

Things to know by February 24

Warning. This is not guaranteed to be an inclusive list of things to know.

Know something about the following terms:

access permissions	cache	critical regions	delayed write
directories	file system	files	free list
hashing	inode	kernel mode	link
locking	path names	pipes	processes
random access	reference counts	Dennis Richie	System V
Ken Thompson	user mode	UNIX	

Know how to “draw” the major data structures of the file system and how they are changed by system calls.

Know enough about the C interface to Unix, *e.g.*, `argc` and `argv`, and the major file system calls, *e.g.*, `open`, to be able to “trace” C programs.

Be sure you understand the assigned homework problems. In Chapter 5 (pp. 140-145), look at exercises 1, 6, 16, 19, 28, and 32. Think about how to write the program suggested in exercise 15. Think about exercise 9.