

# Linux 创建分区并自动挂载

作者: [zhangxinming](#)

原文链接: <https://ld246.com/article/1536650904684>

来源网站: [链滴](#)

许可协议: [署名-相同方式共享 4.0 国际 \(CC BY-SA 4.0\)](#)

# 一、创建分区

<font size=4>

>\*\*\*\*目的: \*\*\*\* 将独立磁盘/dev/vdb挂载到/data目录, 并实现开机自动挂载

## 1.查询分区

<font size=4>

'''

```
[root@iZ2zeibok6t3svl00dy8jyZ ~]# df -h
Filesystem      Size  Used Avail Use% Mounted on
/dev/vda1       40G 1004M  37G   3% /
tmpfs           1.9G   0 1.9G   0% /dev/shm
/dev/vdb1       59G   52M  56G   1% /data
```

</font>

### 2.查询磁盘

<font size=4>

```
[root@iZ2zeibok6t3svl00dy8jyZ ~]# fdisk -l
```

```
Disk /dev/vda: 42.9 GB, 42949672960 bytes
255 heads, 63 sectors/track, 5221 cylinders
Units = cylinders of 16065 * 512 = 8225280 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk identifier: 0x0003a7b4
```

Device	Boot	Start	End	Blocks	Id	System
/dev/vda1	*	1	5222	41940992	83	Linux

```
Disk /dev/vdb: 64.4 GB, 64424509440 bytes
16 heads, 63 sectors/track, 124830 cylinders
Units = cylinders of 1008 * 512 = 516096 bytes
Sector size (logical/physical): 512 bytes / 512 bytes
I/O size (minimum/optimal): 512 bytes / 512 bytes
Disk identifier: 0x00000000
```

</font>

### 3.创建分区

<font size=4>

```
[root@iZ2zeibok6t3svl00dy8jyZ ~]# fdisk /dev/vdb
```

```
Device contains neither a valid DOS partition table, nor Sun, SGI or OSF disklabel
Building a new DOS disklabel with disk identifier 0xa503aec3.
```

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 by w(rite)

WARNING: DOS-compatible mode is deprecated. It's strongly recommended to switch off the mode (command 'c') and change display units to sectors (command 'u').

Command (m for help): p

Disk /dev/vdb: 64.4 GB, 64424509440 bytes

16 heads, 63 sectors/track, 124830 cylinders

Units = cylinders of 1008 \* 512 = 516096 bytes

Sector size (logical/physical): 512 bytes / 512 bytes

I/O size (minimum/optimal): 512 bytes / 512 bytes

Disk identifier: 0xa503aec3

Device	Boot	Start	End	Blocks	Id	System
--------	------	-------	-----	--------	----	--------

Command (m for help): n

Command action

e extended

p primary partition (1-4)

p

Partition number (1-4): 1

First cylinder (1-124830, default 1):

Using default value 1

Last cylinder, +cylinders or +size{K,M,G} (1-124830, default 124830):

Using default value 124830

Command (m for help): w

The partition table has been altered!

Calling ioctl() to re-read partition table.

Syncing disks.

</font>

### 4.分区格式化

<font size=4>

```
root@iZ2zeibok6t3svl00dy8jyZ ~]# mkfs.ext4 /dev/vdb1
```

```
mke2fs 1.41.12 (17-May-2010)
```

```
Filesystem label=
```

OS type: Linux

Block size=4096 (log=2)

Fragment size=4096 (log=2)

Stride=0 blocks, Stripe width=0 blocks

3932160 inodes, 15728572 blocks

786428 blocks (5.00%) reserved for the super user

First data block=0

Maximum filesystem blocks=4294967296

480 block groups

32768 blocks per group, 32768 fragments per group

8192 inodes per group

Superblock backups stored on blocks:

32768, 98304, 163840, 229376, 294912, 819200, 884736, 1605632, 2654208,

4096000, 7962624, 11239424

Writing inode tables: done

Creating journal (32768 blocks): done

Writing superblocks and filesystem accounting information: done

This filesystem will be automatically checked every 32 mounts or 180 days, whichever comes first. Use tune2fs -c or -i to override.

</font>

## 二、自动挂载

### 1.挂载分区

<font size=4>

```
[root@iZ2zeibok6t3svl00dy8jyZ ~]# mkdir /data/
```

```
[root@iZ2zeibok6t3svl00dy8jyZ ~]# mount /dev/vdb1 /data
```

</font>

### 2.查询分区

<font size=4>

```
[root@iZ2zeibok6t3svl00dy8jyZ ~]# df -h
```

Filesystem	Size	Used	Avail	Use%	Mounted on
/dev/vda1	40G	1004M	37G	3%	/
tmpfs	1.9G	0	1.9G	0%	/dev/shm
/dev/vdb1	59G	52M	56G	1%	/data

</font>

### 3.开机挂载

<font size=4>

```
[root@iZ2zeibok6t3svl00dy8jyZ ~]# vim /etc/fstab
```

添加:

```
/dev/vdb1          /data              ext4 defaults    1 1
```

</font>