply to the last zone transfer request. The value for expiry time says how long the slave server will answer to queries, without receiving a zone update.
Zone transfers only occur when the zone database was updated (meaning when one or more resource records were added, removed or changed on the master server). The slave server will compare the serial number of its own copy of the SOA record with the serial number of its master's SOA record. When both serial numbers are the same, then no update is needed (because no records were added, removed or deleted). When the slave has a lower serial number than its master, then a zone transfer is requested.

**full or incremental zone transfers**

When a zone transfer occurs, this can be either a full zone transfer or an incremental zone transfer. The decision depends on the size of the transfer that is needed to completely update the zone on the slave server. An incremental zone transfer is preferred when the total size of changes is smaller than the size of the zone database. Full zone transfers use the **axfr** protocol, incremental zone transfer use the **ixfr** protocol.

**DNS cache**

DNS is a caching protocol. When a client queries its local DNS server, and the local DNS server is not authoritative for the query, then this server will go looking for an authoritative name server in the DNS tree. The local name server will first query a root server, then a TLD server and then a domain server. When the local name server resolves the query, then it will relay this information to the client that submitted the query, and it will also keep a copy of these queries in its cache. So when another client submits the same query to this name server, then it will retrieve this information from its cache.

For example, a client queries for the A record on www.linux-training.be to its local server. This is the first query ever received by this local server. The local server checks that it is not authoritative for the linux-training.be domain, nor for the .be TLD, and it is also not a root server. So the local server will use the root hints to send an iterative query to a root server. The root server will reply with a reference to the server that is authoritative for the .be domain (root DNS servers do not resolve fqdn's, and root servers do not respond to recursive queries). The local server will then send an iterative query to the authoritative server for the .be TLD. This server will respond with a reference to the name server that is authoritative for the linux-training.be domain. The local server will then send the query for www.linux-training.be to the authoritative server (or one of its slave servers) for the linux-training.be domain. When the local server receives the ip-address for www.linux-training.be, then it will provide this information to the client that submitted this query. Besides caching the A record for www.linux-training.be, the local server will also cache the NS and A record for the linux-training.be name server and the .be name server.

**caching only server**

A DNS server that is set up without its own zone, but that is connected to other name servers and caches the queries is called a **caching only name server**.
iterative or recursive query

A recursive query is a DNS query where the client that is submitting the query expects a complete answer. An iterative query is a DNS query where the client does not expect a complete answer. Iterative queries usually take place between name servers. The root name servers do not respond to recursive queries.

63.4. old stuff....work in progress

Forward lookup zones are most common, they contain host or A records to translate hostnames or Fully Qualified Domain Names (FQDN) to ip addresses. Reverse lookup zones contain PTR records, they translate ip addresses to hostnames or FQDN's.

The internet contains thirteen logical DNS servers for the top of the hierarchy. This top is called the root, and is represented with a dot. Below the root are the Top Level Domains (TLD's). There are common TLD's like .com, .net, .info, .aero, .museum, .gov, .mil, .edu and others. And there are country TLD's, like .be for Belgium and .fr for France.

The internet root name servers will only answer iterative queries, most local DNS servers will answer to recursive queries.

63.5. bind

One of the most common name servers on Linux is the Berkeley Internet Name Domain (bind) server. Use rpm or dpkg to verify whether it is installed.

[root@RHEL4b etc]# rpm -qa | grep -i bind
ypbind-1.17.2-8
bind-chroot-9.2.4-16.EL4
bind-utils-9.2.4-16.EL4
bind-devel-9.2.4-16.EL4
bind-libs-9.2.4-16.EL4
bind-9.2.4-16.EL4

63.6. named

The software is called 'bind', the daemon runs as 'named' ! So look for the named daemon, the named manual pages and /etc/named.conf to work with bind.

[root@RHEL4b etc]# apropos named | grep -i domain
named (8) - Internet domain name server
63.7. Caching only Name Server

A caching only name server is a DNS server that is not authoritative for any zone. It forwards queries to other DNS servers and locally caches the results.

The default /etc/named.conf on RHEL is a caching only name server.

63.8. Our first zone

The way to set up zones in /etc/named.conf is to create a zone entry with a reference to another file located in /var/named.

Here is an example of such an entry in /etc/named.conf

```
ze "classdemo.local" IN {
    type master;
    file "classdemo.local.zone";
    allow-update { none; };
};
```

To create the zone file, the easy method is to copy an existing zone file (this is easier than writing from scratch).

```
[root@RHEL4b named]# cd /var/named/
[root@RHEL4b named]# pwd
/var/named
[root@RHEL4b named]# cp localhost.zone classdemo.local.zone
[root@RHEL4b named]#
```

Here is an example of a zone file.

```
[root@RHEL4b named]# cat classdemo.local.zone
$TTL 86400
$ORIGIN classdemo.local.
@ IN SOA rhel4b.classdemo.local. admin.classdemo.local. ( 2007083100 ; serial 3H ; refresh 900 ; retry 1W ; expiry 1D ) ; minimum
IN NS rhel4b.classdemo.local.
IN MX 10 mail.classdemo.local.
IN A 192.168.1.191
rhel4b IN A 192.168.1.191
mail IN A 192.168.1.191
www IN A 192.168.1.191
ftp IN A 192.168.1.191
server2 IN A 192.168.1.1
```
63.9. Starting the name server

When starting the name server, don’t forget to look at the log file to verify that all your zones are properly configured.

```
[root@RHEL4b etc]# service named restart
Stopping named: [ OK ]
Starting named: [ OK ]
[root@RHEL4b etc]# service named status
number of zones: 9
debug level: 0
xfers running: 0
xfers deferred: 0
soa queries in progress: 0
query logging is OFF
server is up and running
[root@RHEL4b etc]#
```

63.10. practice: DNS

1. Set up a working DNS server with your own zone. Test that it works.

2. Set up a master and a slave server.
# Chapter 64. Introduction to DNS

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64.1. What is DNS?

DNS is a service on a tcp/ip network that enables clients to translate names into ip-addresses. DNS is much more than that, but let’s keep it simple for now.

When you use a browser to go to a website, then you type the name of that website in the url bar. But for your computer to actually communicate with the web server hosting said website, your computer needs the ip-address of that web server. That is where DNS comes in.

In wireshark you can use the `dns` filter to see this traffic.

<table>
<thead>
<tr>
<th>No.</th>
<th>Time</th>
<th>Source</th>
<th>Destination</th>
<th>Protocol</th>
<th>Info</th>
</tr>
</thead>
<tbody>
<tr>
<td>4560</td>
<td>11.467767</td>
<td>192.168.1.30</td>
<td>212.71.8.10</td>
<td>DNS</td>
<td>Standard query A google.com</td>
</tr>
<tr>
<td>4569</td>
<td>11.487774</td>
<td>212.71.8.10</td>
<td>192.168.1.30</td>
<td>DNS</td>
<td>Standard query response A 66.102.13.105</td>
</tr>
</tbody>
</table>

64.2. forward and reverse lookup queries

The question a client asks a dns server is called a query. When a client queries for an ip-address, this is called a **forward lookup query** (as seen in the picture above).

The reverse, a query for the name of a host, is called a **reverse lookup query**.

Below a picture of a **reverse lookup query**.

Here is a screenshot of a **reverse lookup query** in `nslookup`.

```
paul@ubu1010:~$ nslookup
```
> set type=PTR
> 178.63.30.100
Server: 212.71.8.10
Address: 212.71.8.10#53

Non-authoritative answer:
100.30.63.178.in-addr.arpa name = antares.ginsys.net.

This is what a reverse lookup looks like when sniffing with wireshark.

<table>
<thead>
<tr>
<th>No.</th>
<th>dns</th>
<th>Source</th>
<th>Destination</th>
<th>Protocol</th>
<th>Info</th>
</tr>
</thead>
<tbody>
<tr>
<td>280</td>
<td>172.307847</td>
<td>192.168.1.30</td>
<td>212.71.8.10</td>
<td>DNS</td>
<td>Standard query PTR 100.30.63.178.in-addr.arpa</td>
</tr>
<tr>
<td>281</td>
<td>172.321299</td>
<td>212.71.8.10</td>
<td>192.168.1.30</td>
<td>DNS</td>
<td>Standard query response PTR antares.ginsys.net</td>
</tr>
</tbody>
</table>

64.3. /etc/resolv.conf

A client computer needs to know the ip-address of the **dns server** to be able to send queries to it. This is either provided by a **dhcp server** or manually entered.

Linux clients keep this information in **/etc/resolv.conf**.

paul@ubu1010:~$ cat /etc/resolv.conf
nameserver 212.71.8.10
64.4. DNS namespace

The **dns namespace** is hierarchical tree structure, with the **root servers** (aka dot-servers) at the top. The **root servers** are usually represented by a dot.

Below the **root-servers** are the **Top Level Domains** or TLD's.

There are more TLD's than shown in the picture. Currently about 200 countries have a TLD. And there are several general TLD's like .com, .edu, .org, .gov, .net, .mil, .int and more recently also .aero, .info, .museum, ...

64.5. root servers

There are thirteen **root servers** on the internet, they are named A to M. Journalists often refer to these servers as **the master servers of the internet**, because if these servers go down, then nobody can (use names to) connect to websites.

The root servers are not thirteen physical machines, they are many more. For example the F root server (http://f.root-servers.org) consists of 46 physical machines that all behave as one (using anycast). More information at http://root-servers.org and http://en.wikipedia.org/wiki/Root_nameserver.
64.6. top level domains (TLD)

Below the root level are the top level domains or TLD's. Originally there were only seven defined:

Table 64.1. The first TLD's

<table>
<thead>
<tr>
<th>year</th>
<th>TLD</th>
<th>purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>1985</td>
<td>.arpa</td>
<td>Reverse lookup via in-addr.arpa</td>
</tr>
<tr>
<td>1985</td>
<td>.com</td>
<td>Commercial Organizations</td>
</tr>
<tr>
<td>1985</td>
<td>.edu</td>
<td>US Educational Institutions</td>
</tr>
<tr>
<td>1985</td>
<td>.gov</td>
<td>US Government Institutions</td>
</tr>
<tr>
<td>1985</td>
<td>.mil</td>
<td>US Military</td>
</tr>
<tr>
<td>1985</td>
<td>.net</td>
<td>Internet Service Providers, Internet Infrastructure</td>
</tr>
<tr>
<td>1985</td>
<td>.org</td>
<td>Non profit Organizations</td>
</tr>
<tr>
<td>1988</td>
<td>.int</td>
<td>International Treaties like nato.int</td>
</tr>
</tbody>
</table>

Country TLD's were defined for individual countries, like .uk in 1985 for Great Britain (yes really), .be for Belgium in 1988 and .fr for France in 1986. See RFC 1591 for more info.

In 1998 seven new general purpose TLD's where chosen, they became active in the 21st century.

Table 64.2. new general purpose TLD's

<table>
<thead>
<tr>
<th>year</th>
<th>TLD</th>
<th>purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>2002</td>
<td>.aero</td>
<td>aviation related</td>
</tr>
<tr>
<td>2001</td>
<td>.biz</td>
<td>businesses</td>
</tr>
<tr>
<td>2001</td>
<td>.coop</td>
<td>for co-operatives</td>
</tr>
<tr>
<td>2001</td>
<td>.info</td>
<td>informative internet resources</td>
</tr>
<tr>
<td>2001</td>
<td>.museum</td>
<td>for museums</td>
</tr>
<tr>
<td>2001</td>
<td>.name</td>
<td>for all kinds of names, pseudonyms and labels...</td>
</tr>
<tr>
<td>2004</td>
<td>.pro</td>
<td>for professionals</td>
</tr>
</tbody>
</table>

Many people were surprised by the choices, claiming not much use for them and wanting a separate .xxx domain (introduced in 2011) for adult content, and .kidz a save haven for children. In the meantime more useless TLD's were create like .travel (for travel agents) and .tel (for internet communications) and .jobs (for jobs sites).
64.7. DNS domains

One level below the top level domains are the domains. Domains can have subdomains (also called child domains).

This picture shows dns domains like google.com, chess.com, linux-training.be (there are millions more).

![Diagram of DNS domains]

DNS domains are registered at the TLD servers, the TLD servers are registered at the dot servers.

64.8. fully qualified domain name

The fully qualified domain name or FQDN is the combination of the hostname of a machine appended with its domain name.

If for example a system is called wolf and it is in the domain linux-training.be, then the FQDN of this system is wolf.linux-training.be.

64.9. hostname and domainname commands

On Linux systems you can use the hostname and domainname commands to verify this information.

```
paul@shared-010:~$ hostname
shared-010
paul@shared-010:~$ hostname --fqdn
shared-010.openminds.be
```
64.10. zones and records

A zone (aka a zone of authority) is a portion of the DNS tree. The picture below represents zones as blue ovals. Some zones will contain only one dns domain while others might have a whole tree of domains.

In a zone are records, also called resource records. We will list some of those records here, and look at them in more detail later.

A record

The A record, which is also called a host record contains the ipv4-address of a computer. When a DNS client queries a DNS server for an A record, then the DNS server will resolve the hostname in the query to an ip-address. An AAAA record is similar but contains an ipv6 address instead of ipv4.

PTR record

A PTR record is the reverse of an A record. It contains the name of a computer and can be used to resolve an ip-address to a hostname.

NS record

A NS record or nameserver record is a record that points to a DNS name server (in this zone). You can list all your name servers for your DNS zone in distinct NS records.
glue A record

An A record that maps the name of an NS record to an ip address is said to be a glue record.

SOA record

The SOA record of a zone contains meta information about the zone itself. The contents of the SOA record is explained in detail in the section about zone transfers. There is exactly one SOA record for each zone.

CNAME record

A CNAME record maps a hostname to a hostname, creating effectively an alias for an existing hostname. The name of the mail server is often aliased to mail or smtp, and the name of a web server to www.

MX record

The MX record points to an smtp server. When you send an email to another domain, then your mail server will need the MX record of the target domain's mail server.
64.11. caching only server

A DNS server that is set up without its own zone, but that is connected to other name servers and caches the queries is called a **caching only name server**. Caching only name servers do not have a **zone database** with resource records. Instead they connect to other name servers and cache that information.

There are two kinds of caching only name servers. Those with a **forwarder**, and those without.

**caching only server with forwarder**

A **caching only server** with a **forwarder** is a DNS server that will get all its information from the **forwarder**. The **forwarder** can be the DNS server of an ISP.

![Diagram of caching only server with forwarder](image)

This picture shows a DNS server on the company LAN that has set the DNS server from their ISP as a forwarder. If the ip address of the ISP DNS server is 212.71.8.10, then the following lines would occur in the **named.conf** file of the company DNS server:

```plaintext
forwarders {
    212.71.8.10;
};
```
**caching only server without forwarder**

A caching only server without forwarder will have to get information elsewhere. When it receives a query from a client, then it will consult one of the root servers. The root server will refer it to a TLD server, which will refer it to another dns server. That last server might know the answer to the query, or may refer to yet another dns server. In the end, our hard working dns server will find an answer and report this back to the client.

In the picture below, the clients asks for the ip address of linux-training.be. Our caching only server will contact the root server, and be refered to the .be server. It will then contact the .be server and be refered to one of the name servers of Openminds. One of these name servers (in this case ns1.openminds.be) will answer the query with the ip-address of linux-training.be. When our caching only server reports this to the client, then the client can connect to this website.

**iterative or recursive query**

A **recursive query** is a DNS query where the client that is submitting the query expects a complete answer (Like the fat red arrow above going from the Macbook to the DNS server). An **iterative query** is a DNS query where the client does not expect a complete answer (the three black arrows originating from the DNS server in the picture above). Iterative queries usually take place between name servers. The root name servers do not respond to recursive queries.
64.12. primary and secondary

A DNS server that is controlling a zone, is said to be the authoritative DNS server for that zone. Remember that a zone is a collection of resource records.

When you set up the first authoritative dns server for a zone, the this is called the primary dns server. This server will have a readable and writable copy of the zone database. For reasons of fault tolerance, performance or load balancing you may decide to set up another dns server with authority over that zone. This is called a secondary dns server.

64.13. master and slave

When adding a secondary DNS server to a zone, then you will configure this server as a slave server to the primary server. The primary server then becomes the master server of the slave server.

Often the primary DNS server is the master server of all slaves. Sometimes a slave server is master server for a second line slave server. In the picture below ns1 is the primary dns server and ns2, ns3 and ns4 are secondaries. The master for slaves ns2 and ns3 is ns1, but the master for ns4 is ns3.


64.14. zone transfers

The slave server receives a copy of the zone database using a zone transfer. Zone transfers are requested by the slave servers at regular intervals. Those intervals are defined in the SOA record.

The SOA record contains a refresh value. If this is set to 30 minutes, then the slave server will request a copy of the zone file every 30 minutes. There is also a retry value. The retry value is used when the master server did not reply to the last zone transfer request. The value for expiry time says how long the slave server will answer to queries, without receiving a zone update.

Zone transfers only occur when the zone database was updated (meaning when one or more resource records were added, removed or changed on the master server). The slave server will compare the serial number of its own copy of the SOA record with the serial number of its master’s SOA record. When both serial numbers are the same, then no update is needed (because no records were added, removed or deleted). When the slave has a lower serial number than its master, then a zone transfer is requested.

Below a zone transfer captured in wireshark.

<table>
<thead>
<tr>
<th>Time</th>
<th>Source</th>
<th>Destination</th>
<th>Protocol</th>
<th>Info</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0.0096080</td>
<td>192.168.1.37</td>
<td>DNS</td>
<td>Standard query SOA cobbaut.paul</td>
</tr>
<tr>
<td>2</td>
<td>0.008502</td>
<td>192.168.1.35</td>
<td>DNS</td>
<td>Standard query response SOA ns.cobbaut.paul</td>
</tr>
<tr>
<td>3</td>
<td>0.014672</td>
<td>192.168.1.37</td>
<td>TCP</td>
<td>33713 &gt; domain [SYN] Seq=0 Win=5840 Len=0 MS</td>
</tr>
<tr>
<td>4</td>
<td>0.015215</td>
<td>192.168.1.35</td>
<td>TCP</td>
<td>domain &gt; 33713 [SYN, ACK] Seq=8 Ack=1 Win=5</td>
</tr>
<tr>
<td>5</td>
<td>0.015367</td>
<td>192.168.1.35</td>
<td>TCP</td>
<td>33713 &gt; domain [ACK] Seq=1 Ack=1 Win=5856 Le</td>
</tr>
<tr>
<td>6</td>
<td>0.013954</td>
<td>192.168.1.35</td>
<td>TCP</td>
<td>[TCP segment of a reassembled PDU]</td>
</tr>
<tr>
<td>7</td>
<td>0.013959</td>
<td>192.168.1.35</td>
<td>TCP</td>
<td>domain &gt; 33713 [ACK] Seq=1 Ack=0 Win=5792 Le</td>
</tr>
<tr>
<td>8</td>
<td>0.018411</td>
<td>192.168.1.35</td>
<td>DNS</td>
<td>Standard query IXFR cobbaut.paul</td>
</tr>
<tr>
<td>9</td>
<td>0.018823</td>
<td>192.168.1.35</td>
<td>TCP</td>
<td>domain &gt; 33713 [ACK] Seq=77 Ack=295 Win=6912</td>
</tr>
<tr>
<td>10</td>
<td>0.019784</td>
<td>192.168.1.35</td>
<td>DNS</td>
<td>Standard query response SOA ns.cobbaut.paul</td>
</tr>
<tr>
<td>11</td>
<td>0.019821</td>
<td>192.168.1.35</td>
<td>TCP</td>
<td>33713 &gt; domain [ACK] Seq=77 Ack=295 Win=6912</td>
</tr>
<tr>
<td>12</td>
<td>0.026818</td>
<td>192.168.1.35</td>
<td>TCP</td>
<td>33713 &gt; domain [FIN, ACK] Seq=77 Ack=295 Win=6912</td>
</tr>
<tr>
<td>13</td>
<td>0.026111</td>
<td>192.168.1.35</td>
<td>TCP</td>
<td>domain &gt; 33713 [FIN, ACK] Seq=295 Ack=78 Win=6912</td>
</tr>
</tbody>
</table>

64.15. full or incremental zone transfers

When a zone transfer occurs, this can be either a full zone transfer or an incremental zone transfer. The decision depends on the size of the transfer that is needed to completely update the zone on the slave server. An incremental zone transfer is preferred when the total size of changes is smaller than the size of the zone database. Full zone transfers use the axfr protocol, incremental zone transfer use the ixfr protocol.

64.16. DNS cache

DNS is a caching protocol. When a client queries its local DNS server, and the local DNS server is not authoritative for the query, then this server will go looking for an authoritative name server in the DNS tree. The local name server will first query a
root server, then a TLD server and then a domain server. When the local name server resolves the query, then it will relay this information to the client that submitted the query, and it will also keep a copy of these queries in its cache. So when another client submits the same query to this name server, then it will retrieve this information from its cache.

