

NAME

`dsw` - delete from switches.

## SYNOPSIS

(put number in console switches)  
`dsw`  
`core`

## DESCRIPTION

`dsw` reads the console switches to obtain a number `n`, prints the name of the `n`-th file in the current directory, and exits, leaving a core image file named `core`. If this core file is executed, the file whose name was last printed is unlinked (see `unlink(2)`).

The command is useful for deleting files whose names are difficult to type.

## SEE ALSO

`rm(1)`, `unlink(2)`

## BUGS

This command was written in 2 minutes to delete a particular file that managed to get an 0200 bit in its name. It should work by printing the name of each file in a specified directory and requesting a 'y' or 'n' answer. Better, it should be an option of `rm(1)`.

The name is mnemonic, but likely to cause trouble in the future.

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C  
C  
5  
C  
C  
C  
C