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# Identification

Working Directory Table Commands change\_wdir, restore\_wdir, get\_wdir, default\_wdir E. Q. Bjorkman

### Purpose

The working directory table commands are parts of a single module, the working directory table module. For each process this module is responsible for:

- 1. Keeping the path name of the current working directory in the working directory table. That is, it keeps a record of the way the working directory, at any one time, was accessed.
- 2. Changing the working directory to the directory defined by a given path name. The directory defined by the given path name is made known to the process requesting the change and the contents of the working directory table are updated to make this change.
- 3. Remembering the path names defining previous working directories if the user wishes when a change is requested.

### Usage

## change\_wdir path -`save'-

change\_wdir establishes the directory specified by <u>path</u> as the current working directory for the process in which the call is made. If <u>save</u> is specified the path name of the working directory at the time the command was issued is saved in a push down stack, the working directory table. If <u>save</u> is not specified the old working directory is deleted when the new one becomes effective. The directory defined by <u>path</u> is made known to the process. If an error occurs while executing change\_wdir, the contents of the working directory table are not changed.

### restore\_wdir

restore\_wdir simply pops up the working directory table to the path name of the directory at the time change\_wdir was last called with `save' specified. If an error occurs while executing restore\_wdir, the contents of the working directory table are not changed.

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## get\_wdir

get\_wdir returns the pathname of the current working directory. It should be invoked at a console since the path name is written in the output stream. Note: The library procedure wdir (see BY.17.01) should be called by other procedures to obtain the pathname of the working directory. wdir returns the pathname as its value.

# default\_wdir path

When a user logs in, he may specify a working directory to use, or else he uses his default working directory. The path name of his default working directory is kept in his user profile (see B0.4.03). The command default\_wdir changes the path name of the user's default working directory to <u>path</u>. On subsequent logins, <u>path</u> is the default working directory. <u>Note</u>: The working directory specified by the user (whether implicitly in his login or by default) applies only to his working process. The working directories for Overseer and Device Manager processes (see B0.3.00) are standard and may not readily be changed by the user.

## Comments

<u>Path</u> must define a directory and the user must have at least one attribute on in the entry defined by <u>path</u>. If this condition is not satisfied, change\_wdir and default\_wdir make no changes. The user is notified by comments typed out on the console if a command is unsuccessful.

#### Data Base

Each process directory in the system contains a link to a data base which is a push down stack, the working directory table. The working directory table contains a character string which is the path name of the current working directory. Initially this segment is created when the process directory is constructed.

To implement the working directory table as a push down stack, a pointer associated with each new path name is provided. This pointer points back to the path name that was previously saved. If no path name was previously saved then this pointer is null. Another pointer, the working directory table entry (wdt\_entryp), points to the structure, wdt\_entry, which contains the last path name (i.e., path name of current working directory) and back pointer stored in the table. The following PL/I statement describes the structure of an entry of this table :

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dcl 1 wdt\_entry based (wdt\_entryp),

2 (bkptr, fwdptr) ptr,

2 charct fixed bin (17),

2 path char (wdt\_entryp $\rightarrow$ wdt\_entry.charct);

New generations of the working directory table entry are created by the "allocate" statement in the area, wdt, which is where the structure wdt\_entry is located. Returns to previous path names are accomplished with the "free" statement.

#### Implementation

### get\_wdir

Get\_wdir calls wdir, a library procedure (see BY.17.01) which returns the path name of the current working directory as its value. Get\_wdir writes the path name of the current working directory in the output stream.

### <u>restore wdir</u>

In restore\_wdir the pointer to the current generation of wdt\_entry is set equal to the back pointer and the current generation of wdt\_entry is freed. Before wdt\_entry is freed, restore\_wdir checks for a null back pointer, i.e., no <u>save</u> was requested by any previous call to change\_wdir. A null back pointer makes returning to a previous working directory not immediately possible. This error is relayed to the user as console comments.

### change wdir path -save-

Change\_wdir calls the library procedure entryarg (BY.2.04) to determine whether <u>path</u> is a path name acceptable to the file system primitives, and if not, to make it so. (A path name must contain entry names separated by ">" (i.e., "<" is forbidden) to be acceptable to the file system primitives).

Change\_wdir calls entry\_status (BY.2.10) for information about <u>path</u>. The segment effectively pointed to must be a directory. If <u>path</u> is a link the link must be followed to determine whether it eventually defines a directory. If this condition is satisfied, change\_wdir calls smm\$initiate (BD.3.05), to make the directory known to the process. If initiate

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is successful or <u>path</u> is already known to the process at least one attribute for the user with respect to <u>path</u> is on. Failure to initiate <u>path</u> (if path is not already known to the process) is considered an error and change\_wdir does not change the working directory table.

A new generation of the working directory table is allocated and the new path stored there. If save was specified, the former generation is pushed down and the new generation placed on the top of the stack. If save was not specified, the former generation is freed.

# default wdir

The file system routine entryarg (BY.2.04) is called and a path name acceptable to the file system is returned and stored in the string <u>newpath</u>. The contents of the entry defined by <u>path</u> are obtained by a call to entry\_status (by.2.10). The type of the entry and access attributes of the user calling default\_wdir are checked to be sure the user has at least one attribute on for the entry, and that the entry effectively defines a directory.

The record of the default working directory stored in the user's profile is updated to contain <u>path</u>. See BQ.4.03 for a description of the record of the default working directory in the user's user profile.