For example, a client queries for the A record on www.linux-training.be to its local server. This is the first query ever received by this local server. The local server checks that it is not authoritative for the linux-training.be domain, nor for the .be TLD, and it is also not a root server. So the local server will use the root hints to send an iterative query to a root server. The root server will reply with a reference to the server that is authoritative for the .be domain (root DNS servers do not resolve fqdn's, and root servers do not respond to recursive queries). The local server will then sent an iterative query to the authoritative server for the .be TLD. This server will respond with a reference to the name server that is authoritative for the linux-training.be domain. The local server will then sent the query for www.linux-training.be to the authoritative server (or one of its slave servers) for the linux-training.be domain. When the local server receives the ip-address for www.linux-training.be, then it will provide this information to the client that submitted this query. Besides caching the A record for www.linux-training.be, the local server will also cache the NS and A record for the linux-training.be name server and the .be name server.
64.17. Practice: caching only DNS server

1a. installing DNS software on Debian/Ubuntu

```
root@ubu1010srv:~# dpkg -l | grep bind9
ii  bind9-host  1:9.7.1.dfsg.P2-2ubuntu0.2  Version of 'host' bundled with BIND 9.X
ii  libbind9-60 1:9.7.1.dfsg.P2-2ubuntu0.2  BIND9 Shared Library used by BIND
root@ubu1010srv:~# aptitude install bind9
The following NEW packages will be installed:
  bind9 bind9utils
0 packages upgraded, 2 newly installed, 0 to remove and 0 not upgraded.
Need to get 433kB of archives. After unpacking 1,352kB will be used.
Do you want to continue? [Y/n/?]
... output truncated ...

* Starting domain name service... bind9 [ OK ]

root@ubu1010srv:~# dpkg -l | grep bind9
ii bind9 1:9.7.1.dfsg.P2-2ubuntu0.2 Internet Domain Name Server
ii bind9-host 1:9.7.1.dfsg.P2-2ubuntu0.2 Version of 'host' bundled with BIND 9.X
ii bind9utils 1:9.7.1.dfsg.P2-2ubuntu0.2 Utilities for BIND
ii libbind9-60 1:9.7.1.dfsg.P2-2ubuntu0.2 BIND9 Shared Library used by BIND
root@ubu1010srv:~#
```

1b. installing DNS software on RHEL/Fedora

```
[root@fedora14 ~]# rpm -qa | grep bind
samba-winbind-clients-3.5.8-74.fc14.i686
bind-utils-9.7.3-1.fc14.i686
PackageKit-device-rebind-0.6.12-2.fc14.i686
bind-libs-9.7.3-1.fc14.i686
[root@fedora14 ~]# yum install bind
Loaded plugins: langpacks, presto, refresh-packagekit
Adding en_US to language list
Setting up Install Process
Resolving Dependencies
---> Running transaction check
---> Package bind.i686 32:9.7.3-1.fc14 set to be installed
---> Finished Dependency Resolution

...output truncated

Running Transaction
  Installing : 32:bind-9.7.3-1.fc14.i686  1/1

Installed:
  bind.i686 32:9.7.3-1.fc14

Complete!
[root@fedora14 ~]# rpm -qa | grep bind
samba-winbind-clients-3.5.8-74.fc14.i686
bind-utils-9.7.3-1.fc14.i686
PackageKit-device-rebind-0.6.12-2.fc14.i686
bind-libs-9.7.3-1.fc14.i686
bind-9.7.3-1.fc14.i686
[root@fedora14 ~]#
```

2. Discover the default configuration files. Can you define the purpose of each file?
Introduction to DNS

2a. On Fedora:

```
[root@fedora14 ~]# ls -ld /etc/named*
```
```
drwxr-x---. 2 root named 4096 Feb 18 16:07 /etc/named
```
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64.18. Practice: caching only with forwarder

5. Add a local dns-server as a forwarder (at my home this is 192.168.1.1, probably different ip in a classroom!).

root@ubu1010srv:~# grep -A2 forwarder /etc/bind/named.conf.options | tail -3
forwards {  
  192.168.1.1;
};
root@ubu1010srv:~# /etc/init.d/bind9 restart
* Stopping domain name service... bind9                   [ OK ]
* Starting domain name service... bind9                   [ OK ]
root@ubu1010srv:~#

6. Explain the purpose of adding the forwarder. What is our DNS server doing when it receives a query? Again the wireshark screenshot can help, you should see something similar.

root@ubu1010srv:~# nslookup
> server
Default server: 192.168.1.4
Address: 192.168.1.4#53
> server 192.168.1.37
Default server: 192.168.1.37
Address: 192.168.1.37#53
>
> cobbaut.be
Server: 192.168.1.37
Address: 192.168.1.37#53

Non-authoritative answer:
Name: cobbaut.be
Address: 88.151.243.8

7. What happens when you query for the same domain name more than once?
8. Why does it say "non-authoritative answer"? When is a dns server authoritative?

9. You can also use **dig** instead of **nslookup**.

   ```bash
dig @192.168.1.37 linux-training.be
```

10. How can we avoid having to set the server in dig or nslookup?

    ```bash
    root@ubu1010srv:~# cat /etc/resolv.conf
    nameserver 127.0.0.1
    ```

11. When you use **dig** for the first time for a domain, where is the answer coming from? And the second time? How can you tell?
64.19. Practice: primary authoritative server

1. Instead of only caching the information from other servers, we will now make our server authoritative for our own domain.

2. I choose the new TLD .paul and the domain cobbaut.paul and put the information in /etc/bind/named.conf.local.

   root@ubu1010srv:/etc/bind# grep -C1 cobbaut named.conf.local

   zone "cobbaut.paul" {
   type master;
   file "*/etc/bind/db.cobbaut.paul";
   };

3. Also add a zone database file, similar to this one (add some A records for testing). Set the Refresh and Retry values not too high so you can sniff this traffic (this example makes the slave server contact the master every 300 seconds).

   root@ubu1010srv:/etc/bind# cat db.cobbaut.paul

   $TTL 604800
   @ IN SOA ns.cobbaut.paul. root.cobbaut.paul. (20110516 ; Serial
   300 ; Refresh
   200 ; Retry
   2419200 ; Expire
   604800 ) ; Negative Cache TTL
   @               IN      NS      ns.cobbaut.paul.
   ns              IN      A       192.168.1.37
   ubu1010srv      IN      A       192.168.1.37
   anya            IN      A       192.168.1.1
   mac             IN      A       192.168.1.30
   root@ubu1010srv:/etc/bind#

4. Restart the DNS server and check your zone in the error log.

   root@ubu1010srv:/etc/bind# grep cobbaut /var/log/daemon.log
   May 16 00:33:49 ubu1010srv named[25449]: zone cobbaut.paul/IN: loaded
   serial 20110516

5. Use dig or nslookup (or even ping) to test your A records.

   root@ubu1010srv:/etc/bind# ping mac.cobbaut.paul
   PING mac.cobbaut.paul (192.168.1.30) 56(84) bytes of data.
   64 bytes from 192.168.1.30: icmp_req=1 ttl=64 time=2.28 ms
   64 bytes from 192.168.1.30: icmp_req=1 ttl=64 time=2.31 ms (DUP!)
   ^C
   --- mac.cobbaut.paul ping statistics ---
   1 packets transmitted, 1 received, +1 duplicates, 0% packet loss, time 0ms
   rtt min/avg/max/mdev = 2.282/2.296/2.310/0.014 ms
   root@ubu1010srv:/etc/bind# dig anya.cobbaut.paul
   ; <<>> DiG 9.7.1-P2 <<>> anya.cobbaut.paul
   ;;; global options: +cmd
   ;;; Got answer:
   ;;; ->>HEADER<<- opcode: QUERY, status: NOERROR, id: 38237
 Introduction to DNS

6. Our primary server appears to be up and running. Note the information here:

server os : Ubuntu 10.10
ip : 192.168.1.37
domain name: cobbaut.paul
server name: ns.cobbaut.paul
64.20. Practice: reverse DNS

1. We can add ip to name resolution to our dns-server using a reverse dns zone.

2. Start by adding a .arpa zone to /etc/bind/named.conf.local like this (we set notify to no to avoid sending of notify messages to other name servers):

   root@ubu1010srv:/etc/bind# grep -A4 arpa named.conf.local
   zone "1.168.192.in-addr.arpa" {
       type master;
       notify no;
       file "/etc/bind/db.192";
   };

3. Also create a zone database file for this reverse lookup zone.

   root@ubu1010srv:/etc/bind# cat db.192
   ; BIND reverse data file for 192.168.1.0/24 network
   ;
   $TTL 604800
   @ IN SOA ns.cobbaut.paul root.cobbaut.paul. (20110516 ; Serial
   604800 ; Refresh
   86400 ; Retry
   2419200 ; Expire
   604800 ) ; Negative Cache TTL
   ;
   @ IN NS ns.
   37 IN PTR ns.cobbaut.paul.
   1 IN PTR anya.cobbaut.paul.
   30 IN PTR mac.cobbaut.paul.

   root@ubu1010srv:/etc/bind#

4. Test with nslookup or dig:

   root@ubu1010srv:/etc/bind# dig 1.168.192.in-addr.arpa AXFR
64.21. Practice: a DNS slave server

1. A slave server transfers zone information over the network from a master server (a slave can also be a master). A primary server maintains zone records in its local file system. As an exercise, and to verify the work of all students, set up a slave server of all the master servers in the classroom.

2. Before configuring the slave server, we have to allow transfers from our zone to this server. Remember that this is not very secure since transfers are in clear text and limited to an ip address. This example follows our demo from above. The ip of my slave server is 192.168.1.31, yours is probably different.

   root@ubu1010srv:/etc/bind# grep -A2 cobbaut named.conf.local
   zone "cobbaut.paul" {
     type master;
     file "/etc/bind/db.cobbaut.paul";
     allow-transfer { 192.168.1.31; };
   };
   root@ubu1010srv:/etc/bind#

3. My slave server is running Fedora 14. Bind configuration files are only a little different. Below the addition of a slave zone to this server, note the ip address (192.168.1.37) of my master dns server for the cobbaut.paul zone.

   [root@fedora14 etc]# grep cobbaut -A2 named.conf
   zone "cobbaut.paul" {
     type slave;
     file "/var/named/slaves/db.cobbaut.paul";
     masters { 192.168.1.37; };
   };
   [root@fedora14 etc]#

4. You might need to add the ip-address of the server on Fedora to allow queries other than from localhost.

   [root@fedora14 etc]# grep 127 named.conf
   listen-on port 53 { 127.0.0.1; 192.168.1.31; };

5. Restarting bind on the slave server should transfer the zone database file:

   [root@fedora14 etc]# ls -l /var/named/slaves/
total 4
-rw-r--r--. 1 named named 387 May 16 03:23 db.cobbaut.paul
   [root@fedora14 etc]#
64.22. DNS History

Today, DNS or Domain Name System is a worldwide distributed hierarchical database. Its primary function is to resolve names to IP addresses, and to point to internet servers providing SMTP or LDAP services.

In the seventies, only a few hundred computers were connected to the internet. To resolve names, computers had a flat file that contained a table to resolve hostnames to IP-addresses. This local file was downloaded from hosts.txt on an FTP server in Stanford.

In 1984 Paul Mockapetris created DNS, a distributed treelike hierarchical database.

Today ICANN controls DNS.

64.23. forward lookup zone example

The way to set up zones in /etc/named.conf is to create a zone entry with a reference to another file located in /var/named.

Here is an example of such an entry in /etc/named.conf

```plaintext
zone "classdemo.local" IN {
  type master;
  file "classdemo.local.zone";
  allow-update { none; };
};
```

To create the zone file, the easy method is to copy an existing zone file (this is easier than writing from scratch).

```plaintext
[root@RHEL4b named]# cd /var/named/
[root@RHEL4b named]# pwd
/var/named
[root@RHEL4b named]# cp localhost.zone classdemo.local.zone
[root@RHEL4b named]#
```

Here is an example of a zone file.

```plaintext
[root@RHEL4b named]# cat classdemo.local.zone
$TTL 86400
$ORIGIN classdemo.local.
@ IN SOA rhel4b.classdemo.local. admin.classdemo.local. ( 
  2007083100 ; serial
  3H ; refresh
  900 ; retry
  1W ; expiry
  1D ) ; minimum

IN NS rhel4b.classdemo.local.
IN MX 10 mail.classdemo.local.
IN A 192.168.1.191

rhel4b IN A 192.168.1.191
mail IN A 192.168.1.191
```
<table>
<thead>
<tr>
<th>Service</th>
<th>Type</th>
<th>Class</th>
<th>Address</th>
</tr>
</thead>
<tbody>
<tr>
<td>www</td>
<td>IN</td>
<td>A</td>
<td>192.168.1.191</td>
</tr>
<tr>
<td>ftp</td>
<td>IN</td>
<td>A</td>
<td>192.168.1.191</td>
</tr>
<tr>
<td>server2</td>
<td>IN</td>
<td>A</td>
<td>192.168.1.1</td>
</tr>
</tbody>
</table>
Chapter 65. naamresolutie en DNS

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65.1. inleiding

Wat is naamresolutie?

Om twee computers op een ip netwerk (zoals het internet) met elkaar te laten communiceren, hebben ze elkaars ip-adres nodig. Maar als mens is het eenvoudiger om namen zoals linux-training.be te onthouden i.p.v. 88.151.243.8 of 178.63.30.100. Naamresolutie is het zoeken van een ip-adres dat hoort bij deze naam van een computer.

Een computer kan beschikken over een tekstbestand dat de relatie tussen namen en ip-adressen bevat, of kan verbonden zijn met een nameserver, bijvoorbeeld een dns server.

geschiedenis

Voordat dns bestond, gebruikten computers op arpanet een HOSTS.TXT bestand dat op een centrale server stond in Stanford. Dit bestand werd op regulier tijden gekopieerd naar de lokale machine. Dit systeem was op termijn onhoudbaar, zeker toen er begin jaren 80 duizenden computernamen in het bestand stonden en de groei exponentieel werd.

In 1983 ontwikkelde de Griek Paul Mockapetris het Domain Name System (rfc 882/883, later rfc 1034/1035) als alternatief voor dit centrale hosts bestand.
**dns** is een gedistribueerde hiërarchische naamgevende database voor diensten en computers op tcp/ip netwerken. Een van de voor de hand liggende functies is het vertalen van host- en domeinnamen naar ip-adressen (net zoals het `/etc/hosts` bestand dat al deed).

**dns** is al enkele keren uitgebreid (tik maar eens **dns** als zoekterm op [www.rfc-editor.org](http://www.rfc-editor.org)), onder andere om het veilig te maken en om **dns** compatibel te maken met ipv6 (AAAA records).

**/etc/hosts**

We hebben vorige les reeds kennis gemaakt met het bestand `/etc/hosts` (alle Unix, inclusief Linux en MacOSX) of `%systemroot%/system32/drivers/etc/hosts` (Microsoft). We hebben gezien hoe dit een tabel is die namen vertaalt naar ip-adressen. De inhoud van het bestand ziet er bijvoorbeeld zo uit:

```bash
paul@laika:~$ cat /etc/hosts
127.0.0.1 localhost
127.0.1.1 laika
192.168.1.1 illyria
192.168.1.2 pasha
192.168.1.33 barry
192.168.1.34 laika
192.168.1.35 faith
192.168.1.36 wolf
192.168.1.38 rekkie
192.168.1.44 kiss
192.168.1.29 hero
```

Dankzij dit bestand zal een `ping` commando naar een van deze namen resulteren in een `ping` naar het ip-adres dat voor deze naam staat.

```bash
paul@laika:~$ ping illyria
PING illyria (192.168.1.1) 56(84) bytes of data.
64 bytes from illyria (192.168.1.1): icmp_seq=1 ttl=254 time=0.596 ms
64 bytes from illyria (192.168.1.1): icmp_seq=2 ttl=254 time=0.588 ms
```

Meer info over het **hosts** bestand vind je hier:


**volgorde**

Met twee technische oplossingen voor hetzelfde probleem (**hosts** tekstbestand en **dns**) moeten er duidelijke afspraken zijn over de prioriteit die beide systemen krijgen. Met andere woorden, als we een `ping` doen naar computer42, wordt dan eerst **dns** geraadpleegd? Of eerst `/etc/hosts`?

Om dit te configureren moeten we een onderscheid maken tussen Microsoft, Mac OS X en de rest (Unix/Solaris/Linux/BSD...)
Microsoft

Op Microsoft systemen is er geen optie om de volgorde in te stellen. Het lokale *hosts* bestand heeft volgens Microsoft altijd voorrang op *dns*. (Zie http://support.microsoft.com/kb/172218 en gelijkaardige artikels voor W200X etc).

De *hostnames* in deze lijst werken niet op Microsoft computers als je ze plaatst in het *hosts* bestand:

```plaintext
www.msdn.com
msdn.com
www.msn.com
msn.com
go.microsoft.com
msdn.microsoft.com
office.microsoft.com
microsoftupdate.microsoft.com
wustats.microsoft.com
support.microsoft.com
www.microsoft.com
microsoft.com
update.microsoft.com
download.microsoft.com
microsoftupdate.com
windowsupdate.com
windowsupdate.microsoft.com
```

Meer info hierover vind je hier:

http://archive.cert.uni-stuttgart.de/bugtraq/2006/04/msg00291.html

We hebben ook commando's als `ipconfig /all`, `ipconfig /displaydns` en `ipconfig /flushdns` gezien in de vorige lessen.

`ipconfig /all` toont je heel wat informatie over je ip-configuratie, incluis het ip-adres van je *dns-server*.

`ipconfig /displaydns` geeft een lijst van namen die recent vertaald zijn aan ip-adressen, en hoelang ze nog in de lokale cache blijven zitten.

`ipconfig /flushdns` maakt de lokale dns cache leeg.

Mac OS X

Mac OS X gebruikt hiervoor twee .plist bestanden in de directory `/Library/Preferences/DirectoryService/`.

Unix Linux Solaris BSD

Zowat alle andere besturingssystemen gebruiken een *name service switch* bestand genaamd `/etc/nsswitch.conf`. In dit bestand staat voor heel wat *name services* de volgorde waarin verschillende diensten gebruikt worden.
Zo zal bijvoorbeeld de volgende lijn bepalen dat eerst het lokale hosts bestand moet geraadpleegd worden, en dan pas dns.

```
paul@laika:~$ grep hosts /etc/nsswitch.conf
hosts:          files dns
```

Als je dit omdraait naar dns files dan krijgt dns onmiddellijk voorrang op /etc/hosts.

Sommige applicaties zullen dit bestand ook aanmaken op Mac OS X.

### 65.2. logische DNS structuur

**DNS root servers**

De namespace van dns is een boomstructuur met bovenaan een puntje. Dit puntje wordt de root van de dns namespace genoemd. Deze nameservers zijn DNS root servers, en worden in de (IT)volksmond ook gewoon root servers of dot servers genoemd.

Er zijn logisch gezien 13 root name servers op het internet genaamd A-root tot M-root. De inhoud ervan wordt bepaald door ICANN, het beheer is in handen van verschillende organisaties (kijk maar op http://root-servers.org) en ze werken op eentje na allemaal met de bind software.


Journalisten noemden dit wel eens de root servers of master servers van het internet.

In 2002 en in 2007 was er een poging om alle root servers plat te leggen met een ddos (distributed denial of service) aanval.


**top level domains**

Onder de dot servers vinden we de top level domains of TLD's. Oorspronkelijk waren dit er zeven generieke:

- .COM
- .NET
- .ORG
- .MIL
- .GOV
- .EDU
Er zijn ook enkele honderden TLD's voor individuele landen, zoals .BE .NL .FR .US. Tussen haakjes, domeinnamen zijn hoofdletterongevoelig dus je kan zowel .be als .BE schrijven.

Sinds enkele jaren zijn er enkele nieuwe generieke TLD's bijgekomen zoals .aero, .biz, .coop, .info, .museum, .name en .pro, maar deze worden behalve .info nauwelijks gebruikt.

domeinnamen of domeinen

Onder de TLD's in de boomstructuur vinden we dan de domeinnamen zoals google.com of linux-training.be.

Indien we op een dns server een domeinnaam instellen, noemen we dit een zone.

fqdn

De combinatie van een hostname met een domeinnaam noemt men de fqdn ofte Fully Qualified Domain Name.

De computer genaamd rhel5 in het classroom.local domein heeft dus rhel5.classroom.local als fqdn.

Belgische domein namen

Oorspronkelijk stond de Belgische .be server op de eerste verdieping van het computerwetenschappengebouw van de KULeuven in de Celestijnenlaan. De beheerder was professor Verbaeten en de enige manier om een .be te registreren was door een brief met BTW-nr te schrijven naar dit departement.

Op 1 januari 2000 werd dotbe overgenomen door de vzw dns.be. Op 11 december 2000 was er een serieuze liberalisering van de regels voor aanvraag van een Belgische domeinnaam, vanaf dan konden voor het eerst ook particulieren hun eigen naam registreren.

Voor meer info:


65.3. DNS caching

dns is een caching protocol. Je kan zelfs caching only servers installeren. Dat zijn dns servers die zelf geen autoriteit hebben over een domeinnaam.
Het **adsl router** dat bij jullie thuis staat, is waarschijnlijk een **caching only dns server**.

### 65.4. praktijkvoorbeeld

De rol van DNS (en andere servers) bij het bezoeken van een website of het sturen van een e-mail tekenen we even op het bord.

### 65.5. DNS records

In de **dns** database zitten verschillende **resource records**. Hieronder een beknopt overzicht van enkele van deze records.

- **A**: vertaalt een naam naar een ip-adres
  - ook wel host record genoemd
  - of ook forward lookup record
- **AAAA**: idem voor ipv6
- **NS**: Nameserver record, wijst naar een nameserver
- **MX**: Mail Exchange record, wijst naar een mailserver
- **SOA**: bevat TTL, serienummer en andere info
- **CNAME**: een alias van een naam naar een andere naam
- **SRV**: wijst naar een dienst (of service) op het netwerk

### 65.6. DNS reverse lookup

Al de records uit de vorige lijst vind je terug in een **forward lookup zone**, een zone die namen vertaalt naar ip-adressen. Een **reverse lookup zone** is het omgekeerde, en vertaalt dus ip-adressen naar namen. Deze zone bevat naast SOA en NS records vooral PTR records.

