# dry-wit

Bash framework

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SOURCE DROP

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### Bash

### In theory

- Powerful language.
- Conventions improve reusability and maintainability.
- Great fit for Unix and OSs with strong command-line focus.

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### Bash

### In theory

- Powerful language.
- Conventions improve reusability and maintainability.
- Great fit for Unix and OSs with strong command-line focus.

### In practice

- Easy for newcomers.
- Difficult to master.
- Write once, use twice, dispose.
- Expensive maintenance.
- Hardly reusable.

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### dry-wit: Features

#### **Features**

- Provides a consistent way to structure scripts.
- 2 Manages required dependencies.
- Declarative approach for dealing with errors (Output message + error code).
- 4 Handles parameters, flags, and environment variables.
- **6** API for creating temporary files, logging, etc.

## Usage / Help

```
usage()
function usage() {
cat <<EOF
Does this and that...
Where:
  * myflag: changes the behavior somehow.
  * param1: the first input.
Common flags:
    * -h | --help: Display this message.
    * -v: Increase the verbosity.
    * -vv: Increase the verbosity further.
    * -q | --quiet: Be silent.
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```

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## Input: checking

```
checkInput()
function checkInput() {
  local _flags=$(extractFlags $0);
  logDebug -n "Checking input";
  for _flag in ${_flags}; do
    case ${_flag} in
      -h | --help | -v | -vv | -f | --my-flag)
         ;;
      *) logDebugResult FAILURE "fail";
         exitWithErrorCode INVALID_OPTION ${_flag};
         ;;
    esac
  done
```

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## Input: parsing

```
parseInput()
function parseInput() {
  local _flags=$(extractFlags $0);
  for _flag in ${_flags}; do
    case ${_flag} in
      -f | --my-flag)
        shift;
        export MY_FLAG="${1}";
        shift;
        ;;
      *) shift;
        ;;
    esac
  done
```

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## Script requirements

## Dependencies

```
function checkRequirements() {
  checkReq docker DOCKER_NOT_INSTALLED;
  checkReq realpath REALPATH_NOT_INSTALLED;
  checkReq envsubst ENVSUBST_NOT_INSTALLED;
}
```

#### DSL

- executable-file: The required dependency.
- 2 message: The name of a constant describing the error to display should the dependency is not present.
- 3 dry-wit checks each dependency and exits if the check fails.

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## **Error** messages

```
defineErrors()
function defineErrors() {
    export INVALID_OPTION="Unrecognized option";
    export DOCKER_NOT_INSTALLED="docker is not installed. See http://www.docker.org";
    export REPOSITORY_IS_MANDATORY="The repository argument is mandatory";

ERROR_MESSAGES=(\
    INVALID_OPTION \
    DOCKER_NOT_INSTALLED \
    REPOSITORY_IS_MANDATORY \
    );
    export ERROR_MESSAGES;
}
```

dry-wit takes care of the exit codes
exitWithErrorCode REPOSITORY\_IS\_MANDATORY;

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# main()

```
main()
function main() {
    // Focus on the logic itself.
    // Forget about defensive programming
    // regarding input variables
    // or dependencies.
    // Start by writing pseudo-code,
    // and later define the identified
    // functions.
```

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### Logging

```
logging
logInfo -n "Calculating next prime number ...";
if [ $? -eq 0 ]; then
  logInfoResult SUCCESS "done";
else
  logInfoResult FAILURE "Too optimistic";
fi
```

#### output

[2015/10/26 15:09:54 my-script:main] Calculating next prime number ... [done]

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## **Temporary files**

#### **API** functions

- 1 Functions to create temporary files or folders.
- **2** dry-wit takes cares of cleaning them up afterwards.

```
createTempFile()
createTempFile;
local tempFile=${RESULT};

createTempFolder()
createTempFolder;
local tempFolder=${RESULT};
```

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# Environment variables: Declaration (1/3)

### DSL for declaring environment variables

- ① Declared in [script].inc.sh.
- 2 Safe to add to version control systems.
- 3 Mandatory information: description and default value.

```
defineEnvVar()
defineEnvVar \
    MYPASSWORD \
    "The description of MYPASSWORD" \
    "secret";
```

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# **Environment variables: Overridding (2/3)**

### DSL for overridding default values

- 1 Declared in .[script].inc.sh.
- 2 Not always safe to add to version control systems.

```
overrideEnvVar()
overrideEnvVar MYPASSWORD ".toor!";
```

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# **Environment variables: Overridding (3/3)**

Environment value overridden from the command line MYPASSWORD="abc123" ./script.sh ...

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