- **PTR**: vertaalt ip-adres naar naam
  - ook wel reverse lookup record genoemd

### 65.7. zone

Een **zone** is een domeinnaam die op een **dns server** ingesteld is als primair (aanpasbaar) of secundair (read only copy). Een **dns server** kan verantwoordelijk zijn voor de inhoud (de resource records) van een bepaalde zone (aka domeinnaam), deze **dns server** heeft dan **autoriteit** over deze zone.

Een **zone** is ofwel een **forward lookup zone** zoals **linux-training.be** of **classroom.local**, ofwel een **reverse lookup zone**.

Zones kunnen **primary** of **secondary** zijn. Primary zones zitten op DNS servers en kunnen daar aangepast worden (records in de zone kunnen aangepast worden). Secondary zones krijgen kopies van een primary zone (en kunnen bijgevolg niet rechtstreeks aangepast worden).
65.8. DNS server software

Heel wat name servers op internet maken gebruik van de bind software. In het intranet van bedrijven wordt hiernaast ook regelmatig Microsoft DNS Server gebruikt ter ondersteuning van Microsoft servers. Dankzij de rfc's kunnen beide producten samenwerken.

65.9. name resolving

Je computer vindt een DNS server dankzij zijn ip-adres dat genoteerd staat in /etc/resolv.conf (of in de registry voor Microsoft clients). Meestal voorziet een DHCP server de client van het ip-adres van een DNS server.

DNS queries van een client naar een server zijn recursief, clients verwachten een volledig antwoord. Queries tussen DNS servers onderling kunnen iteratief zijn. Iteratieve queries verwachten een referentie naar een andere server i.p.v. een volledig antwoord. De root servers antwoorden niet op recursieve queries.

Forward lookup queries kennen een naam en vragen een ip-adres, reverse lookup queries kennen het ip-adres en willen de naam weten. Een zone zoals linux-training.be is een forward lookup zone.

65.10. DNS IDN

unicode i.p.v. ascii, spoofing en squatting van homoniemen of homografen nog niet mogelijk in .be!

65.11. Domeinnamen registreren

Bij dns.be als je registrar ben, anders via je isp of via je registrar.

65.12. DNS round robin

DNS kan de workload van een website verdelen over meerdere fysieke servers.

65.13. tekening DNS

Hieronder een DNS tekening zoals ik ze gemaakt heb in de klas.

0. Ik surf thuis op mijn laptop naar http://www.linux-training.be, we volgen het DNS verhaal om tot aan de webserver te geraken waar deze website staat. De
laptop staat helemaal links op de tekening, de webserver staat helemaal rechts (ip 88.151.243.8). De webserver heeft meerdere namen (meerdere A records wijzen naar deze webserver).

Voor deze test heb ik even rechtstreeks het ip-adres van de EDPNET DNS server (212.71.8.10) in de laptop gezet. Alternatief had ik ook het ip-adres van mijn router (alias dns/dhcp/adslnodem/nat) kunnen ingeven, een situatie die je kan bekijken in de volgende tekening.

Hieronder dezelfde tekening zoals ik ze vorig jaar heb gemaakt met Dia (nu gebruik ik Inkscape).

1. De laptop vraagt aan de DNS server van mijn ISP EDPNET de A record van www.linux-training.be. We gaan er even van uit dat ik de eerste ben vandaag die naar deze website surf. DNS is een caching protocol, dus als vijf minuten geleden een andere klant van EDPNET naar deze website is geweest, dan antwoord de DNS server gewoon uit zijn cache.

2. De DNS server van EDPNET vraagt in een iteratieve query aan een root server (hier de H root server in de USA) waar zich www.linux-training.be bevindt.

3. De root server antwoordt met een verwijzing naar de DNS server die verantwoordelijk is voor de hele .be zone. Als je snift dan zie je dat er een hele lijst van .be servers wordt gegeven en kan je zien dat deze lijst zowel namen als IP-addressen bevat.

4. De DNS server van EDPNET vraagt, wederom iteratief, waar www.linux-training.be is aan een van de .be DNS servers (de eerste uit de lijst van de vorige stap was a.ns.dns.be).

5. De .be DNS server antwoordt met een reeks namen en bijhorende ip-adressen van openminds (het hosting bedrijf waar de www.linux-training.be) webserver staat.

6. De DNS server van EDPNET heeft nu de DNS server gevonden die verantwoordelijk (authoritative) is voor linux-training.be en vraagt aan deze de A record voor www.linux-training.be.

7. De DNS server ns1.openminds.be antwoordt met de gezochte A record 88.151.243.8.

8. De DNS server van EDPNET geeft dit antwoord aan de laptop. De laptop kan nu rechtstreeks de webserver bereiken (maar dat is een ander verhaal).

In dit verhaal heeft de laptop een recursieve query gedaan, hij wil een volledig antwoord. De root servers en de .be servers antwoorden niet op recursieve queries, enkel op iteratieve!

In dit verhaal werden enkel udp packetjes gebruikt, er is dus nergens een tcp sessie opgezet.
65.14. tekening DNS en routerke

Deze tekening is nagenoeg de zelfde als de vorige, alleen hebben we nu ons thuis routerke/adsl-modem/nat/dhcp-ke ertussen gezet. Op de macbook staat nu dus 192.168.1.1 als DNS server.

Je weet (hopelijk) dat het routerke twee ip-adressen heeft, eenje aan de binnenkant (de kant van het thuisnetwerk 192.168.1.1) en eenje aan de buitenkant (de internetkant).

0. De laptop doet een recursieve DNS query naar het routerke.
1. Het routerke doet een recursieve DNS query naar de DNS server van de ISP.
2. tot 7. De DNS server van de ISP EDPNET doet al het werk.
8. Het routerke krijgt een definitief antwoord, en houdt dit antwoord bij in zijn cache.
9. De laptop krijgt een definitief antwoord van het routerke.

Als even later een andere (thuis)computer dezelfde vraag stelt aan het routerke, dan kan dit antwoorden vanuit zijn cache.

65.15. screenshots DNS in actie

demo DNS

Hieronder enkele screenshots van het opzetten en testen van een DNS server op Red Hat Enterprise Linux 5.3 en Microsoft Windows Server 2003.

Om de twee eens naast elkaar te zetten heb ik geopteerd om de DNS setup op RHEL5 ook grafisch te doen, ook al zullen de meeste Unix sysadmins dit eerder doen door een bestaande zone database file (die in de laatste screenshot getoond wordt) te copieren en aan te passen.

Beide OS-sen zijn geïnstalleerd in een Virtualbox virtuele machine.

software installeren

We zoeken in beide OS-sen de GUI om software te installeren. Microsoft noemt dit Add or Remove Programs. Gemakshalve zijn we hier aangelogd als Administrator.
Red Hat noemt dit *Add/Remove Software*. Ook hier zijn we gemakshalve aangelogd als *root*.

Alternatief kan je op Linux gebruik maken van de command line *yum* of *aptitude*.

```
root@RHEL5:~# yum install bind
root@debian:~# aptitude install bind9
```

### installatie wizard

Microsoft Windows beschouwt [Domain Name System](#) als een [Windows Component](#) die je gratis krijgt bij aankoop van een Windows Server.

Red Hat gebruikt de vrije applicatie genaamd [BIND](#). BIND is sinds de ontwikkeling van DNS in 1983 de meest gebruikte DNS server.

### GUI tool voor DNS beheer

Microsoft heeft samen met de DNS server software ook een *snapin* voor DNS server beheer geïnstalleerd en toegevoegd aan het start menu.

Red Hat heeft ook een GUI DNS tool, maar deze moet je wel apart installeren. Unix mensen zijn al jaren gewoon om rechtstreeks met de text bestanden te werken.

### DNS voor zichzelf

Hierzie de *tcp/ip properties* zodat Windows DNS server kan zijn voor zichzelf.

En we doen hetzelfde op Red Hat. Alternatief kunnen we dit op zowat elke Unix ook zo doen:

```bash
echo nameserver 192.168.1.200 > /etc/resolv.conf
```

### nieuwe zone maken

Microsoft voorziet een [wizard](#) om een nieuwe zone aan te maken. In tegenstelling tot [Windows 2000 Server](#) wordt standaard geen root-zone meer aangemaakt.
BIND levert standaard een aantal zones mee. Zoals eerder gezegd, zullen Unix mensen meestal een bestaande zone-bestand copieren en aanpassen.

**zone database file**

Microsoft geeft hier mooi de naam van de *zone database file*. Hoewel de naam vrij te kiezen is, is het formaat van dit tekstbestand wel vastgelegd in een *rfc*.

Red Hat vraagt eveneens de naam van de aan te maken zone, en gebruikt deze naam om de *zone database file* aan te maken.

**nslookup**

Hier gebruiken we *nslookup* om de DNS server te testen. We vragen de A record van w2003.classdemo.local en www.classdemo.local (die laatste bestaat niet).

Microsoft start vanzelf de DNS server, Red Hat wacht totdat we dit zelf doen. U ziet wederom *nslookup* met twee queries voor twee A records.

**A record**

Na aanmaken van de A record, wordt die ook geresolved door *nslookup*.

Na aanmaken van de A record, wordt die ook geresolved door *nslookup*.

**MX record**

Een MX record wijst naar de *smtp* server van een domeinnaam. Deze mailserver kan zelf in een andere domein zitten.

In de nslookup prompt kan je set type=MX typen om MX records te vinden.

**reverse lookup**

Zonder reverse lookup zone kan je geen ip-to-name vertaling doen. Met een PTR record in een reverse lookup zone kan dat wel.
Op Linux wordt behalve *nslookup* ook meer en meer gebruikt gemaakt van *dig*.

**zone database file formaat**

Het formaat van de *zone database file* is vastgelegd in rfc 1034 (en opvolgers).

Knippen en plakken in deze files kan zelfs tussen Unix en Microsoft systemen.

---

### 65.16. oefeningen DNS


   **IP adres DNS server :**

2. Toon de lokale dns-cache op Windows met *ipconfig/displaydns*, ledig deze cache met *ipconfig/flushdns* (Standaard Linux installaties hebben geen lokale dns-cache).

3. Forceer een lookup van een A-record (je hebt toch genoteerd wat een A-record is in de vorige les?). Welke packetjes zie je op het netwerk alvorens er een antwoord komt op deze query?

4. Welke poort gebruikt de client om de DNS server te bereiken?

5. Gebruikt DNS tcp of udp?

6. Wat is een AAAA record?

7. Waarom zie je soms eerst een AAAA query voor een A query?

8. Start *nslookup* interactief. Wat kan je met deze tool doen?

9. Toon een A record via *nslookup*.

10. Verander van DNS-server (enkel in nslookup) naar de RHEL5 server (ip-adres staat op bord).

11. Wat is het ip-adres van www.classdemo.local volgens deze server?
12. Hoe kan je deze DNS server als default instellen in Windows XP?

13. Kan je nog op internet als je deze DNS-server instelt in Windows XP?

14. Is dns een internet standaard? Zo ja, waar is die neergeschreven?
Chapter 66. advanced DNS

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66.1. DNS round robin

When you create multiple A records for the same name, then **bind** will do a round robin of the order in which the records are returned. This allows the use of DNS as a load balancer between hosts, since clients will usually take the first ip-address offered.

This is what it looks like in the **zone configuration file**.

```
faith IN A 192.168.1.20
faith IN A 192.168.1.22
```

Below a screenshot of nslookup querying a load balanced A record. Notice the order of ip-addresses returned.

```
> server 192.168.1.35
Default server: 192.168.1.35
Address: 192.168.1.35#53
> faith.cobbaut.paul
Server: 192.168.1.35
Address: 192.168.1.35#53
Name: faith.cobbaut.paul
Address: 192.168.1.20
Name: faith.cobbaut.paul
Address: 192.168.1.22
> faith.cobbaut.paul
Server: 192.168.1.35
Address: 192.168.1.35#53
Name: faith.cobbaut.paul
Address: 192.168.1.20
Name: faith.cobbaut.paul
Address: 192.168.1.22
> faith.cobbaut.paul
Server: 192.168.1.35
Address: 192.168.1.35#53
Name: faith.cobbaut.paul
Address: 192.168.1.20
Name: faith.cobbaut.paul
Address: 192.168.1.22
```
66.2. DNS delegation

You can **delegate** a child domain to another DNS server. The child domain then becomes a new zone, with authority at the new DNS server.

This is a screenshot of the zone database file with delegation.

```
root@ubuntu1010srv:/etc/bind# cat db.linux-training.be
$TTL 3d ; default ttl set to three days
$ORIGIN linux-training.be.
@       IN  SOA  ns1.linux-training.be. paul.linux-training.be. (20110524
300 300
10000
20000
)
IN NS ns1.linux-training.be.
IN NS ns2.linux-training.be.
IN NS ns3.linux-training.be.
IN MX 10 smtp.openminds.be.
n1 IN A 192.168.1.35
ns2 IN A 192.168.1.36
ns3 IN A 192.168.1.37
www IN A 192.168.1.35
mac IN A 192.168.1.30

$ORIGIN office.linux-training.be.
@ IN NS ns4.office.linux-training.be.
; or replace those two lines with:
; office.linux-training.com IN NS ns4.office.linux-training.be

IN NS ns1.linux-training.be. ; in case this is a slave
ns4 IN A 192.168.1.33 ; the glue record
; ns4.office.linux-training.be A 192.168.1.33 ; also ok!
```
66.3. DNS load balancing

Not as above. When you have more than one DNS server authoritative for a zone, you can spread queries amongst all server. One way to do this is by creating NS records for all servers that participate in the load balancing of external queries.

You could also configure different name servers on internal clients.

66.4. DNS notify

The original design of DNS in rfc 1034 and rfc 1035 implemented a refresh time in the SOA record to configure a time loop for slaves to query their master server. This can result in a lot of useless pull requests, or in a significant lag between updates.

For this reason dns notify (rfc 1996) was designed. The server will now notify slaves whenever there is an update. By default this feature is activated in bind.

Notify can be disabled as in this screenshot.

```
zone "1.168.192.in-addr.arpa" {
    type master;
    notify no;
    file "/etc/bind/db.192";
};
```

66.5. testing IXFR and AXFR

Full zone transfers (AXFR) are initiated when you restart the bind server, or when you manually update the zone database file directly. With nsupdate you can update a zone database and initiate an incremental zone transfer.

You need DDNS allowed for nsupdate to work.

```
root@ubu1010srv:/etc/bind# nsupdate
> server 127.0.0.1
> update add mac14.linux-training.be 86400 A 192.168.1.23
> send
update failed: REFUSED
```

66.6. DDNS integration with DHCP

Some organizations like to have all their client computers in DNS. This can be cumbersome to maintain. Luckily rfc 2136 describes integration of DHCP servers with a DNS server. Whenever DHCP acknowledges a client ip configuration, it can notify DNS with this clients ip-address and name. This is called dynamic updates or DDNS.
66.7. reverse is forward in-addr.arpa

Reverse lookup is actually implemented as a forward lookup in the in-addr.arpa domain. This domain has 256 child domains (from 0.in-addr.arpa to 255.in-addr.arpa), with each child domain having again 256 child domains. And this twice more to a structure of over four billion (2 to the power 32) domains.

66.8. ipv6

With rfc 3596 came ipv6 extensions for DNS. There is the AAAA record for ipv6 hosts on the network, and there is the ip6.int domain for reverse lookup (having 16 child domains from 0.ip6.int to f.ip6.int, each of those having again 16 child domains...and this 16 times.

66.9. split-horizon dns

You can use the view clause in bind to give different results to different clients.

```plaintext
text
view "antwerp" {
 match-clients { 172.16.42/24; }; // the network in Antwerp
 zone "cobbaut.paul" {
     type master;
     file "/etc/bind/db.cobbaut.paul.antwerp"; // www=172.16.42.9
   }
};

view "brussels" {
 match-clients { 172.16.33/24; }; // the Brussels network
 zone "cobbaut.paul" {
     type master;
     file "/etc/bind/db.cobbaut.paul.brussels"; // www=172.16.33.4
   }
};
text
```

66.10. DNS security : file corruption

To mitigate file corruption on the zone files and the bind configuration files protect them with Unix permissions and take regular backups.

66.11. DNS security : zone transfers

Limit zone transfers to certain ip addresses instead of to any. Nevermind that ip-addresses can be spoofed, still use this.
66.12. DNS security : zone transfers, ip spoofing

You could setup DNSSEC (which is not the easiest to maintain) and with rfc 2845(tsig?) and with rfc 2930(tkey, but this is open to brute force), or you could disable all zone transfers and use a script with ssh to copy them manually.

66.13. DNS security : queries

Allow recursion only from the local network, and iterative queries from outside only when necessary. This can be configured on master and slave servers.

view "internal" {
  match-clients { 192.168.42/24; }
  recursion yes;
  ...
};

view "external" {
  match-clients { any; }
  recursion no;
  ...
};

Or allow only queries from the local network.

options {
  allow-query { 192.168.42.0/24; localhost; };
};

zone "cobbaut.paul" {
  allow-query { any; }
};

Or only allow recursive queries from internal clients.

options {
  allow-recursion { 192.168.42.0/24; localhost; }
};

66.14. DNS security : chrooted bind

Most Linux distributions allow an easy setup of bind in a chrooted environment.

66.15. DNS security : DNSSEC

DNSSEC uses public/private keys to secure communications, this is described in rfc's 4033, 4034 and 4035.
66.16. DNS security : root

Do not run bind as root. Do not run any application daemon as root.
Part XVIII. dhcp server
# Chapter 67. Introduction to DHCP

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67.1. Introduction to dhcp

DHCP is a standard tcp/ip protocol that distributes ip configurations to clients. DHCP is defined in rfc 2131 (before this time DHCP it was defined as an update to bootp in rfc 1531/1541.

The alternative to DHCP is manually entering the ip configuration on each client computer.

67.2. vier broadcasts

dhcp werkt met broadcasts. Als een dhcp client opstart, dan stuurt die een DHCPdiscover. Alle dhcp servers antwoorden met een DHCPoffer. De client kiest een van de offers (volgens de rfc het eerste offer) en stuurt een DHCPrequest. De server antwoordt dan (meestal) met een DHCPack(knowledge). U ziet een sniff hiervan hieronder.

Pas na deze vier broadcasts mag de client de ip-configuratie die hij gekregen heeft gebruiken. Dit tot aan het einde van de lease periode.

67.3. dhcp options

Options can be set on the global, scope, client-reservation level.

```plaintext
option subnet-mask 255.255.255.0;
option domain-name "linux-training.be";
option domain-name-servers "ns1.openminds.be";
option routers 192.168.42.1;
```

67.4. installing dhcp

On Debian/Ubuntu

debian5:~# aptitude install dhcp3-server
Reading package lists... Done
Building dependency tree
Reading state information... Done
Reading extended state information
Initializing package states... Done
Reading task descriptions... Done
The following NEW packages will be installed:
  dhcp3-server

You get a configuration file with many examples.

debian5:~# ls -l /etc/dhcp3/dhcpd.conf
67.5. tekening DHCP

We hebben een klein netwerk met twee servers (DHCP-SRV1 en DHCP-SRV2) en twee clients (SunWS1 en Mac42). In het midden staat een hub (of een switch) om aan te tonen dat deze vier computers op hetzelfde netwerk, hetzelfde segment zitten. Alle vier de computers hebben een kabel naar de hub (niet getekend hier).

1. De client SunWS1 start op en stuurt een DHCPDiscover op het netwerk. Alle computers ontvangen deze broadcast.

2. Beide DHCP servers antwoorden met een DHCPOffer. DHCP-SRV1 is een dedicated DHCP server en is sneller met zijn offer dan DHCP-SRV2 (die ook fileserver is).

3. De client kiest het offer van DHCP-SRV1 en stuurt een DHCPRequest op het netwerk.

4. DHCP-SRV1 antwoordt met een DHCPAck (een acknowledge).

Alle vier broadcasts (of vijf want er waren twee offers) zijn een layer 2 ethernet broadcast naar ff:ff:ff:ff:ff:ff en een layer 3 ip broadcast naar 255.255.255.255. Alle vier de computers hebben alle broadcasts ontvangen.

Dit verhaal staat ook mooi in rfc 2131.

67.6. dhcp server op Red Hat Enterprise Linux

Eerste stap is om even te kijken in het /etc/dhcpd.conf bestand (om te zien of er al iets gedefinieerd is). Er is nog geen bestaande config, het bestand wijst ons naar een voorbeeld config genaamd dhcpd.conf.sample.

```
[root@localhost ~]# cat /etc/dhcpd.conf
#
# DHCP Server Configuration file.
# see /usr/share/doc/dhcp*/dhcpd.conf.sample

We passen het voorbeeldje een beetje aan en kopiëren de volgende configuratie naar /etc/dhcpd.conf.

subnet 192.168.1.0 netmask 255.255.255.0 {
    range 192.168.1.140 192.168.1.159;
    option routers               192.168.1.1;
    option subnet-mask           255.255.255.0;
    option domain-name           "classdemo.local";
    option domain-name-servers   192.168.1.1;
    default-lease-time           21600;
```
**67.7. dhcp server op windows**

De installatie verloopt geheel gelijk aan die van Microsoft Windows 2003 DNS server, we beperken ons tot een enkel screenshot hier.

Zoals de meeste Windows settings wordt je ook hier een wizard kado gedaan die je begeleidt door de setup van een nieuwe scope (of range).

Elke setting krijgt een aparte pagina in de wizard. Hieronder de vraag naar de range van ip-adressen.

Als een client een ip-adres (of een ip-configuratie met subnet+router+dns+...) krijgt, dan is dit altijd tijdelijk. Als de helft van deze *lease time* bereikt is, dan zal de client terug een DHCP*request* broadcasten. Meestal komt er dan een DHCP*pack* van de server, met een nieuwe (meestal dezelfde) lease time.

Eens de wizard doorlopen, en de scope geactiveerd, kan je alle settings en alle leases bekijken via de DHCP tool (eigenlijk een dhcp snapin voor de mmc).

**67.8. dhcp client**

Hieronder een voorbeeldje van een Windows 2003 computer die client is van een RHEL5 dhcp server.

**67.9. client reservations**

You can reserve an ip configuration for a client using the mac address.

```
host pc42 {
  fixed-address 192.168.42.42;
}
```

You can add individual options to this reservation.

```
host pc42 {
  fixed-address 192.168.42.42;
  option domain-name "linux-training.be";
  option routers 192.168.42.1;
}
```
**67.10. 80/20 rule**

DHCP servers should not be a single point of failure. Let us discuss redundant dhcp server setups.

**67.11. relay agent**

To avoid having to place a dhcp server on every segment, we can use `dhcp relay` agents.

**67.12. rogue dhcp servers**

Rogue dhcp servers are a problem without a solution. For example accidental connection of a (believed to be simple) hub/switch to a network with an internal dhcp server.

**67.13. DHCP and DDNS**

DHCP can dynamically update DNS when it configures a client computer. DDNS can be used with or without secure keys.

When set up properly records can be added automatically to the zone file:

```
root@fedora14~# tail -2 /var/named/db.office.linux-training.be
ubu1010srv   A   192.168.42.151
TXT       "00dfbb15e144a273c3cf2d6ae933885782"
```
67.14. Exercise DHCP and DDNS

1. Make sure you have a unique fixed ip address for your DNS and DHCP server (easier on the same machine).

2. Install DHCP and browse the explanation in the default configuration file /etc/dhcp/dhcpd.conf or /etc/dhcp3/dhcpd.conf.

3. Decide on a valid scope and activate it.

4. Test with a client that your DHCP server works.

5. Use wireshark to capture the four broadcasts when a client receives an ip (for the first time).

6. Use wireshark to capture a DHCPNAK and a DHCPrelease.

7. Reserve a configuration for a particular client (using mac address).

8. Configure your DHCP/DNS server(s) with a proper hostname and domainname (/etc/hosts, /etc/hostname, /etc/sysconfig/network on Fedora/RHEL, /etc/resolv.conf ...). You may need to disable NetworkManager on *buntu-desktops.

9. Make sure your DNS server still works, and is master over (at least) one domain.

There are several ways to do steps 10-11-12. Google is your friend in exploring DDNS with keys, with key-files or without keys.

10. Configure your DNS server to allow dynamic updates from your DHCP server.

11. Configure your DHCP server to send dynamic updates to your DNS server.

12. Test the working of Dynamic DNS.

67.15. Exercise DHCP in Packet Tracer

1. Setup a dhcp server and a client in packet tracer.

2. Test that it works, use simulation to sniff the four broadcasts.


67.16. Example config files

For dhcpd.conf on Fedora with dynamic updates for a DNS domain.

[root@fedora14 ~]# cat /etc/dhcp/dhcpd.conf
authoritative;
include "/etc/rndc.key";
Introduction to DHCP

log-facility local6;
server-identifier fedora14;
ddns-domainname "office.linux-training.be";
ddns-update-style interim;
ddns-updates on;
update-static-leases on;

option domain-name "office.linux-training.be";
option domain-name-servers 192.168.42.100;
option ip-forwarding off;
default-lease-time 1800;
max-lease-time 3600;

zone office.linux-training.be {
    primary 192.168.42.100;
}

subnet 192.168.4.0 netmask 255.255.255.0 {
    range 192.168.4.24 192.168.4.40;
}

Allowing any updates in the zone database (part of the named.conf configuration)

zone "office.linux-training.be" {
    type master;
    file "/var/named/db.office.linux-training.be";
    allow-transfer { any; };
    allow-update { any; };
};

Allowing secure key updates in the zone database (part of the named.conf configuration)

zone "office.linux-training.be" {
    type master;
    file "/var/named/db.office.linux-training.be";
    allow-transfer { any; };
    allow-update { key mykey; };
};

Sample key file contents:

[root@fedora14 ~]# cat /etc/rndc.key
key "rndc-key" {
    algorithm hmac-md5;
    secret "4Ykd58uIeUr3Ve6ad1qTfQ==";
};

Generate your own keys with dnssec-keygen.

How to include a key in a config file:

include "/etc/bind/rndc.key";

Also make sure that bind can write to your db.zone file (using chmod/chown). For Ubuntu this can be in /etc/bind, for Fedora in /var/named.
Part XIX. dhcp server
Part XX. iptables firewall
Chapter 68. introduction to routers

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68.1. terminology

router or firewall

A router is a device that connects two networks. A firewall is a device that besides acting as a router, also contains (and implements) rules to determine whether packets are allowed to travel from one network to another. A firewall can be configured to block access based on networks, hosts, protocols and ports. Firewalls can also change the contents of packets while forwarding them.

packet forwarding

Packet forwarding means allowing packets to go from one network to another. When a multihomed host is connected to two different networks, and it allows packets to travel from one network to another through its two network interfaces, it is said to have enabled packet forwarding.

packet filtering

Packet filtering is very similar to packet forwarding, but every packet is individually tested against rules that decide on allowing or dropping the packet. The rules are stored by iptables.

stateful

A stateful firewall is an advancement over stateless firewalls that inspect every individual packet. A stateful firewall will keep a table of active connections, and is knowledgeable enough to recognise when new connections are part of an active session. Linux iptables is a stateful firewall.

NAT (network address translation)

A NAT device is a router that is also changing the source and/or target ip-address in packets. It is typically used to connect multiple computers in a private address
range (rfc 1918) with the (public) internet. A NAT can hide private addresses from
the internet.

It is important to understand that people and vendors do not always use the right term
when referring to a certain type of NAT. Be sure you talk about the same thing. We
can distinguish several types of NAT.

**PAT (port address translation)**

NAT often includes PAT. A **PAT** device is a router that is also changing the source
and/or target tcp/udp port in packets. PAT is Cisco terminology and is used by **SNAT**, **DNAT**, **masquerading** and **port forwarding** in Linux. RFC 3022 calls it **NAPT** and
defines the NAT/PAT combo as "traditional NAT". A device sold to you as a NAT-
device will probably do NAT and PAT.

**SNAT (source network address translation)**

A **SNAT** device is changing the source ip-address when a packet passes our NAT.
SNAT configuration with iptables includes a fixed target source address.

**masquerading**

Masquerading is a form of SNAT that will hide the (private) source ip-addresses
of your private network using a public ip-address. Masquerading is common on
dynamic internet interfaces (broadband modem/routers). Masquerade configuration
with iptables uses a dynamic target source address.

**DNAT (destination network address translation)**

A **DNAT** device is changing the destination ip-address when a packet passes our
NAT.

**port forwarding**

When static DNAT is set up in a way that allows outside connections to enter our
private network, then we call it **port forwarding**.

**68.2. packet forwarding**

**about packet forwarding**

Packet forwarding means allowing packets to go from one network to another. When
a multihomed host is connected to two different networks, and it allows packets to
travel from one network to another through its two network interfaces, it is said to have enabled packet forwarding.

/proc/sys/net/ipv4/ip_forward

Whether a host is forwarding packets is defined in /proc/sys/net/ipv4/ip_forward. The following screenshot shows how to enable packet forwarding on Linux.

[root@RHEL5 ~]# echo 1 > /proc/sys/net/ipv4/ip_forward

The next command shows how to disable packet forwarding.

[root@RHEL5 ~]# echo 0 > /proc/sys/net/ipv4/ip_forward

Use cat to check if packet forwarding is enabled.

[root@RHEL5 ~]# cat /proc/sys/net/ipv4/ip_forward

/etc/sysctl.conf

By default, most Linux computers are not configured for automatic packet forwarding. To enable packet forwarding whenever the system starts, change the net.ipv4.ip_forward variable in /etc/sysctl.conf to the value 1.

[root@RHEL5 ~]# grep ip_forward /etc/sysctl.conf
net.ipv4.ip_forward = 0

Practice: packet forwarding

1. Set up two dsl (Damn Small Linux) machines, one on vmnet1, the other on vmnet8. Make sure they both get an ip-address in the correct subnet. These two machines will be 'left' and 'right' from the 'router'.

2. Set up a RHEL server with two network cards, one on vmnet1, the other on vmnet8. This computer will be the 'router'. Complete the table below with the relevant names, ip-addresses and mac-addresses.

Table 68.1. Packet Forwarding Exercise

<table>
<thead>
<tr>
<th>left:</th>
<th>router:</th>
<th>right:</th>
</tr>
</thead>
<tbody>
<tr>
<td>MAC</td>
<td></td>
<td></td>
</tr>
<tr>
<td>IP</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
3. How can you verify whether the RHEL will allow packet forwarding by default or not? Test that you can ping from the RHEL to the two dsl machines, and from the two dsl machines to the RHEL. Use `arp -a` to make sure you are connected with the correct MAC addresses.

4. Ping from one dsl to the other. Enable and/or disable packet forwarding on the RHEL server and verify what happens to the ping between the two dsl machines. If you do not succeed in pinging between the two dsl machines (on different subnets), then use a sniffer like wireshark or tcpdump to discover the problem.

5. Use wireshark or tcpdump -xx to answer the following questions. Does the source MAC change when a packet passes through the filter? And the destination MAC? What about source and destination IP-addresses?

**Solution: packet forwarding**

1. Set up two dsl (Damn Small Linux) machines, one on vmnet1, the other on vmnet8. Make sure they both get an ip-address in the correct subnet. These two machines will be 'left' and 'right' from the 'router'.

The configuration of the dsl machines can be similar to the following two screenshots. Both machines must be in a different subnet (here 192.168.187.0/24 and 172.16.122.0/24)

```
root@ttypl1[root]# ifconfig eth0 | grep -A1 eth0
eth0 Link encap:Ethernet  HWaddr 00:0C:29:08:F4:C1
root@ttypl1[root]# route
Kernel IP routing table
Destination    Gateway         Genmask        Flags Metric Ref  Use Iface
192.168.187.0  *               255.255.255.0  U     0      0      0 eth0
default        192.168.187.128 0.0.0.0        UG    0      0      0 eth0
root@ttypl1[root]#

root@ttypl1[root]# ifconfig eth0 | grep -A1 eth0
eth0 Link encap:Ethernet  HWaddr 00:0C:29:6E:1A:AA
   inet addr:172.16.122.129  Bcast:172.16.122.255  Mask:255.255.255.0
root@ttypl1[root]# route
Kernel IP routing table
Destination    Gateway         Genmask        Flags Metric Ref  Use Iface
172.16.122.0   *               255.255.255.0  U     0      0      0 eth0
default        172.16.122.128 0.0.0.0        UG    0      0      0 eth0
root@ttypl1[root]#
```

2. Set up a RHEL server with two network cards, one on vmnet1, the other on vmnet8. This computer will be the 'router'.

The 'router' can be set up like this screenshot shows.
Your setup may use different ip and mac addresses than the ones in the table below. This table serves as a reference for the screenshots from this solution to the practice.

### Table 68.2. Packet Forwarding Solution

<table>
<thead>
<tr>
<th>left: dsl</th>
<th>router: RHEL5</th>
<th>right: dsl</th>
</tr>
</thead>
<tbody>
<tr>
<td>00:0c:29:08:f4:c1</td>
<td>00:0c:29:8c:90:49</td>
<td>00:0c:29:6e:1a:aa</td>
</tr>
</tbody>
</table>

3. How can you verify whether the RHEL will allow packet forwarding by default or not? Test that you can ping from the RHEL to the two dsl machines, and from the two dsl machines to the RHEL. Use **arp -a** to make sure you are connected with the correct MAC addresses.

This can be done with "**grep ip_forward /etc/sysctl.conf**" (1 is enabled, 0 is disabled).

```bash
[root@RHEL5 ~]# grep ip_for /etc/sysctl.conf
net.ipv4.ip_forward = 0
```

4. Ping from one dsl to the other. Enable and/or disable packet forwarding on the RHEL server and verify what happens to the ping between the two dsl machines. If you do not succeed in pinging between the two dsl machines (on different subnets), then use a sniffer like ethereal or tcpdump to discover the problem.

Did you forget to add a default gateway to the dsl machines? Use **route add default gw 'ip-address'**.

You should be able to ping when packet forwarding is enabled (and both default gateways are properly configured). The ping will not work when packet forwarding is disabled or when gateways are not configured correctly.

5. Use wireshark or tcpdump -xx to answer the following questions. Does the source MAC change when a packet passes through the filter? And the destination MAC? What about source and destination IP-addresses?

Both MAC addresses are changed when passing the router. The screenshots below show tcpdump -xx output on the router. The first one is taken on the eth1(vnet1) interface in the 192.168.187.0/24 network, the second one is from the other interface (eth2 on vnet8 in 172.16.122.0/24). The first six bytes are the destination MAC, the next six are the source.


```
[root@RHEL5 ~]# tcpdump -xx -i eth1
tcpdump: verbose output suppressed, use -v or -vv for full protocol decode
listening on eth1, link-type EN10MB (Ethernet), capture size 96 bytes
04:18:23.817854 IP 192.168.187.130 > 172.16.122.129: ICMP echo request...
0x0000:  000c 298c 9049 000c 2908 f4c1 0800 4500
0x0010:  0054 0000 4000 4001 97ec c0a8 bb82 ac10
0x0020:  7a81 0800 3b28 a717 0006 8059 d148 d614
0x0030:  0300 0809 0a0b 0c0d 0e0f 1011 1213 1415
0x0040:  1617 1819 la1b 1c1d 1e1f 2021 2223 2425
0x0050:  2627 2829 2a2b 2c2d 2e2f 3031 3233 3435
04:18:23.817962 IP 172.16.122.129 > 192.168.187.130: ICMP echo reply...
0x0000:  000c 2908 f4c1 000c 298c 9049 0800 4500
0x0010:  0054 d364 0000 3f01 98ec c0a8 bb82 ac10
0x0020:  7a81 0800 2320 a717 0008 8a59 d148 e41a
0x0030:  0300 0809 0a0b 0c0d 0e0f 1011 1213 1415
0x0040:  1617 1819 la1b 1c1d 1e1f 2021 2223 2425
0x0050:  2627 2829 2a2b 2c2d 2e2f 3031 3233 3435
```

```
[root@RHEL5 ~]# tcpdump -xx -i eth2
tcpdump: verbose output suppressed, use -v or -vv for full protocol decode
listening on eth2, link-type EN10MB (Ethernet), capture size 96 bytes
04:18:33.904697 IP 192.168.187.130 > 172.16.122.129: ICMP echo request...
0x0000:  000c 296e 1aaa 000c 298c 9053 0800 4500
0x0010:  0054 d364 0000 3f01 98ec c0a8 bb82 ac10
0x0020:  7a81 0800 2320 a717 0008 8a59 d148 e41a
0x0030:  0300 0809 0a0b 0c0d 0e0f 1011 1213 1415
0x0040:  1617 1819 la1b 1c1d 1e1f 2021 2223 2425
0x0050:  2627 2829 2a2b 2c2d 2e2f 3031 3233 3435
04:18:33.944514 IP 172.16.122.129 > 192.168.187.130: ICMP echo reply...
0x0000:  000c 298c 9053 000c 296e 1aaa 0800 4500
0x0010:  0054 d366 0000 4001 0486 ac10 7a81 c0a8
0x0020:  bb82 0000 2b20 a717 0008 8a59 d148 e41a
0x0030:  0300 0809 0a0b 0c0d 0e0f 1011 1213 1415
0x0040:  1617 1819 la1b 1c1d 1e1f 2021 2223 2425
0x0050:  2627 2829 2a2b 2c2d 2e2f 3031 3233 3435
```
Chapter 69. Firewall: iptables

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69.1. about iptables

Iptables is a user-space application that allows a user to configure the Linux kernel's Netfilter. By default there are three tables in the kernel that contain sets of rules. The filter table is used for packet filtering, the NAT table for address translation and the mangle table for special-purpose processing of packets. Series of rules in each table are called a chain.

The following screenshot shows how to stop and start iptables.

[root@RHEL5 ~]# /etc/init.d/iptables stop
[root@RHEL5 ~]# /etc/init.d/iptables start
[root@RHEL5 ~]#

69.2. packet filtering

about packet filtering

Packet filtering is a bit more than packet forwarding. Packet forwarding only uses a routing table to make decisions, the kernel now also uses a list of rules. So with packet filtering, the kernel will inspect each packet and decide based on iptables rules to allow or drop a packet.

filter table

The filter table in iptables has three chains (sets of rules). The INPUT chain is used for any packet coming into the system. The OUTPUT chain is for any packet leaving the system. And the FORWARD chain is for packets that are forwarded (routed) through the system.

The screenshot below shows how to list the filter table and all its rules.

[root@RHEL5 ~]# iptables -t filter -nL
Chain INPUT (policy ACCEPT)
target prot opt source destination
Firewall: iptables

As you can see, all three chains in the filter table are set to ACCEPT everything. ACCEPT is the default behaviour.

### Changing default policy rules

To start, let's set the default policy for all three chains to drop everything. Note that you might lose your connection when typing this over ssh ;-).

```
[root@RHEL5 ~]# iptables -P INPUT DROP
[root@RHEL5 ~]# iptables -P FORWARD DROP
[root@RHEL5 ~]# iptables -P OUTPUT DROP
```

Next, we allow the server to use its own loopback device (this allows the server to access its services running on localhost). We first append a rule to the INPUT chain to allow (ACCEPT) traffic from the lo (loopback) interface, then we do the same to allow packets to leave the system through the loopback interface.

```
[root@RHEL5 ~]# iptables -A INPUT -i lo -j ACCEPT
[root@RHEL5 ~]# iptables -A OUTPUT -o lo -j ACCEPT
```

Looking at the filter table again (omitting -t filter because it is the default table).

```
[root@RHEL5 ~]# iptables -nL
Chain INPUT (policy DROP)
 target     prot opt source               destination
       ACCEPT     all  --  0.0.0.0/0            0.0.0.0/0

Chain FORWARD (policy DROP)
 target     prot opt source               destination

Chain OUTPUT (policy DROP)
 target     prot opt source               destination
       ACCEPT     all  --  0.0.0.0/0            0.0.0.0/0
```

### Allowing ssh over eth0

This example show how to add two rules to allow ssh access to your system from outside.

```
[root@RHEL5 ~]# iptables -A INPUT -i eth0 -p tcp --dport 22 -j ACCEPT
[root@RHEL5 ~]# iptables -A OUTPUT -o eth0 -p tcp --sport 22 -j ACCEPT
```
Firewall: iptables

The filter table will look something like this screenshot (note that -v is added for more verbose output).

```
[root@RHEL5 ~]# iptables -nvl
Chain INPUT (policy DROP 7 packets, 609 bytes)
  pkts bytes target     prot opt in     out      source           destination
      0     0  ACCEPT  all  --  lo    *       0.0.0.0/0       0.0.0.0/0
      0     0  ACCEPT  tcp  --  eth0  *       0.0.0.0/0       0.0.0.0/0 tcp dpt:22
Chain FORWARD (policy DROP 0 packets, 0 bytes)
  pkts bytes target     prot opt in     out      source           destination
Chain OUTPUT (policy DROP 3 packets, 228 bytes)
  pkts bytes target     prot opt in     out      source           destination
      0     0  ACCEPT  all  --  *       lo       0.0.0.0/0       0.0.0.0/0
      0     0  ACCEPT  tcp  --  *       eth0     0.0.0.0/0       0.0.0.0/0 tcp dpt:22
[root@RHEL5 ~]#
```

Allowing access from a subnet

This example shows how to allow access from any computer in the 10.1.1.0/24 network, but only through eth1. There is no port (application) limitation here.

```
[root@RHEL5 ~]# iptables -A INPUT -i eth1 -s 10.1.1.0/24 -p tcp -j ACCEPT
[root@RHEL5 ~]# iptables -A OUTPUT -o eth1 -d 10.1.1.0/24 -p tcp -j ACCEPT
```

Together with the previous examples, the policy is expanding.

```
[root@RHEL5 ~]# iptables -nvl
Chain INPUT (policy DROP 7 packets, 609 bytes)
  pkts bytes target     prot opt in     out      source           destination
      0     0  ACCEPT  all  --  lo    *       0.0.0.0/0       0.0.0.0/0
      0     0  ACCEPT  tcp  --  eth0  *       0.0.0.0/0       0.0.0.0/0 tcp dpt:22
      0     0  ACCEPT  tcp  --  eth1  *       10.1.1.0/24      0.0.0.0/0
Chain FORWARD (policy DROP 0 packets, 0 bytes)
  pkts bytes target     prot opt in     out      source           destination
Chain OUTPUT (policy DROP 3 packets, 228 bytes)
  pkts bytes target     prot opt in     out      source           destination
      0     0  ACCEPT  all  --  *       lo       0.0.0.0/0       0.0.0.0/0
      0     0  ACCEPT  tcp  --  *       eth0     0.0.0.0/0       0.0.0.0/0 tcp dpt:22
      0     0  ACCEPT  tcp  --  *       eth1     0.0.0.0/0      10.1.1.0/24
```

Iptables save

Use `iptables save` to automatically implement these rules when the firewall is (re)started.

```
[root@RHEL5 ~]# /etc/init.d/iptables save
Saving firewall rules to /etc/sysconfig/iptables: [ OK ]
[root@RHEL5 ~]#
```
scripting example

You can write a simple script for these rules. Below is an example script that implements the firewall rules that you saw before in this chapter.

```
#!/bin/bash

# first cleanup everything
iptables -t filter -F
iptables -t filter -X
iptables -t nat -F
iptables -t nat -X

# default drop
iptables -P INPUT DROP
iptables -P FORWARD DROP
iptables -P OUTPUT DROP

# allow loopback device
iptables -A INPUT -i lo -j ACCEPT
iptables -A OUTPUT -o lo -j ACCEPT

# allow ssh over eth0 from outside to system
iptables -A INPUT -i eth0 -p tcp --dport 22 -j ACCEPT
iptables -A OUTPUT -o eth0 -p tcp --sport 22 -j ACCEPT

# allow any traffic from 10.1.1.0/24 to system
iptables -A INPUT -i eth1 -s 10.1.1.0/24 -p tcp -j ACCEPT
iptables -A OUTPUT -o eth1 -d 10.1.1.0/24 -p tcp -j ACCEPT
```

Allowing ICMP(ping)

When you enable iptables, you will get an 'Operation not permitted' message when trying to ping other hosts.

```
[root@RHEL5 ~]# ping 192.168.187.130
PING 192.168.187.130 (192.168.187.130) 56(84) bytes of data.
ping: sendmsg: Operation not permitted
ping: sendmsg: Operation not permitted
```

The screenshot below shows you how to setup iptables to allow a ping from or to your machine.

```
[root@RHEL5 ~]# iptables -A INPUT -p icmp --icmp-type any -j ACCEPT
[root@RHEL5 ~]# iptables -A OUTPUT -p icmp --icmp-type any -j ACCEPT
```

The previous two lines do not allow other computers to route ping messages through your router, because it only handles INPUT and OUTPUT. For routing of ping, you will need to enable it on the FORWARD chain. The following command enables routing of icmp messages between networks.

```
[root@RHEL5 ~]# iptables -A FORWARD -p icmp --icmp-type any -j ACCEPT
```
Practice: packet filtering

1. Make sure you can ssh to your router-system when iptables is active.
2. Make sure you can ping to your router-system when iptables is active.
3. Define one of your networks as 'internal' and the other as 'external'. Configure the router to allow visits to a website (http) to go from the internal network to the external network (but not in the other direction).
4. Make sure the internal network can ssh to the external, but not the other way around.

Solution: packet filtering

A possible solution, where dsl is the internal and dsr is the external network.

```
#!/bin/bash

# first cleanup everything
iptables -t filter -F
iptables -t filter -X
iptables -t nat -F
iptables -t nat -X

# default drop
iptables -P INPUT DROP
iptables -P FORWARD DROP
iptables -P OUTPUT DROP

# allow loopback device
iptables -A INPUT -i lo -j ACCEPT
iptables -A OUTPUT -o lo -j ACCEPT

# question 1: allow ssh over eth0
iptables -A INPUT -i eth0 -p tcp --dport 22 -j ACCEPT
iptables -A OUTPUT -o eth0 -p tcp --sport 22 -j ACCEPT

# question 2: Allow icmp(ping) anywhere
iptables -A INPUT -p icmp --icmp-type any -j ACCEPT
iptables -A FORWARD -p icmp --icmp-type any -j ACCEPT
iptables -A OUTPUT -p icmp --icmp-type any -j ACCEPT

# question 3: allow http from internal(dsl) to external(dsr)
iptables -A FORWARD -i eth1 -o eth2 -p tcp --dport 80 -j ACCEPT
iptables -A FORWARD -i eth2 -o eth1 -p tcp --sport 80 -j ACCEPT

# question 4: allow ssh from internal(dsl) to external(dsr)
iptables -A FORWARD -i eth1 -o eth2 -p tcp --dport 22 -j ACCEPT
iptables -A FORWARD -i eth2 -o eth1 -p tcp --sport 22 -j ACCEPT

# allow http from external(dsr) to internal(dsl)
iptables -A FORWARD -i eth2 -o eth1 -p tcp --dport 80 -j ACCEPT
iptables -A FORWARD -i eth1 -o eth2 -p tcp --sport 80 -j ACCEPT

# allow rpcinfo over eth0 from outside to system
```
Firewall: iptables

# iptables -A INPUT -i eth2 -p tcp --dport 111 -j ACCEPT
# iptables -A OUTPUT -o eth2 -p tcp --sport 111 -j ACCEPT

69.3. network address translation about NAT

A NAT device is a router that is also changing the source and/or target ip-address in packets. It is typically used to connect multiple computers in a private address range with the (public) internet. A NAT can hide private addresses from the internet.

NAT was developed to mitigate the use of real ip addresses, to allow private address ranges to reach the internet and back, and to not disclose details about internal networks to the outside.

The nat table in iptables adds two new chains. PREROUTING allows altering of packets before they reach the INPUT chain. POSTROUTING allows altering packets after they exit the OUTPUT chain.

Use `iptables -t nat -nvL` to look at the NAT table. The screenshot below shows an empty NAT table.

```
[root@RHEL5 ~]# iptables -t nat -nL
Chain PREROUTING (policy ACCEPT)
target     prot opt source               destination
Chain POSTROUTING (policy ACCEPT)
target     prot opt source               destination
Chain OUTPUT (policy ACCEPT)
target     prot opt source               destination
[root@RHEL5 ~]#
```

**SNAT (Source NAT)**

The goal of source nat is to change the source address inside a packet before it leaves the system (e.g. to the internet). The destination will return the packet to the NAT-device. This means our NAT-device will need to keep a table in memory of all the packets it changed, so it can deliver the packet to the original source (e.g. in the private network).

Because SNAT is about packets leaving the system, it uses the POSTROUTING chain.

Here is an example SNAT rule. The rule says that packets coming from 10.1.1.0/24 network and exiting via eth1 will get the source ip-address set to 11.12.13.14. (Note that this is a one line command!)
iptables -t nat -A POSTROUTING -o eth1 -s 10.1.1.0/24 -j SNAT --to-source 11.12.13.14

Of course there must exist a proper iptables filter setup to allow the packet to traverse from one network to the other.

**SNAT example setup**

This example script uses a typical nat setup. The internal (eth0) network has access via SNAT to external (eth1) webservers (port 80).

```bash
#!/bin/bash
#
# iptables script for simple classic nat websurfing
# eth0 is internal network, eth1 is internet
#
echo 0 > /proc/sys/net/ipv4/ip_forward
iptables -P INPUT ACCEPT
iptables -P OUTPUT ACCEPT
iptables -P FORWARD DROP
iptables -A FORWARD -i eth0 -o eth1 -s 10.1.1.0/24 -p tcp --dport 80 -j ACCEPT
iptables -A FORWARD -i eth1 -o eth0 -d 10.1.1.0/24 -p tcp --sport 80 -j ACCEPT
iptables -t nat -A POSTROUTING -o eth1 -s 10.1.1.0/24 -j SNAT --to-source 11.12.13.14
echo 1 > /proc/sys/net/ipv4/ip_forward
```

**IP masquerading**

IP masquerading is very similar to SNAT, but is meant for dynamic interfaces. Typical example are broadband 'router/modems' connected to the internet and receiving a different ip-address from the isp, each time they are cold-booted.

The only change needed to convert the SNAT script to a masquerading is one line.

```bash
iptables -t nat -A POSTROUTING -o eth1 -s 10.1.1.0/24 -j MASQUERADE
```

**DNAT (Destination NAT)**

DNAT is typically used to allow packets from the internet to be redirected to an internal server (in your DMZ) and in a private address range that is inaccessible directly form the internet.

This example script allows internet users to reach your internal (192.168.1.99) server via ssh (port 22).

```bash
#!/bin/bash
```
### Firewall: iptables

```bash
# iptables script for DNAT
# eth0 is internal network, eth1 is internet
#
echo 0 > /proc/sys/net/ipv4/ip_forward
iptables -P INPUT ACCEPT
iptables -P OUTPUT ACCEPT
iptables -P FORWARD DROP
iptables -A FORWARD -i eth0 -o eth1 -s 10.1.1.0/24 -j ACCEPT
iptables -A FORWARD -i eth1 -o eth0 -p tcp --dport 22 -j ACCEPT
iptables -t nat -A PREROUTING -i eth1 -p tcp --dport 22 \  
-j DNAT --to-destination 10.1.1.99
echo 1 > /proc/sys/net/ipv4/ip_forward
```
Part XXI. apache and squid
Chapter 70. introduction to apache

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70.1. about apache

According to NetCraft (http://news.netcraft.com/archives/web_server_survey.html) about seventy percent of all web servers are running on Apache. Some people say that the name is derived from a patchy web server, because of all the patches people wrote for the NCSA httpd server.

70.2. is apache installed ?

To verify whether Apache is installed, use the proper tools (rpm, dpkg, ...) and grep for apache or httpd.

This Red Hat Enterprise 4 Server has apache installed.

[paul@rhel4 ~]$ rpm -qa | grep -i httpd
httpd-2.0.52-25.ent
httpd-manual-2.0.52-25.ent
system-config-httpd-1.3.1-1
httpd-devel-2.0.52-25.ent
httpd-suexec-2.0.52-25.ent

This Ubuntu also has apache installed.

paul@laika:~$ dpkg -l | grep apache
ii  apache2                  2.2.3-3.2build1     Next generation, scalable, ...
ii  apache2-mpm-prefork     2.2.3-3.2build1     Traditional model for Apach...
ii  apache2-utils           2.2.3-3.2build1     utility programs for webser...
ii  apache2-common         2.2.3-3.2build1     Next generation, scalable, ...
ii  libapache2-mod-php5     5.2.1-0ubuntu1.2   server-side, HTML-embedded ...
70.3. is apache running?

This is how apache looks when it is installed on Red Hat Enterprise Linux 4, running named as httpd.

```
[root@RHELv4u3 ~]# /etc/init.d/httpd status
httpd is stopped
[root@RHELv4u3 ~]# service httpd start
Starting httpd: [ OK ]
[root@RHELv4u3 ~]# ps -C httpd
PID TTY          TIME CMD
  4573 ?        00:00:00 httpd
  4576 ?        00:00:00 httpd
  4577 ?        00:00:00 httpd
  4578 ?        00:00:00 httpd
  4579 ?        00:00:00 httpd
  4580 ?        00:00:00 httpd
  4581 ?        00:00:00 httpd
  4582 ?        00:00:00 httpd
  4583 ?        00:00:00 httpd
[root@RHELv4u3 ~]#
```

And here is Apache running on Ubuntu, named as apache2.

```
root@laika:~# ps -C apache2
PID TTY          TIME CMD
  6170 ?        00:00:00 apache2
  6248 ?        00:00:01 apache2
  6249 ?        00:00:01 apache2
  6250 ?        00:00:00 apache2
  6251 ?        00:00:01 apache2
  6252 ?        00:00:01 apache2
  7520 ?        00:00:01 apache2
  8943 ?        00:00:01 apache2
```

To verify that apache is running, open a web browser on the web server, and browse to http://localhost. An Apache test page should be shown. The http://localhosts/manual url will give you an extensive Apache manual. The second test is to connect to your Apache from another computer.

70.4. apache configuration

Configuring Apache changed a bit the past couple of years. But it still takes place in /etc/httpd or /etc/apache.

```
[root@RHELv4u3 ~]# cd /etc/httpd/
[root@RHELv4u3 httpd]# ll
 total 32
 1rwxrwxrwx 1 root root 25 Jan 24 09:28 build 
 drwxr-xr-x 7 root root 4096 Jan 24 08:48 conf
```
The main configuration file for the Apache server on RHEL is /etc/httpd/conf/httpd.conf, on Ubuntu it is /etc/apache2/apache2.conf. The file explains itself, and contains examples for how to set up virtual hosts or configure access.

### 70.5. virtual hosts

Virtual hosts can be defined by ip-address, by port or by name (host record). (The new way of defining virtual hosts is through separate config files in the conf.d directory.) Below is a very simple virtual host definition.

```bash
[root@rhel4 conf]# tail /etc/httpd/conf/httpd.conf
#
# This is a small test website
#
<VirtualHost testsite.local:80>
ServerAdmin webmaster@testsite.local
DocumentRoot /var/www/html/testsite/
ServerName testsite.local
ErrorLog logs/testsite.local-error_log
CustomLog logs/testsite.local-access_log common
</VirtualHost>
[root@rhel4 conf]#
```

Should you put this little index.html file in the directory mentioned in the above screenshot, then you can access this humble website.

```bash
[root@rhel4 conf]# cat /var/www/html/testsite/index.html
<html>
<head><title>Test Site</title></head>
<body>
<p>This is the test site.</p>
</body>
</html>
```

Below is a sample virtual host configuration. This virtual hosts overrules the default Apache ErrorDocument directive.

```bash
<VirtualHost 83.217.76.245:80>
ServerName cobbaut.be
ServerAlias www.cobbaut.be
DocumentRoot /home/paul/public_html
ErrorLog /home/paul/logs/error_log
CustomLog /home/paul/logs/access_log common
ScriptAlias /cgi-bin/ /home/paul/cgi-bin/
<Directory /home/paul/public_html>
Options Indexes IncludesNOEXEC FollowSymLinks
allow from all
</Directory>
</VirtualHost>
```
70.6. aliases and redirects

Apache supports aliases for directories, like this example shows.

```bash
Alias /paul/ "~/home/paul/public_html/
```

Similarly, content can be redirected to another website or web server.

```bash
Redirect permanent /foo http://www.foo.com/bar
```

70.7. securing directories with htpasswd and .htaccess

You can secure files and directories in your website with a userid/password. First, enter your website, and use the `htpasswd` command to create a `.htpasswd` file that contains a userid and an (encrypted) password.

```
[root@rhel4 testsite]
htpasswd -c .htpasswd pol
New password:
Re-type new password:
Adding password for user pol
[root@rhel4 testsite]
htpasswd -c .htpasswd kim
New password:
Re-type new password:
Adding password for user kim
```

You can add users to this file, just don't use the `-c` switch again.

```
[root@rhel4 testsite]
htpasswd .htpasswd kim
New password:
Re-type new password:
Adding password for user kim
```

You have now defined two users. Next create a subdirectory that you want to protect with these two accounts. And put the following `.htaccess` file in that subdirectory.

```
in introduction to apache
</Directory>
</VirtualHost>

[root@rhel4 kimonly]
pwd
/var/www/html/testsite/kimonly
[root@rhel4 kimonly]
cat .htaccess
AuthUserFile /var/www/html/testsite/.htpasswd
AuthGroupFile /dev/null
AuthName "test access title"
AuthType Basic
```
Finally, don't forget to verify that AllowOverride is set to All in the general Apache configuration file.

```
# AllowOverride controls what directives may be placed in .htaccess files.
# It can be "All", "None", or any combination of the keywords:
#   Options FileInfo AuthConfig Limit
#
# AllowOverride All
```

From now on, when a user accesses a file in that subdirectory, that user will have to provide a userid/password combo that is defined in your .htpasswd.

### 70.8. more on .htaccess

You can do much more with .htaccess. One example is to use .htaccess to prevent people from certain domains to access your website. Like in this case, where a number of referer spammers are blocked from the website.

```
paul@lounge:~/cobbaut.be$ cat .htaccess
# Options +FollowSymlinks
RewriteEngine On
RewriteCond %{HTTP_REFERER} ^http://(www\.)?buy-adipex.fw.nu.*$ [OR]
RewriteCond %{HTTP_REFERER} ^http://(www\.)?buy-levitra.asso.ws.*$ [NC,OR]
RewriteCond %{HTTP_REFERER} ^http://(www\.)?buy-tramadol.fw.nu.*$ [NC,OR]
RewriteCond %{HTTP_REFERER} ^http://(www\.)?buy-viagra.lookin.at.*$ [NC,OR]
...
RewriteCond %{HTTP_REFERER} ^http://(www\.)?www.healthinsurancehelp.net.*$ [NC]
RewriteRule .* - [F,L]
```

### 70.9. traffic

Apache keeps a log of all visitors. The webalizer is often used to parse this log into nice html statistics.

### 70.10. practice: apache

1. Verify that Apache is installed and running.
2. Browse to the Apache HTML manual from another computer.
3. Create a virtual hosts that listens to port 8247.
4. Create a virtual hosts that listens on another ip-address.

5. Test from another computer that all virtual hosts work.

6. Protect a subdirectory of a website with .htpasswd and .htaccess.
Chapter 71. introduction to squid

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71.1. about proxy servers

usage

A proxy server is a server that caches the internet. Clients connect to the proxy server with a request for an internet server. The proxy server will connect to the internet server on behalf of the client. The proxy server will also cache the pages retrieved from the internet server. A proxy server may provide pages from his cache to a client, instead of connecting to the internet server to retrieve the (same) pages.

A proxy server has two main advantages. It improves web surfing speed when returning cached data to clients, and it reduces the required bandwidth (cost) to the internet.

Smaller organizations sometimes put the proxy server on the same physical computer that serves as a NAT to the internet. In larger organizations, the proxy server is one of many servers in the DMZ.

When web traffic passes via a proxy server, it is common practice to configure the proxy with extra settings for access control. Access control in a proxy server can mean user account access, but also website(url), ip-address or dns restrictions.

open proxy servers

You can find lists of open proxy servers on the internet that enable you to surf anonymously. This works when the proxy server connects on your behalf to a website, without logging your ip-address. But be careful, these (listed) open proxy servers could be created in order to eavesdrop upon their users.

squid

This chapter is an introduction to the squid proxy server (http://www.squid-cache.org). The version used is 2.5.

[root@RHEL4 ~]# rpm -qa | grep squid
squid-2.5.STABLE6-3.4E.12
[root@RHEL4 ~]#
71.2. squid proxy server

/etc/squid/squid.conf

Squid's main configuration file is `/etc/squid/squid.conf`. The file explains every parameter in great detail. It can be a good idea to start by creating a backup of this file.

```
[root@RHEL4 /etc/squid/]# cp squid.conf squid.conf.original
```

/var/spool/squid

The squid proxy server stores its cache by default in `/var/spool/squid`. This setting is configurable in `/etc/squid/squid.conf`.

```
[root@RHEL4 ~]# grep "^# cache_dir" /etc/squid/squid.conf
# cache_dir ufs /var/spool/squid 100 16 256
```

It is possible that in a default setup where squid has never run, that the `/var/spool/squid` directories do not exist.

```
[root@RHEL4 ~]# ls -al /var/spool/squid
ls: /var/spool/squid: No such file or directory
```

Running `squid -z` will create the necessary squid directories.

```
[root@RHEL4 ~]# squid -z
2008/09/22 14:07:47| Creating Swap Directories
[root@RHEL4 ~]# ls -al /var/spool/squid
total 80
   drwxr-x--- 18 squid squid 4096 Sep 22 14:07 .
   drwxr-xr-x 26 root root  4096 May 30  2007 ..
   drwxr-xr-x 258 squid squid 4096 Sep 22 14:07 00
   drwxr-xr-x 258 squid squid 4096 Sep 22 14:07 01
   drwxr-xr-x 258 squid squid 4096 Sep 22 14:07 02
   ... 
```

port 3128 or port 8080

By default the squid proxy server will bind to port 3128 to listen to incoming requests.

```
[root@RHEL4 ~]# grep "default port" /etc/squid/squid.conf
#       The default port number is 3128.
```
Many organizations use port 8080 instead.

```
[root@RHEL4 ~]# grep 8080 /etc/squid/squid.conf
http_port 8080
```

/var/log/squid

The standard log file location for squid is /var/log/squid.

```
[root@RHEL4 ~]# grep "/var/log" /etc/squid/squid.conf
# cache_access_log /var/log/squid/access.log
# cache_log /var/log/squid/cache.log
# cache_store_log /var/log/squid/store.log
```

access control

The default squid setup only allows localhost access. To enable access for a private network range, look for the "INSERT YOUR OWN RULE(S) HERE..." sentence in squid.conf and add two lines similar to the screenshot below.

```
# INSERT YOUR OWN RULE(S) HERE TO ALLOW ACCESS FROM YOUR CLIENTS

acl company_network src 192.168.1.0/24
http_access allow company_network
```

Restart the squid server, and now the local private network can use the proxy cache.

testing squid

First, make sure that the server running squid has access to the internet.

```
[root@RHEL4 ~]# wget -q http://linux-training.be/index.html
[root@RHEL4 ~]# ls -l index.html
-rw-r--r-- 1 root root 2269 Sep 18 13:18 index.html
[root@RHEL4 ~]# 
```

Then configure a browser on a client to use the proxy server. OR you could set the HTTP_PROXY (sometimes http_proxy) variable to point command line programs to the proxy.

```
[root@fedora ~]# export HTTP_PROXY=http://192.168.1.39:8080
[root@ubuntu ~]# export http_proxy=http://192.168.1.39:8080
```

Testing a client machine can then be done with wget (wget -q is used to simplify the screenshot).
name resolution

You need name resolution working on the squid server, but you don't need name resolution on the clients.

[paul@RHEL5 ~]$ wget http://grep.be
Resolving grep.be... failed: Temporary failure in name resolution.
[paul@RHEL5 ~]$ wget http://grep.be
Connecting to 192.168.1.39:8080... connected.
Proxy request sent, awaiting response... 200 OK
Length: 5390 (5.3K) [text/html]
Saving to: 'index.html.1'

100%[================================>] 5,390 --.-K/s in 0.1s
14:38:29 (54.8 KB/s) - `index.html' saved [5390/5390]
[paul@RHEL5 ~]$
Part XXII. ipv6
Chapter 72. Introduction to ipv6

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**72.1. about ipv6**

The ipv6 protocol is designed to replace ipv4. Where ip version 4 supports a maximum of four billion unique addresses, ip version 6 expands this to **four billion times four billion times four billion times four billion** unique addresses. This is more than 100,000,000,000,000,000,000,000 ipv6 addresses per square cm on our planet. That should be enough, even if every cell phone, every coffee machine and every pair of socks gets an address.

Technically speaking ipv6 uses 128-bit addresses (instead of the 32-bit from ipv4). 128-bit addresses are **huge** numbers. In decimal it would amount up to 39 digits, in hexadecimal it looks like this:

```
fe80:0000:0000:0000:0a00:27ff:fe8e:8aa8
```

Luckily ipv6 allows us to omit leading zeroes. Our address from above then becomes:

```
fe80:00:00:0a00:27ff:fe8e:8aa8
```

When a 16-bit block is zero, it can be written as ::. Consecutive 16-bit blocks that are zero can also be written as ::. So our address can from above can be shortened to:

```
fe80::a00:27ff:fe8e:8aa8
```

This :: can only occur once! The following is not a valid ipv6 address:

```
fe80::20:2e4f::39ac
```

The ipv6 localhost address is **0000:0000:0000:0000:0000:0000:0000:0001**, which can be abbreviated to ::1.

```
paul@debian5:~/github/lt/images$ /sbin/ifconfig lo | grep inet6
    inet6 addr: ::1/128 Scope:Host
```

**72.2. network id and host id**

One of the few similarities between ipv4 and ipv6 is that addresses have a host part and a network part determined by a subnet mask. Using the **cidr** notation this looks like this:

```
fe80::a00:27ff:fe8e:8aa8/64
```

The above address has 64 bits for the host id, theoretically allowing for 4 billion times four billion hosts.

The localhost address looks like this with cidr:

```
::1/128
```

**72.3. host part generation**

The host part of an automatically generated (stateless) ipv6 address contains part of the hosts mac address:
paul@debian5:~$ /sbin/ifconfig | head -3
eth3 Link encap:Ethernet HWaddr 08:00:27:ab:67:30
inet addr:192.168.1.29 Bcast:192.168.1.255 Mask:255.255.255.0
inet6 addr: fe80::a00:27ff:feab:6730/64 Scope:Link

Some people are concerned about privacy here...

## 72.4. ipv4 mapped ipv6 address

Some applications use ipv4 addresses embedded in an ipv6 address. (Yes there will be an era of migration with both ipv4 and ipv6 in use.) The ipv6 address then looks like this:

::ffff:192.168.1.42/96

Indeed a mix of decimal and hexadecimal characters...

## 72.5. link local addresses

ipv6 addresses starting with fe8, can only be used on the local segment (replace the dot with an hexadecimal digit). This is the reason you see Scope:Link behind the address in this screenshot. This address serves only the local link.

paul@deb503:~$ /sbin/ifconfig | grep inet6
      inet6 addr: fe80::a00:27ff:fe8e:8aa8/64 Scope:Link
      inet6 addr: ::1/128 Scope:Host

These link local addresses all begin with fe8..

Every ipv6 enabled nic will get an address in this range.

## 72.6. unique local addresses

The now obsolete system of site local addresses similar to ipv4 private ranges is replaced with a system of globally unique local ipv6 addresses. This to prevent duplicates when joining of networks within site local ranges.

All unique local addresses strat with fd...

## 72.7. globally unique unicast addresses

Since ipv6 was designed to have multiple ip addresses per interface, the global ipv6 address can be used next to the link local address.

These globally unique addresses all begin with 2... or 3... as the first 16-bits.
72.8. 6to4

6to4 is defined in rfc's 2893 and 3056 as one possible way to transition between ipv4 and ipv6 by creating an ipv6 tunnel.

It encodes an ipv4 address in an ipv6 address that starts with 2002. For example 192.168.1.42/24 will be encoded as:

2002:c0a8:12a:18::1

You can use the command below to convert any ipv4 address to this range.

```
paul@ubuntu1010:~$ printf "2002:%02x%02x:%02x%02x:%04x::1\n" `echo 192.168.1.42/24 | tr "." " "`
```

2002:c0a8:012a:0018::1

72.9. ISP

Should you be so lucky to get an ipv6 address from an isp, then it will start with 2001:

72.10. non routable addresses

Comparable to example.com for DNS, the following ipv6 address ranges are reserved for examples, and not routable on the internet.

```
3fff:ffff::/32
2001:0db8::/32
```

72.11. ping6

Use ping6 to test connectivity between ipv6 hosts. You need to specify the interface (there is no routing table for 'random' generated ipv6 link local addresses).

```
[root@fedora14 ~]# ping6 -I eth0 fe80::a00:27ff:fe3c:4346
PING fe80::a00:27ff:fe3c:4346 (fe80::a00:27ff:fe3c:4346) from fe80::a00:27ff:fe3c:4346: icmp_seq=1 ttl=64 time=0.586 ms
64 bytes from fe80::a00:27ff:fe3c:4346: icmp_seq=2 ttl=64 time=0.106 ms
64 bytes from fe80::a00:27ff:fe3c:4346: icmp_seq=3 ttl=64 time=2.48 ms
64 bytes from fe80::a00:27ff:fe3c:4346: icmp_seq=4 ttl=64 time=1.59 ms
64 bytes from fe80::a00:27ff:fe3c:4346: icmp_seq=5 ttl=64 time=1.67 ms
64 bytes from fe80::a00:27ff:fe3c:4346: icmp_seq=6 ttl=64 time=1.97 ms
64 bytes from fe80::a00:27ff:fe3c:4346: icmp_seq=7 ttl=64 time=2.16 ms
64 bytes from fe80::a00:27ff:fe3c:4346: icmp_seq=8 ttl=64 time=2.32 ms
64 bytes from fe80::a00:27ff:fe3c:4346: icmp_seq=9 ttl=64 time=2.52 ms
64 bytes from fe80::a00:27ff:fe3c:4346: icmp_seq=10 ttl=64 time=2.39 ms
64 bytes from fe80::a00:27ff:fe3c:4346: icmp_seq=11 ttl=64 time=2.51 ms
64 bytes from fe80::a00:27ff:fe3c:4346: icmp_seq=12 ttl=64 time=2.38 ms
64 bytes from fe80::a00:27ff:fe3c:4346: icmp_seq=13 ttl=64 time=2.53 ms
64 bytes from fe80::a00:27ff:fe3c:4346: icmp_seq=14 ttl=64 time=2.39 ms
64 bytes from fe80::a00:27ff:fe3c:4346: icmp_seq=15 ttl=64 time=2.51 ms
64 bytes from fe80::a00:27ff:fe3c:4346: icmp_seq=16 ttl=64 time=2.38 ms
64 bytes from fe80::a00:27ff:fe3c:4346: icmp_seq=17 ttl=64 time=2.53 ms
64 bytes from fe80::a00:27ff:fe3c:4346: icmp_seq=18 ttl=64 time=2.39 ms
64 bytes from fe80::a00:27ff:fe3c:4346: icmp_seq=19 ttl=64 time=2.51 ms
64 bytes from fe80::a00:27ff:fe3c:4346: icmp_seq=20 ttl=64 time=2.38 ms
```

Below a multicast ping6 that recieves replies from three ip6 hosts on the same network.

```
[root@fedora14 ~]# ping6 -I eth0 ff02::1
PING ff02::1 (ff02::1) from fe80::a00:27ff:fe00:2::1: 56 data bytes
64 bytes from ff02::1: icmp_seq=1 ttl=64 time=0.598 ms
64 bytes from ff02::1: icmp_seq=2 ttl=64 time=0.598 ms
64 bytes from ff02::1: icmp_seq=3 ttl=64 time=0.598 ms
64 bytes from ff02::1: icmp_seq=4 ttl=64 time=0.598 ms
64 bytes from ff02::1: icmp_seq=5 ttl=64 time=0.598 ms
64 bytes from ff02::1: icmp_seq=6 ttl=64 time=0.598 ms
64 bytes from ff02::1: icmp_seq=7 ttl=64 time=0.598 ms
64 bytes from ff02::1: icmp_seq=8 ttl=64 time=0.598 ms
64 bytes from ff02::1: icmp_seq=9 ttl=64 time=0.598 ms
64 bytes from ff02::1: icmp_seq=10 ttl=64 time=0.598 ms
64 bytes from ff02::1: icmp_seq=11 ttl=64 time=0.598 ms
64 bytes from ff02::1: icmp_seq=12 ttl=64 time=0.598 ms
64 bytes from ff02::1: icmp_seq=13 ttl=64 time=0.598 ms
64 bytes from ff02::1: icmp_seq=14 ttl=64 time=0.598 ms
64 bytes from ff02::1: icmp_seq=15 ttl=64 time=0.598 ms
64 bytes from ff02::1: icmp_seq=16 ttl=64 time=0.598 ms
64 bytes from ff02::1: icmp_seq=17 ttl=64 time=0.598 ms
64 bytes from ff02::1: icmp_seq=18 ttl=64 time=0.598 ms
64 bytes from ff02::1: icmp_seq=19 ttl=64 time=0.598 ms
64 bytes from ff02::1: icmp_seq=20 ttl=64 time=0.598 ms
```

72.12. Belgium and ipv6

A lot of information on ipv6 in Belgium can be found at www.ipv6council.be.

Sites like ipv6.belgium.be, www.bipt.be and www.bricozone.be are enabled for ipv6. Some Universities also: fundp.ac.be (Namur) and ulg.ac.be (Liege).

72.13. other websites

Other useful websites for testing ipv6 are:

- test-ipv6.com
- ipv6-test.com

Going to the ipv6-test.com website will test whether you have a valid accessible ipv6 address.

Going to the test-ipv6.com website will also test whether you have a valid accessible ipv6 address.
Test your IPv6 connectivity.

Your IPv4 address is: 

Your IPv6 address is: 

Your IPv6 service appears to be: 

World IPv6 Day is June 8th, 2011. No problems are anticipated for you with this browser, at this location.

Congratulations! You appear to have both IPv4 and IPv6 Internet working. If a publisher publishes to IPv6, your browser will connect using IPv6. Note: Your browser appears to prefer IPv4 over IPv6 when given the choice. This may in the future affect the accuracy of sites who guess at your location.

You appear to be using a public IPv4 gateway; your router may be providing this to you automatically. Such public gateways have no service level agreements; you may see performance problems using such. Better would be to get a native IPv6 address from your ISP.

Your DNS server (possibly run by your ISP) appears to have no access to the IPv6 Internet, or is not configured to use it. This may in the future restrict your ability to reach IPv6-only sites.

Your readiness scores:

7/10 for your IPv4 stability and readiness, when publishers offer both IPv4 and IPv6

7/10 for your IPv6 stability and readiness, when publishers are forced to go IPv6 only

Click to see test data.
72.14. 6to4 gateways

To access ipv4 only websites when on ipv6 you can use sixxs.net (more specifically http://www.sixxs.net/tools/gateway/) as a gateway.

For example use http://www.slashdot.org.sixxs.org/ instead of http://slashdot.org

72.15. ping6 and dns

Below a screenshot of a ping6 from behind a 6to4 connection.

```
Source         Destination          Protocol    Info
--------------- ----------- -------------- ------------
2002:51a5:657d:1 2001:41d0:2:67d1:7e57:1 HTTP  HTTP/1.1 200 OK (text/javascript)
```

72.16. ipv6 and tcp/http

Below a screenshot of a tcp handshake and http connection over ipv6.

```
Source         Destination          Protocol    Info
--------------- ----------- -------------- ------------
2002:51a5:657d:1 2001:41d0:2:67d1:7e57:1 HTTP  HTTP/1.1 200 OK (text/javascript)
```

72.17. ipv6 PTR record

As seen in the DNS chapter, ipv6 PTR records are in the ip6.net domain, and have 32 generations of child domains.

```
<table>
<thead>
<tr>
<th>Frame 46 (132 bytes on wire, 132 bytes captured)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ethernet II, Src: Apple_5d:2e:52 (00:26:bb:5d:2e:52), Dst: Riverdel cf:6a:10 (00:30:b8:cf:6a:10)</td>
</tr>
<tr>
<td>Internet Protocol, Src: 81.165.101.125 (81.165.101.125), Dst: 195.130.131.4 (195.130.131.4)</td>
</tr>
<tr>
<td>User Datagram Protocol, Src Port: 34361 (34361), Dst Port: domain (53)</td>
</tr>
<tr>
<td>Domain Name System (query)</td>
</tr>
<tr>
<td>Transaction ID: 0xcfe3</td>
</tr>
<tr>
<td>Flags: 0x8100 (Standard query)</td>
</tr>
<tr>
<td>Questions: 1</td>
</tr>
<tr>
<td>Answer RRs: 0</td>
</tr>
<tr>
<td>Authority RRs: 0</td>
</tr>
<tr>
<td>Additional RRs: 0</td>
</tr>
<tr>
<td>Queries</td>
</tr>
<tr>
<td>1.0.0.0.7.5.e.7.0.0.0.0.0.0.0.0.0.1.d.7.6.2.0.0.0.0.d.1.4.1.0.0.2.ip6.arpa: type PTR, class IN</td>
</tr>
</tbody>
</table>
```

72.18. 6to4 setup on Linux

Below a transcript of a 6to4 setup on Linux.

```
```

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Introduction to ipv6

Thanks to http://www.anyweb.co.nz/tutorial/v6Linux6to4 and http://mirrors.bieringer.de/Linux+IPv6-HOWTO/ and tldp.org!

root@mac:~# ifconfig
eth0        Link encap:Ethernet  HWaddr 00:26:bb:5d:2e:52
inet addr:81.165.101.125  Bcast:255.255.255.255  Mask:255.255.248.0
inet6 addr: fe80::226:bbff:fe5d:2e52/64 Scope:Link
UP BROADCAST RUNNING MULTICAST  MTU:1500  Metric:1
RX packets:5926044 errors:0 dropped:0 overruns:0 frame:0
TX packets:2985892 errors:0 dropped:0 overruns:0 carrier:0
collisions:0 txqueuelen:1000
RX bytes:4274849823 (4.2 GB)  TX bytes:237002019 (237.0 MB)
Interrupt:43 Base address:0x8000

lo         Link encap:Local Loopback
inet addr:127.0.0.1  Mask:255.0.0.0
inet6 addr: ::1/128 Scope:Host
UP LOOPBACK RUNNING  MTU:16436 Metric:1
RX packets:598 errors:0 dropped:0 overruns:0 frame:0
TX packets:598 errors:0 dropped:0 overruns:0 carrier:0
collisions:0 txqueuelen:0
RX bytes:61737 (61.7 KB)  TX bytes:61737 (61.7 KB)

root@mac:~# sysctl -w net.ipv6.conf.default.forwarding=1
net.ipv6.conf.default.forwarding = 1
root@mac:~# ip tunnel add tun6to4 mode sit remote any local 81.165.101.125
root@mac:~# ip link set dev tun6to4 mtu 1472 up
root@mac:~# ip link show dev tun6to4
10: tun6to4: <NOARP,UP,LOWER_UP> mtu 1472 qdisc noqueue state UNKNOWN
link/arpa 81.165.101.125 brd 0.0.0.0
RX packets:0 errors:0 dropped:0 overruns:0 frame:0
TX packets:0 errors:0 dropped:0 overruns:0 carrier:0
collisions:0 txqueuelen:0
RX bytes:0 (0.0 B)  TX bytes:0 (0.0 B)

root@mac:~# ifconfig
eth0        Link encap:Ethernet  HWaddr 00:26:bb:5d:2e:52
inet addr:81.165.101.125  Bcast:255.255.255.255  Mask:255.255.248.0
inet6 addr: fe80::226:bbff:fe5d:2e52/64 Scope:Link
inet6 addr: fdcb:43c1:9c18:1::1/64 Scope:Global
inet6 addr: 2002:51a5:657d:1::1/64 Scope:Global
UP BROADCAST RUNNING MULTICAST  MTU:1500  Metric:1
RX packets:5927436 errors:0 dropped:0 overruns:0 frame:0
TX packets:2986025 errors:0 dropped:0 overruns:0 carrier:0
collisions:0 txqueuelen:1000
RX bytes:4274948430 (4.2 GB)  TX bytes:237014619 (237.0 MB)
Interrupt:43 Base address:0x8000

lo         Link encap:Local Loopback
inet addr:127.0.0.1  Mask:255.0.0.0
inet6 addr: ::1/128 Scope:Host
UP LOOPBACK RUNNING  MTU:16436 Metric:1
RX packets:598 errors:0 dropped:0 overruns:0 frame:0
TX packets:598 errors:0 dropped:0 overruns:0 carrier:0
collisions:0 txqueuelen:0
RX bytes:61737 (61.7 KB)  TX bytes:61737 (61.7 KB)
tun6to4     Link encap:IPv6-in-IPv4
inet6 addr: ::81.165.101.125/128 Scope:Compat
inet6 addr: 2002:51a5:657d::1/64 Scope:Global
UP RUNNING NOARP  MTU:1472 Metric:1
RX packets:0 errors:0 dropped:0 overruns:0 frame:0
TX packets:0 errors:0 dropped:0 overruns:0 carrier:0
collisions:0 txqueuelen:0
RX bytes:0 (0.0 B)  TX bytes:0 (0.0 B)
Introduction to ipv6

root@mac:~# ip -6 route add 2002::/16 dev tun6to4
root@mac:~# ip -6 route add ::/0 via ::192.88.99.1 dev tun6to4 metric 1
root@mac:~# ip -6 route show
::/96 via :: dev tun6to4 metric 256 mtu 1472 advmss 1412 hoplimit 0
2002:51a5:657d::/64 dev tun6to4 proto kernel metric 256 mtu 1472 advmss 1440 hoplimit 0
2002:51a5:657d:1::/64 dev eth0 proto kernel metric 256 mtu 1500 advmss 1440 hoplimit 0
default via ::192.88.99.1 dev tun6to4 metric 1 mtu 1472 advmss 1412 hoplimit 0
root@mac:~# ping6 ipv6-test.com
PING ipv6-test.com(ipv6-test.com) 56 data bytes
64 bytes from ipv6-test.com: icmp_seq=1 ttl=57 time=42.4 ms
64 bytes from ipv6-test.com: icmp_seq=2 ttl=57 time=43.0 ms
64 bytes from ipv6-test.com: icmp_seq=3 ttl=57 time=43.5 ms
64 bytes from ipv6-test.com: icmp_seq=4 ttl=57 time=43.9 ms
64 bytes from ipv6-test.com: icmp_seq=5 ttl=57 time=45.6 ms
^C
--- ipv6-test.com ping statistics ---
5 packets transmitted, 5 received, 0% packet loss, time 4006ms
rtt min/avg/max/mdev = 42.485/43.717/45.632/1.091 ms
Part XXIII. mysql database
Chapter 73. mysql

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73.1. about mysql

MySQL is a database server that understands Structured Query Language (SQL).
MySQL was developed by the Swedish Company MySQL AB. The first release was in 1995. In 2008 MySQL AB was bought by Sun Microsystems (which is now owned by Oracle).

MySQL is very popular for websites in combination with PHP and Apache (the M in LAMP servers), but mysql is also used in organizations with huge databases like Facebook, Flickr, Google, Nokia, Wikipedia and Youtube.

73.2. installing mysql

On Debian/Ubuntu you can use aptitude install mysql-server to install the mysql server and client. On this particular system the -R switch is used to avoid installation of apparmor and exim4 (both are recommended but not required for mysql-server).

root@laika:~# aptitude -R install mysql-server

To verify the installed version, use dpkg -l on Debian/Ubuntu. This screenshot shows version 5.0 installed.

paul@laika:~$ dpkg -l | grep mysql-server
ii mysql-server      5.0.51a-3ubuntu5.4  MySQL database server (meta...
ii mysql-server-5.0  5.0.51a-3ubuntu5.4  MySQL database server binaries

Issue rpm -q to get version information about MySQL on RHEL5.

[paul@RHEL52 ~]$ rpm -q mysql-server
mysql-server-5.0.45-7.el5
You will need at least version 5.0 to work with *triggers*.

### 73.3. mysql user management

#### Linux users

The installation of *mysql* creates a user account in `/etc/passwd` and a group account in `/etc/group`.

```
paul@barry:~$ grep mysql /etc/passwd
mysql:x:103:105:MySQL Server,,,:/var/lib/mysql:/bin/false
paul@barry:~$ grep mysql /etc/group
mysql:x:105:
```

The mysql daemon *mysqld* will run with the credentials of this user and group.

#### mysql root user

With the *mysqladmin* command you can create a root user to administer your mysql server. It is advised to use a different password than the one for your Unix root account. After doing this, any user can issue mysql root commands using the `-u root` argument on the commandline.

```
root@laika:~# mysqladmin -u root password SecretPass
```

#### mysql client application

You can now use mysql from the commandline by just typing *mysql -u root -p* and you 'll be asked for the password (of the mysql root account). In the screenshot below, the welcome message is cut.

```
# Linux barry 2.6.17-2-686 #1 SMP Wed Sep 13 16:34:10 UTC 2006 i686 GNU/Linux
paul@barry:~$ mysql -u root -p
Enter password:
<cut MySQL Welcome Message>
mysql> exit
Bye
```

You could also put the password in clear text on the command line, but that would not be very secure. Anyone with access to your bash history would be able to read your mysql root password.

```
paul@barry:~$ mysql -u root -pSecretPass
<cut MySQL Welcome Message>
mysql> exit
Bye
```
~/.my.cnf

You can save configuration in your home directory in the hidden file .my.cnf. In the screenshot below we put the root password in .my.cnf.

```
paul@barry:~$ echo "[client]" > .my.cnf
paul@barry:~$ echo password=SecretPass >> .my.cnf
paul@barry:~$ cat .my.cnf
[client]
password=SecretPass
paul@barry:~$ mysql -u root
```

the mysql command line client

You can use the mysql command to take a look at the databases, and to execute SQL queries on them. The screenshots below show you how. First, we log on to the mysql server.

```
paul@laika:~$ mysql -u root -p
Enter password:
Welcome to the MySQL monitor. Commands end with ; or \g.
Your MySQL connection id is 8
Server version: 5.0.51a-3ubuntu5.4 (Ubuntu)

Type 'help;' or '\h' for help. Type '\c' to clear the buffer.
mysql>
```

Next, we execute the command `show databases`. Every command must be terminated by a delimiter. The default delimiter is ; (the semicolon).

```
mysql> show databases;
+-------------------+
| Database          |
+-------------------+
| information_schema |
| demodb            |
| mysql             |
| netsec            |
| test              |
+-------------------+
5 rows in set (0.00 sec)
```

Type `exit` to get back to your Linux command prompt.

```
mysql> exit
Bye
paul@laika:~$
```
73.4. mysql databases

listing all databases

You can use the mysql command to take a look at the databases, and to execute SQL queries on them. The screenshots below show you how. First, we log on to our MySQL server and execute the command `show databases` to see which databases exist on our mysql server.

```
paul@barry:~$ mysql -u root
...
mysql> show databases;
+--------------------+
| Database           |
+--------------------+
| information_schema |
| mysql              |
| wikidb             |
+--------------------+
3 rows in set (0.01 sec)
```

using a database

Next we tell mysql to use one particular database with the `use $database` command. This screenshot shows how to make wikidb the current database (in use).

```
mysql> use wikidb;
Reading table information for completion of table and column names
You can turn off this feature to get a quicker startup with -A

Database changed
```

creating databases

You can create a new database with the `create database` command.

```
mysql> create database demodb;
Query OK, 1 row affected (0.01 sec)
```

```
mysql> show databases;
+--------------------+
| Database           |
+--------------------+
| information_schema |
| demodb             |
| mysql              |
+--------------------+
3 rows in set (0.00 sec)
```
access to databases

To give everyone access to a mysql database, use the **grant** command.

```
mysql> grant all on demodb.* to paul@localhost IDENTIFIED BY "stargate";
Query OK, 0 rows affected (0.00 sec)
```

deleting databases

When a database is no longer needed, you can permanently remove it with the **drop database** command.

```
mysql> drop database demodb;
Query OK, 1 row affected (0.09 sec)
```

backup and restore databases

You can take a backup of a database, or move it to another computer using the **mysql** and **mysqldump** commands. In the screenshot below, we take a backup of the wikidb database on the computer named laika.

```
paul@laika:~$ mysqldump -u root wikidb > wikidb_backup_20070101.sql
```

Then we ssh to another computer named barry and copy (with scp) the backup to barry.

```
paul@laika:~$ ssh barry
paul@barry:~$ scp laika:~/wikidb_backup_20070101.sql .
wikidb_backup_20070101.sql                 100% 1629KB 542.9KB/s   00:03
```

Then we restore the backup of wikidb on barry.

```
paul@barry:~$ mysql -u root wikidb < wikidb_backup_20070101.sql
```

73.5. mysql tables

listing tables

You can see a list of tables in the current database with the **show tables** command. Our **demodb** is still empty.
Whereas the wikidb database in this truncated screenshot has 31 tables defined.

creating a table

The **create table** command will create a new table.

This screenshot shows the creation of a country table. We use the **country code** as a primary key (all country codes are uniquely defined). Most country codes are two or three letters, so a **char** of three uses less space than a **varchar** of three. The **country name** and the name of the capital are both defined as **varchar**. The population can be seen as an **integer**.

```sql
mysql> create table country (  
  -> countrycode char(3) NOT NULL,  
  -> name varchar(50) NOT NULL,  
  -> population int,  
  -> capitalcity varchar(30),  
  -> primary key (countrycode)  
  -> );  
Query OK, 0 rows affected (0.07 sec)
```

You are allowed to type the **create table** command on one long line, but administrators often use multiple lines to improve readability.

describing a table

To see a description of the structure of a table, issue the **describe $tablename** command as shown below.

```sql
mysql> describe country;  
+-------------+-------------+------+-----+---------+-------+
| Field       | Type        | Null | Key | Default | Extra |
+-------------+-------------+------+-----+---------+-------+
| countrycode | char(3)     |      |     | NULL    |       |
| name        | varchar(50) |      |     | NULL    |       |
| population  | int         |      |     | NULL    |       |
| capitalcity | varchar(30) |      |     | NULL    |       |
| PRIMARY KEY |             |      |     |         |       |
+-------------+-------------+------+-----+---------+-------+
```
removing a table

To remove a table from a database, issue the `drop table $tablename` command as shown below.

```
mysql> drop table country;
Query OK, 0 rows affected (0.00 sec)
```

73.6. mysql records

creating records

Use `insert` to enter data into the table. The screenshot shows an insert statement that inserts values depending on the position of the data in the statement.

```
mysql> insert into country values ('BE','Belgium','11000000','Brussels');
Query OK, 1 row affected (0.03 sec)
```

Some administrators prefer to use uppercase for `sql` keywords. The `mysql` client accepts both.

```
mysql> INSERT INTO country VALUES ('FR','France','65000000','Paris');
Query OK, 1 row affected (0.00 sec)
```

viewing all records

And finally an example of a simple `select` query to look at the contents of a table.

```
mysql> select * from country;
```

```
<table>
<thead>
<tr>
<th>countrycode</th>
<th>name</th>
<th>population</th>
<th>capitalcity</th>
</tr>
</thead>
<tbody>
<tr>
<td>BE</td>
<td>Belgium</td>
<td>11000000</td>
<td>Brussels</td>
</tr>
<tr>
<td>FR</td>
<td>France</td>
<td>65000000</td>
<td>Paris</td>
</tr>
</tbody>
</table>
```

2 rows in set (0.00 sec)
updating records

Consider the following `insert` statement. The capital of Spain is not Barcelona, it is Madrid.

```
mysql> INSERT INTO country VALUES ('ES','Spain','46000000','Barcelona');
Query OK, 1 row affected (0.01 sec)
```

Using an `update` statement, the record can be updated.

```
mysql> update country set capitalcity='Madrid' where countrycode='ES';
Query OK, 1 row affected (0.00 sec)
Rows matched: 1  Changed: 1  Warnings: 0
```

viewing selected records

Using a `where` clause in a `select` statement, you can specify which record(s) you want to see.

```
mysql> select * from country where name='Spain';
+-------------+-------+------------+-------------+
<table>
<thead>
<tr>
<th>countrycode</th>
<th>name</th>
<th>population</th>
<th>capitalcity</th>
</tr>
</thead>
<tbody>
<tr>
<td>ES</td>
<td>Spain</td>
<td>46000000</td>
<td>Madrid</td>
</tr>
</tbody>
</table>
+-------------+-------+------------+-------------+
1 row in set (0.00 sec)
```

deleting records

You can use the `delete` to permanently remove a record from a table.

```
mysql> delete from country where countrycode='ES';
Query OK, 1 row affected (0.00 sec)
```

```
mysql> select * from country where name='Spain';
Empty set (0.00 sec)
```

73.7. mysql triggers

using a before trigger

Consider the following `create table` command. The last field (`amount`) is the multiplication of the two fields named `unitprice` and `unitcount`. 

```sql
```
mysql>

mysql> create table invoices (  
  -> id char(8) NOT NULL,  
  -> customerid char(3) NOT NULL,  
  -> unitprice int,  
  -> unitcount smallint,  
  -> amount int );
Query OK, 0 rows affected (0.00 sec)

We can let mysql do the calculation for that by using a before trigger. The screenshot below shows the creation of a trigger that calculates the amount by multiplying two fields that are about to be inserted.

mysql> create trigger total_amount before INSERT on invoices  
  -> for each row set new.amount = new.unitprice * new.unitcount ;
Query OK, 0 rows affected (0.02 sec)

Here we verify that the trigger works by inserting a new record, without providing the total amount.

mysql> insert into invoices values ('20090526','ABC','199','10','');
Query OK, 1 row affected (0.02 sec)

Looking at the record proves that the trigger works.

mysql> select * from invoices;
+----------+------------+-----------+-----------+--------+
<table>
<thead>
<tr>
<th>id</th>
<th>customerid</th>
<th>unitprice</th>
<th>unitcount</th>
<th>amount</th>
</tr>
</thead>
<tbody>
<tr>
<td>20090526</td>
<td>ABC</td>
<td>199</td>
<td>10</td>
<td>1990</td>
</tr>
</tbody>
</table>
+----------+------------+-----------+-----------+--------+
1 row in set (0.00 sec)

removing a trigger

When a trigger is no longer needed, you can delete it with the drop trigger command.

mysql> drop trigger total_amount;
Query OK, 0 rows affected (0.00 sec)
Part XXIV. selinux
Chapter 74. introduction to SELinux(draft)

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74.1. about selinux

Security Enhanced Linux or SELinux is a set of modifications developed by the United States National Security Agency (NSA) to provide a variety of security policies for Linux. SELinux was released as open source at the end of 2000. Since kernel version 2.6 it is an integrated part of Linux.

SELinux offers security! SELinux can control what kind of access users have to files and processes. Even when a file received chmod 777, SELinux can still prevent users from accessing it (unix file permissions are checked first!). SELinux does this by placing users in roles that represent a security context. Administrators have very strict control on access permissions granted to roles.

SELinux is present in the latest versions of Red Hat Enterprise Linux, Debian, Fedora, Ubuntu, Yellow Dog Linux and Hardened Gentoo. There is currently (2008) limited support in Suse and Slackware.
74.2. selinux modes

selinux knows three modes: enforcing, permissive and disabled. The enforcing mode will enforce policies, and may deny access based on selinux rules. The permissive mode will not enforce policies, but can still log actions that would have been denied in enforcing mode. The disabled mode disables selinux.

74.3. activating selinux

On RHEL you can use the GUI tool to activate selinux, on Debian there is the selinux-activate command. Activation requires a reboot.

```
root@deb503:~# selinux-activate
Activating SE Linux
Searching for GRUB installation directory ... found: /boot/grub
Searching for default file ... found: /boot/grub/default
Testing for an existing GRUB menu.lst file ... found: /boot/grub/menu.lst
Searching for splash image ... none found, skipping ...
Found kernel: /boot/vmlinuz-2.6.26-2-686
Updating /boot/grub/menu.lst ... done
```

SE Linux is activated. You may need to reboot now.

74.4. getenforce

Use getenforce to verify whether selinux is enforced, disabled or permissive.

```
[root@rhel55 ~]# getenforce
Permissive
```

The /selinux/enforce file contains 1 when enforcing, and 0 when permissive mode is active.

```
root@fedora13 ~# cat /selinux/enforce
1
```

74.5. setenforce

You can use setenforce to switch between the Permissive or the Enforcing state once selinux is activated.

```
[root@rhel55 ~]# setenforce Enforcing
[root@rhel55 ~]# getenforce
Enforcing
[root@rhel55 ~]# setenforce Permissive
```
74.6. sestatus

You can see the current selinux status and policy with the sestatus command.

```
[root@rhel55 ~]# sestatus
SELinux status: enabled
SELinuxfs mount: /selinux
Current mode: permissive
Mode from config file: permissive
Policy version: 21
Policy from config file: targeted
```

74.7. logging

Verify that syslog is running and activated on boot to enable logging of deny messages in /var/log/messages.

```
[root@rhel55 ~]# chkconfig --list syslog
syslog          0:off 1:off 2:on 3:on 4:on 5:on 6:off
```

Verify that auditd is running and activated on boot to enable logging of easier to read messages in /var/log/audit/audit.log.

```
[root@rhel55 ~]# chkconfig --list auditd
auditd          0:off 1:off 2:on 3:on 4:on 5:on 6:off
```

If not activated, then run `chkconfig --levels 2345 auditd on` and `service auditd start`.

```
[root@rhel55 ~]# service auditd status
auditd (pid 1660) is running...
[root@rhel55 ~]# service syslog status
syslogd (pid 1688) is running...
klogd (pid 1691) is running...
```

The /var/log/messages log file will tell you that selinux is disabled.

```
root@deb503:~# grep -i selinux /var/log/messages
Jun 25 15:59:34 deb503 kernel: [    0.084083] SELinux: Disabled at boot.
```

Or that it is enabled.

```
root@deb503:~# grep SELinux /var/log/messages | grep -i Init
```
74.8. DAC or MAC

Standard Unix permissions use Discretionary Access Control to set permissions on files. This means that a user that owns a file, can make it world readable by typing `chmod 777 $file`.

With selinux the kernel will enforce Mandatory Access Control which strictly controls what processes or threads can do with files (superseding DAC). Processes are confined by the kernel to the minimum access they require.

74.9. ls -Z

To see the DAC permissions on a file, use `ls -l` to display user and group owner and permissions (here `rw-r--r--`).

```
root@deb503:~/selinux# touch test42.txt
root@deb503:~/selinux# ls -l
total 0
-rw-r--r-- 1 root root 0 2010-06-25 15:38 test42.txt
```

For MAC permissions there is new `-Z` option added to `ls`. The output shows an selinux user named `unconfined_u`, a role named `object_r`, a type named `unconfined_home_t`, and a level `S0`.

```
root@deb503:~/selinux# ls -Z
unconfined_u:object_r:unconfined_home_t:s0 test42.txt
```

74.10. /selinux

When selinux is active, there is a new virtual file system named `/selinux`. (You can compare it to `/proc` and `/dev`.)

```
[root@RHEL5 ~]# ls /selinux/
access   context  mls
avc      create   null
booleans disable policies
checkreqprot enforce relabel
commit_pending_bools load user
compat_net               member
```

Although some files in `/selinux` appear with size 0, they often contain a boolean value. Check `/selinux/enforce` to see if selinux is running in enforced mode.
74.11. /etc/selinux/config

The main configuration file for SELinux is /etc/selinux/config. When in permissive mode, the file looks like this.

```
[root@rhel5 ~]# more /etc/selinux/config
# This file controls the state of SELinux on the system.
# SELINUX= can take one of these three values:
#     enforcing - SELinux security policy is enforced.
#     permissive - SELinux prints warnings instead of enforcing.
#     disabled - SELinux is fully disabled.
SELINUX=permissive
# SELINUXTYPE= type of policy in use. Possible values are:
#     targeted - Only targeted network daemons are protected.
#     strict - Full SELinux protection.
SELINUXTYPE=targeted
```

74.12. identity

The SELinux Identity of a user is distinct from the user ID. An identity is part of a security context, and (via domains) determines what you can do. The screenshot shows user root having identity user_u.

```
[root@rhel5 ~]# id -Z
user_u:system_r:unconfined_t
```

74.13. type (or domain)

The selinux domain is the security context of a process. An selinux domain determines what a process can do. The screenshot shows init running in domain init_t and the mingetty's running in domain getty_t.

```
[root@RHEL5 ~]# ps fax -Z | grep init_t
system_u:system_r:init_t        1 ?       Ss    0:01 init [3]
[root@RHEL5 ~]# ps fax -Z | grep getty_t
system_u:system_r:getty_t    2941 tty1    Ss+   0:00 /sbin/mingetty tty1
system_u:system_r:getty_t    2942 tty2    Ss+   0:00 /sbin/mingetty tty2
```

The selinux type is similar to an selinux domain, but refers to directories and files instead of processes.
74.14. role

The selinux role defines the domains that can be used. A role is denied to enter a domain, unless the role is explicitly authorized to do so.

74.15. security context

The combination of identity, role and domain or type make up the selinux security context. The id will show you your security context in the form identity:role:domain.

[paul@RHEL5 ~]$ id | cut -d' ' -f4
context=user_u:system_r:unconfined_t

The ls -Z command shows the security context for a file in the form identity:role:type.

[paul@RHEL5 ~]$ ls -Z test
-rw-rw-r-- paul paul user_u:object_r:user_home_t test

The security context for processes visible in /proc defines both the type (of the file in /proc) and the domain (of the running process). Let's take a look at the init process and /proc/1/.

The init process runs in domain init_t.

[root@RHEL5 ~]# ps -ZC init
LABEL                  PID TTY          TIME CMD
system_u:system_r:init_t            1 ?        00:00:01 init

The /proc/1/ directory, which identifies the init process, has type init_t.

[root@RHEL5 ~]# ls -Zd /proc/1/
-r-xr-xr-x root root system_u:system_r:init_t /proc/1/

It is not a coincidence that the domain of the init process and the type of /proc/1 are both init_t.

Don't try to use chcon on /proc! It will not work.

74.16. transition

An selinux transition (aka an selinux labelling) determines the security context that will be assigned. A transition of process domains is used when you execute a process. A transition of file type happens when you create a file.

An example of file type transition.
74.17. policy

Everything comes together in an selinux policy. Policies define user access to roles, role access to domains and domain access to types.

74.18. extended attributes

Extended attributes are use by selinux to store security contexts. These attributes can be viewed with ls when selinux is running.

When selinux is not running, then getfattr is the tool to use.

74.19. process security context

A new option is added to ps to see the selinux security context of processes.

Use chcon to change the selinux security context.
This example shows how to use `chcon` to change the type of a file.

```
[root@rhel55 ~]# ls -Z /var/www/html/test42.txt
-rw-r--r-- root root user_u:object_r:httpd_sys_content_t /var/www/html/test42.txt
[root@rhe55 ~]# chcon -t samba_share_t /var/www/html/test42.txt
[root@rhe55 ~]# ls -Z /var/www/html/test42.txt
-rw-r--r-- root root user_u:object_r:samba_share_t /var/www/html/test42.txt
```

74.21. a practical example

The apache webserver is by default targeted with selinux. The next screenshot shows that any file created in `/var/www/html` will by default get the `httpd_sys_content_t` type.

```
[root@rhe55 ~]# touch /var/www/html/test42.txt
[root@rhe55 ~]# ls -Z /var/www/html/test42.txt
-rw-r--r-- root root user_u:object_r:httpd_sys_content_t /var/www/html/test42.txt
```

Files created elsewhere do not get this type.

```
[root@rhe55 ~]# touch /root/test42.txt
[root@rhe55 ~]# ls -Z /root/test42.txt
-rw-r--r-- root root user_u:object_r:user_home_t /root/test42.txt
```

Make sure apache runs.

```
[root@rhe55 ~]# service httpd start
           [ OK ]
```

Will this work? Yes it does.

```
[root@rhe55 ~]# wget http://localhost/test42.txt
--2010-06-26 15:40:28--  http://localhost/test42.txt
Resolving localhost... 127.0.0.1
Connecting to localhost|127.0.0.1|:80... connected.
HTTP request sent, awaiting response... 200 OK
....
```

Why does this work? Because apache runs in the `httpd_t` domain.

```
[root@rhe55 ~]# ps -ZC httpd
LABEL           PID TTY          TIME   CMD
user_u:system_r:httpd_t 2979 ?        00:00:07   httpd
user_u:system_r:httpd_t 2981 ?        00:00:00   httpd
user_u:system_r:httpd_t 2982 ?        00:00:00   httpd
user_u:system_r:httpd_t 2983 ?        00:00:00   httpd
user_u:system_r:httpd_t 2984 ?        00:00:00   httpd
user_u:system_r:httpd_t 2985 ?        00:00:00   httpd
user_u:system_r:httpd_t 2986 ?        00:00:00   httpd
```
So let's try to change the selinux type of this file.

```
[root@rhel55 ~]# chcon -t samba_share_t /var/www/html/test42.txt
[root@rhel55 ~]# ls -Z /var/www/html/test42.txt
-rw-r--r-- root root user_u:object_r:samba_share_t /var/www/html/test42.txt
```

There are two possibilities now: either it works, or it fails. It works when selinux is in permissive mode, it fails when in enforcing mode.

```
[root@rhel55 ~]# wget http://localhost/test42.txt
--2010-06-26 15:41:33-- http://localhost/test42.txt
Resolving localhost... 127.0.0.1
Connecting to localhost|127.0.0.1|:80... connected.
HTTP request sent, awaiting response... 200 OK
...
```

The log file clearly shows that it would have failed in enforcing mode.

```
[root@rhel55 ~]# grep test42 /var/log/audit/audit.log
```

```bash
type=AVC msg=audit(1277559693.656:105): avc: denied { getattr } for 
 pid=2982 comm="httpd" path="/var/www/html/test42.txt" dev=dm-0 ino=197499 
 scontext=user_u:system_r:httpd_t:s0 tcontext=user_u:object_r:samba_share_t:s0 
 tclass=file
```

```bash
type=AVC msg=audit(1277559693.658:106): avc: denied { read } for pid= 
-2982 comm="httpd" name="test42.txt" dev=dm-0 ino=197499 scontext=user_u:system_r:httpd_t:s0 
tcontext=user_u:object_r:samba_share_t:s0 tclass=file
```
Part XXV. Appendices
Appendix A. certifications

A.1. Certification

**LPI: Linux Professional Institute**

**LPIC Level 1**

This is the junior level certification. You need to pass exams 101 and 102 to achieve LPIC 1 certification. To pass level one, you will need Linux command line, user management, backup and restore, installation, networking, and basic system administration skills.

**LPIC Level 2**

This is the advanced level certification. You need to be LPIC 1 certified and pass exams 201 and 202 to achieve LPIC 2 certification. To pass level two, you will need to be able to administer medium sized Linux networks, including Samba, mail, news, proxy, firewall, web, and ftp servers.

**LPIC Level 3**

This is the senior level certification. It contains one core exam (301) which tests advanced skills mainly about ldap. To achieve this level you also need LPIC Level 2 and pass a specialty exam (302 or 303). Exam 302 mainly focuses on Samba, and 303 on advanced security. More info on [http://www.lpi.org](http://www.lpi.org).

**Ubuntu**

When you are LPIC Level 1 certified, you can take a LPI Ubuntu exam (199) and become Ubuntu certified.

**Red Hat Certified Engineer**

The big difference with most other certifications is that there are no multiple choice questions for RHCE. Red Hat Certified Engineers have to take a live exam consisting of two parts. First, they have to troubleshoot and maintain an existing but broken setup (scoring at least 80 percent), and second they have to install and configure a machine (scoring at least 70 percent).
MySQL

There are two tracks for MySQL certification; Certified MySQL 5.0 Developer (CMDEV) and Certified MySQL 5.0 DBA (CMDBA). The CMDEV is focused towards database application developers, and the CMDBA towards database administrators. Both tracks require two exams each. The MySQL cluster DBA certification requires CMDBA certification and passing the CMCDBA exam.

Novell CLP/CLE

To become a Novell Certified Linux Professional, you have to take a live practicum. This is a VNC session to a set of real SLES servers. You have to perform several tasks and are free to choose your method (commandline or YaST or ...). No multiple choice involved.

Sun Solaris

Sun uses the classical formula of multiple choice exams for certification. Passing two exams for an operating system gets you the Solaris Certified Administrator for Solaris X title.

Other certifications

There are many other lesser known certifications like EC council's Certified Ethical Hacker, CompTIA's Linux+, and Sair's Linux GNU.
Appendix B. keyboard settings

B.1. about keyboard layout

Many people (like US-Americans) prefer the default US-qwerty keyboard layout. So when you are not from the USA and want a local keyboard layout on your system, then the best practice is to select this keyboard at installation time. Then the keyboard layout will always be correct. Also, whenever you use ssh to remotely manage a linux system, your local keyboard layout will be used, independent of the server keyboard configuration. So you will not find much information on changing keyboard layout on the fly on linux, because not many people need it. Below are some tips to help you.

B.2. X Keyboard Layout

This is the relevant portion in /etc/X11/xorg.conf, first for Belgian azerty, then for US-qwerty.

```
[paul@RHEL5 ~]$ grep -i xkb /etc/X11/xorg.conf
Option      "XkbModel" "pc105"
Option      "XkbLayout" "be"
```

```
[paul@RHEL5 ~]$ grep -i xkb /etc/X11/xorg.conf
Option      "XkbModel" "pc105"
Option      "XkbLayout" "us"
```

When in Gnome or KDE or any other graphical environment, look in the graphical menu in preferences, there will be a keyboard section to choose your layout. Use the graphical menu instead of editing xorg.conf.

B.3. shell keyboard layout

When in bash, take a look in the /etc/sysconfig/keyboard file. Below a sample US-qwerty configuration, followed by a Belgian azerty configuration.

```
[paul@RHEL5 ~]$ cat /etc/sysconfig/keyboard
KEYBOARDTYPE="pc"
KEYTABLE="us"
```

```
[paul@RHEL5 ~]$ cat /etc/sysconfig/keyboard
KEYBOARDTYPE="pc"
KEYTABLE="be-latin1"
```

The keymaps themselves can be found in /usr/share/keymaps or /lib/kbd/keymaps.
[paul@RHEL5 ~]$ ls -l /lib/kbd/keymaps/
total 52
  drwxr-xr-x 2 root  root  4096 Apr  1 00:14 amiga
  drwxr-xr-x 2 root  root  4096 Apr  1 00:14 atari
  drwxr-xr-x 8 root  root  4096 Apr  1 00:14 i386
  drwxr-xr-x 2 root  root  4096 Apr  1 00:14 include
  drwxr-xr-x 2 root  root  4096 Apr  1 00:14 mac
  lrwxrwxrwx 1 root  root     3 Apr  1 00:14 ppc -> mac
  drwxr-xr-x 2 root  root  4096 Apr  1 00:14 sun
Appendix C. hardware

C.1. buses

about buses

Hardware components communicate with the Central Processing Unit or cpu over a bus. The most common buses today are usb, pci, agp, pci-express and pcmcia aka pc-card. These are all Plag and Play buses.

Older x86 computers often had isa buses, which can be configured using jumpers or dip switches.

/proc/bus

To list the buses recognized by the Linux kernel on your computer, look at the contents of the /proc/bus/ directory (screenshot from Ubuntu 7.04 and RHEL4u4 below).

```bash
root@laika:~# ls /proc/bus/
input  pccard  pci  usb
```

```bash
[root@RHEL4b ~]# ls /proc/bus/
input  pci  usb
```

Can you guess which of these two screenshots was taken on a laptop?

/usr/sbin/lsusb

To list all the usb devices connected to your system, you could read the contents of /proc/bus/usb/devices (if it exists) or you could use the more readable output of lsusb, which is executed here on a SPARC system with Ubuntu.

```bash
root@shaka:~# lsusb
Bus 001 Device 002: ID 0430:0100 Sun Microsystems, Inc. 3-button Mouse
Bus 001 Device 003: ID 0430:0005 Sun Microsystems, Inc. Type 6 Keyboard
Bus 001 Device 001: ID 04b0:0136 Nikon Corp. Coolpix 7900 (storage)
root@shaka:~#
```

/var/lib/usbutils/usb.ids

The /var/lib/usbutils/usb.ids file contains a gzipped list of all known usb devices.
paul@barry:~$ zmore /var/lib/usbutils/usb.ids | head
------- /var/lib/usbutils/usb.ids <------
#
# List of USB ID's
#
# Maintained by Vojtech Pavlik <vojtech@suse.cz>
# If you have any new entries, send them to the maintainer.
# The latest version can be obtained from
# http://www.linux-usb.org/usb.ids
#
# $Id: usb.ids,v 1.225 2006/07/13 04:18:02 dbrownell Exp $

/usr/sbin/lspci

To get a list of all pci devices connected, you could take a look at /proc/bus/pci or run lspci (partial output below).

paul@laika:~$ lspci
...
00:06.0 FireWire (IEEE 1394): Texas Instruments TSB43AB22/A IEEE-139...
00:08.0 Ethernet controller: Realtek Semiconductor Co., Ltd. RTL-816...
00:09.0 Multimedia controller: Philips Semiconductors SAA7133/SAA713...
00:0a.0 Network controller: RaLink RT2500 802.11g Cardbus/mini-PCI
00:0f.0 RAID bus controller: VIA Technologies, Inc. VIA VT6420 SATA ...
00:0f.1 IDE interface: VIA Technologies, Inc. VT82C586A/B/VT82C686/A...
00:10.0 USB Controller: VIA Technologies, Inc. VT82xxxxx UHCI USB 1....
00:10.1 USB Controller: VIA Technologies, Inc. VT82xxxxx UHCI USB 1....
...

C.2. interrupts

about interrupts

An interrupt request or IRQ is a request from a device to the CPU. A device raises an interrupt when it requires the attention of the CPU (could be because the device has data ready to be read by the CPU).

Since the introduction of pci, irq's can be shared among devices.

Interrupt 0 is always reserved for the timer, interrupt 1 for the keyboard. IRQ 2 is used as a channel for IRQ's 8 to 15, and thus is the same as IRQ 9.

/proc/interrupts

You can see a listing of interrupts on your system in /proc/interrupts.

paul@laika:~$ cat /proc/interrupts

692
dmesg

You can also use **dmesg** to find irq's allocated at boot time.

```
paul@laika:~$ dmesg | grep "irq 1[45]"
[ 28.930069] ata3: PATA max UDMA/133 cmd 0x1f0 ctl 0x3f6 bmdma 0x2090 irq 14
[ 28.930071] ata4: PATA max UDMA/133 cmd 0x170 ctl 0x376 bmdma 0x2098 irq 15
```

C.3. io ports

**about io ports**

Communication in the other direction, from CPU to device, happens through **IO ports**. The CPU writes data or control codes to the IO port of the device. But this is not only a one way communication, the CPU can also use a device's IO port to read status information about the device. Unlike interrupts, ports cannot be shared!

**/proc/ioports**

You can see a listing of your system's IO ports via **/proc/ioports**.

```
[root@RHEL4b ~]# cat /proc/ioports
0000-001f : dma1
0020-0021 : pic1
0040-0043 : timer0
0050-0053 : timer1
0060-006f : keyboard
0070-0077 : rtc
0080-008f : dma page reg
00a0-00a1 : pic2
00c0-00cf : dma2
00f0-00ff : fpu
0170-0177 : ide1
02f8-02ff : serial
...
C.4. dma

about dma

A device that needs a lot of data, interrupts and ports can pose a heavy load on the cpu. With dma or Direct Memory Access a device can gain (temporary) access to a specific range of the ram memory.

/proc/dma

Looking at /proc/dma might not give you the information that you want, since it only contains currently assigned dma channels for isa devices.

```
root@laika:~# cat /proc/dma
1: parport0
4: cascade
```

pci devices that are using dma are not listed in /proc/dma, in this case dmesg can be useful. The screenshot below shows that during boot the parallel port received dma channel 1, and the Infrared port received dma channel 3.

```
root@laika:~# dmesg | egrep -C 1 'dma 1|dma 3'
[ 20.580000] parport0: PC-style at 0x378 (0x778), irq 7, dma 1...
[ 20.764000] irda_init()
--
[ 21.204000] pnp: Device 00:0b activated.
[ 21.204000] nsc_ircc_pnp_probe() : From PnP, found firbase 0x2F8...
[ 21.204000] nsc-ircc, chip->init
```
Appendix D. installing linux

D.1. about

The past couple of years the installation of linux has become a lot easier than before, at least for end users installing a distro like Ubuntu, Fedora, Debian or Mandrake on their home computer. Servers usually come pre-installed, and if not pre-installed, then setup of a linux server today is very easy.

Linux can be installed in many different ways. End users most commonly use cdrom's or dvd's for installation, most of the time with a working internet connection to receive updates. Administrators might prefer network installations using protocols like tftp, bootp, rarp and/or nfs or response file solutions like Red Hat Kickstart or Solaris Jumpstart.

D.2. installation by cdrom

Installation of linux from cdrom is easy! Most distributions ask very few questions during install (keyboard type, language, username) and detect all the hardware themselves. There is usually no need to retrieve third-party drivers from the internet. The GUI installation gives options like Desktop (for end users), Workstation (for developers), Server or minimal (usually without graphical interface).

D.3. installation with rarp and tftp

Installing over the network involves powering on the machine, have it find a rarpd server to get an ip-address, then let it find an tftps server to get an installation image copied to the machine. This image can then boot. The procedure below demonstrates how to setup three Sun SPARC servers with Ubuntu Linux, using a Debian Linux machine to host the tftp, bootp and nfs daemons.

First we need to configure the mac to ip resolution in the /etc/ethers configuration file. Each server will receive a unique ip-address during installation.

```
root@laika:~# cat /etc/ethers
00:03:ba:02:c3:82       192.168.1.71
00:03:ba:09:7c:f9       192.168.1.72
00:03:ba:09:7f:d2       192.168.1.73
```

We need to install the rarpd and tftpd daemons on the (Debian) machine that will be hosting the install image.

```
root@laika:~# aptitude install rarpd
root@laika:~# aptitude install tftpd
```
installing linux

The tftp services must be activated in inetd or xinetd.

```
root@laika:~# cat /etc/inetd.conf | tail -1
tftp dgram udp wait nobody /usr/sbin/tcpd /usr/sbin/in.tftpd /srv/tftp
```

And finally the linux install image must be present in the tftp served directory. The filename of the image must be the hex ip-address, this is accomplished with symbolic links.

```
root@laika:~# ll /srv/tftp/
total 7.5M
lrwxrwxrwx 1 root root   13 2007-03-02 21:49 C0A80147 -> ubuntu610.img
lrwxrwxrwx 1 root root   13 2007-03-03 14:13 C0A80148 -> ubuntu610.img
lrwxrwxrwx 1 root root   13 2007-03-02 21:49 C0A80149 -> ubuntu610.img
-rw-r--r-- 1 paul paul 7.5M 2007-03-02 21:42 ubuntu610.img
```

Time to enter `boot net` now in the openboot prompt. Twenty minutes later the three servers where humming with linux.

D.4. about Red Hat kickstart

Automating Linux installations with response files can be done with Red Hat kickstart. One way to set it up is by using the graphical tool `/usr/sbin/system-config-kickstart`. If you prefer to set it up manually, read on.

You can modify the sample kickstart file `RH-DOCS/sample.ks` (can be found on the documentation dvd). Put this file so `anaconda` can read it.

*Anaconda is the Red Hat installer written in python. The name is chose because anacondas are lizard-eating pythons. Lizard is the name of the Caldera Linux installation program.*

Another option is to start with the `/root/anaconda-ks.cfg` file. This is a sample kickstart file that contains all the settings from your current installation.

Do not change the order of the sections inside your kickstart file! The Red Hat System Administration Guide contains about 25 pages describing all the options, most of them are easy ti understand if you already performed a couple of installations.

D.5. using kickstart

To use kickstart, name your kickstart file `ks.cfg` and put it in the root directory of your installation cdrom (or on a usb stick or a floppy). For network based installations, name the file `$ip-address-kickstart` and place the following in `dhcpd.conf`.

```
filename "/export/kickstart"
next-server remote.installation.server
```
Leaving out the **next-server** line will result in the client looking for the file on the dhcp server itself.

Booting from cdrom with kickstart requires the following command at the **boot**: prompt.

```
linux ks=cdrom:/ks.cfg
```

When the kickstart file is on the network, use nfs or http like in these examples.

```
linux ks=nfs:servername:/path/to/ks.cfg

linux ks=http://servername/path/to/ks.cfg
```
Appendix E. disk quotas

E.1. About Disk Quotas

To limit the disk space used by user, you can set up disk quotas. This requires adding `usrquota` and/or `grpquota` to one or more of the file systems in `/etc/fstab`.

```
root@RHELv4u4:~# cat /etc/fstab | grep usrquota
/dev/VolGroup00/LogVol02     /home     ext3     usrquota,grpquota   0 0
```

Next you need to remount the file system.

```
root@RHELv4u4:~# mount -o remount /home
```

The next step is to build the `quota.user` and/or `quota.group` files. These files (called the quota files) contain the table of the disk usage on that file system. Use the `quotacheck` command to accomplish this.

```
root@RHELv4u4:~# quotacheck -cug /home
root@RHELv4u4:~# quotacheck -avug
```

The `-c` is for create, `u` for user quota, `g` for group, `a` for checking all quota enabled file systems in `/etc/fstab` and `v` for verbose information. The next step is to edit individual user quotas with `edquota` or set a general quota on the file system with `edquota -t`. The tool will enable you to put hard (this is the real limit) and soft (allows a grace period) limits on blocks and inodes. The `quota` command will verify that quota for a user is set. You can have a nice overview with `repquota`.

The final step (before your users start complaining about lack of disk space) is to enable quotas with `quotaon(1)`.

```
root@RHELv4u4:~# quotaon -vaug
```

Issue the `quotaoff` command to stop all complaints.

```
root@RHELv4u4:~# quotaoff -vaug
```

E.2. Practice Disk quotas

1. Implement disk quotas on one of your new partitions. Limit one of your users to 10 megabyte.

2. Test that they work by copying many files to the quota’d partition.
Appendix F. introduction to vnc

F.1. About VNC

VNC can be configured in gnome or KDE using the Remote Desktop Preferences. VNC can be used to run your desktop on another computer, and you can also use it to see and take over the Desktop of another user. The last part can be useful for help desks to show users how to do things. VNC has the added advantage of being operating system independent, a lot of products (realvnc, tightvnc, xvnc, ...) use the same protocol on Solaris, Linux, BSD and more.

F.2. VNC Server

Starting the vnc server for the first time.

```
[root@RHELv4u3 conf]# rpm -qa | grep -i vnc
vnc-server-4.0-8.1
vnc-4.0-8.1
[root@RHELv4u3 conf]# vncserver :2
You will require a password to access your desktops.
Password: 
Verify: 
xauth: creating new authority file /root/.Xauthority
New 'RHELv4u3.localdomain:2 (root)' desktop is RHELv4u3.localdomain:2
Creating default startup script /root/.vnc/xstartup
Starting applications specified in /root/.vnc/xstartup
Log file is /root/.vnc/RHELv4u3.localdomain:2.log
```

F.3. VNC Client

You can now use the vncviewer from another machine to connect to your vnc server. It will default to a very simple graphical interface...

```
paul@laika:~$ vncviewer 192.168.1.49:2
VNC viewer version 3.3.7 - built Nov 20 2006 13:05:04
Copyright (C) 2002-2003 RealVNC Ltd.
Copyright (C) 1994-2000 AT&T Laboratories Cambridge.
See http://www.realvnc.com for information on VNC.
VNC server supports protocol version 3.8 (viewer 3.3)
Password: 
VNC authentication succeeded
Desktop name "RHELv4u3.localdomain:2 (root)"
Connected to VNC server, using protocol version 3.3
```
If you don't like the simple twm window manager, you can comment out the last two lines of `~/.vnc/xstartup` and add a `gnome-session &` line to have vnc default to gnome instead.

```bash
[root@RHELv4u3 ~]# cat .vnc/xstartup
#!/bin/sh

# Uncomment the following two lines for normal desktop:
# unset SESSION_MANAGER
# exec /etc/X11/xinit/xinitrc

[ -x /etc/vnc/xstartup ] && exec /etc/vnc/xstartup
[ -r $HOME/.Xresources ] && xrdb $HOME/.Xresources
xsetroot -solid grey
vncconfig -iconic &
# xterm -geometry 80x24+10+10 -ls -title "$VNCDESKTOP Desktop" &
# twm &
gnome-session &
[root@RHELv4u3 ~]#
```

Don't forget to restart your vnc server after changing this file.

```bash
[root@RHELv4u3 ~]# vncserver -kill :2
Killing Xvnc process ID 5785
[root@RHELv4u3 ~]# vncserver :2

New 'RHELv4u3.localdomain:2 (root)' desktop is RHELv4u3.localdomain:2

Starting applications specified in /root/.vnc/xstartup
Log file is /root/.vnc/RHELv4u3.localdomain:2.log
```

### F.4. Practice VNC

1. Use VNC to connect from one machine to another.
Appendix G. cloning

G.1. About cloning

You can have distinct goals for cloning a server. For instance a clone can be a cold iron backup system used for manual disaster recovery of a service. Or a clone can be created to serve in a test environment. Or you might want to make an almost identical server. Let's take a look at some offline and online ways to create a clone of a Linux server.

G.2. About offline cloning

The term offline cloning is used when you power off the running Linux server to create the clone. This method is easy since we don't have to consider open files and we don't have to skip virtual file systems like /dev or /sys. The offline cloning method can be broken down into these steps:

1. Boot source and target server with a bootable CD
2. Partition, format and mount volumes on the target server
3. Copy files/partitions from source to target over the network

The first step is trivial. The second step is explained in the Disk Management chapter. For the third step, you can use a combination of ssh or netcat with cp, dd, dump and restore, tar, cpio, rsync or even cat.

G.3. Offline cloning example

We have a working Red Hat Enterprise Linux 5 server, and we want a perfect copy of it on newer hardware. First thing to do is discover the disk layout.

```
[root@RHEL5 ~]# df -h
Filesystem            Size  Used Avail Use% Mounted on
/dev/sda2              15G  4.5G  9.3G  33% /
/dev/sda1              99M   31M   64M  33% /boot
```

The /boot partition is small but big enough. If we create an identical partition, then dd should be a good cloning option. Suppose the / partition needs to be enlarged on the target system. The best option then is to use a combination of dump and restore. Remember that dd copies blocks, whereas dump/restore copies files.

The first step to do is to boot the target server with a live CD and partition the target disk. To do this we use the Red Hat Enterprise Linux 5 install CD. At the CD boot prompt we type "linux rescue". The cd boots into a root console where we can use fdisk to discover and prepare the attached disks.
When the partitions are created and have their filesystem, then we can use dd to copy the /boot partition.

```
ssh root@192.168.1.40 "dd if=/dev/sda1" | dd of=/dev/sda1
```

Then we use a dump and restore combo to copy the / partition.

```
mkdir /mnt/x
mount /dev/sda2 /mnt/x
cd /mnt/x
ssh root@192.168.1.40 "dump -0 -f - /" | restore -r -f -
```
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