

SAT1: 003: Introduction to Scripting

Overview

This lab will teach the basics of scripting in the LINUX environment using the Vi text editor.

Time: 45 Minutes

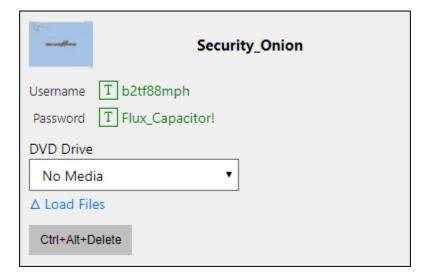
Learning Objectives

Upon completion of this lab, you should be able to:

- 1. Use Vi to write a script.
- 2. Run a script written with the Vi text editor.
- 3. Add variables to a script written with a text editor.
- 4. Us an 'if' statement in a script written with a text editor

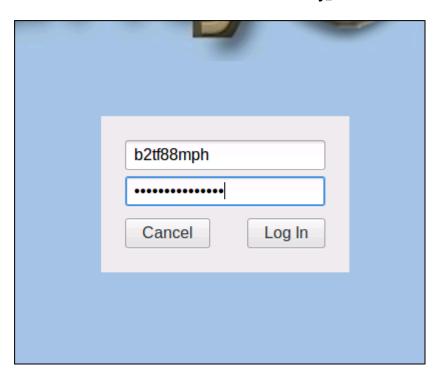
Log in to the Lab Machine

Select the **Security_Onion** machine on the Machines Tab.





Enter the Username and Password on the **Security_Onion** machine, and click Log In.



- 1.0 Using Vi to write a script
- 1.1 Right click on the Security Onion Desktop, and select Open Terminal.



1.2 Type vi myfirstscript.sh and press Enter. This will open a new file in vi.



- 1.3 Type i to switch to insert mode.
- 1.4 Type the following:

```
#!/bin/bash
#My first script
echo My Current Directory
pwd
```

1.5 Press Esc to exit the edit mode. Type :wq to save and exit the file. Press Enter.

```
b2tf88mph@b2tf88mph-Virtual-Machine: ~

File Edit View Search Terminal Help

#!/bin/bash
#My first script
echo My Current Directory
pwd

~
~
```

```
2.0 Running a Simple Script
Type ```ls -l``` to look at the file permissions.
```

2.1 Type chmod +x myfirstscript.sh and press Enter. This will allow our file to execute.

```
b2tf88mph@b2tf88mph-Virtual-Machine:~$ vi myfirstscript.sh
b2tf88mph@b2tf88mph-Virtual-Machine:~$ ls

Desktop Music securityonion-kibana.desktop Videos

Documents myfirstscript.sh securityonion-setup.desktop

Downloads Pictures securityonion-squert.desktop

Lab Files Public Templates
b2tf88mph@b2tf88mph-Virtual-Machine:~$ chmod +x myfirstscript.sh
b2tf88mph@b2tf88mph-Virtual-Machine:~$ ./myfirstscript.sh
```

2.2 Type ./myfirstscript.sh and press Enter. Now we will see our script run.

```
b2tf88mph@b2tf88mph-Virtual-Machine:~$ vi myfirstscript.sh
b2tf88mph@b2tf88mph-Virtual-Machine:~$ ./myfirstscript.sh
My Current Directory
/home/b2tf88mph
b2tf88mph@b2tf88mph-Virtual-Machine:~$
```



- 3.0 Adding Variables
- 3.1 Type vi newscript.sh and press Enter.
- 3.2 Type i to switch to insert mode.
- 3.3 Type the following:

```
name=Doc
echo Hello $name
```

3.4 Press Esc to exit the edit mode. Type :wq! to save and exit the file. Press Enter.

- 3.5 Type chmod +x newscript.sh and press Enter. This will allow our file to execute.
- 3.6 Type ./newscript.sh and press Enter. Now the script will print out Hello Doc. We stored the name Doc in the name variable and referred to the variable to call it.

```
b2tf88mph@b2tf88mph-Virtual-Machine:~$ vi newscript.sh
b2tf88mph@b2tf88mph-Virtual-Machine:~$ chmod +x newscript.sh
b2tf88mph@b2tf88mph-Virtual-Machine:~$ ./newscript.sh
Hello Doc
b2tf88mph@b2tf88mph-Virtual-Machine:~$
```

4.0 If Statements

- 4.1 Type vi newscript.sh and press Enter.
- 4.2 Type i to switch to insert mode.



4.3 Type the following below the previous text:

```
if [ $name = Doc ]
then
echo Great Scott!
```

fi

```
b2tf88mph@b2tf88mph-Virtual-Machine: ~

File Edit View Search Terminal Help

name=Doc
echo Hello $name
if [ $name=Doc ]
then
echo Great Scott!
fi
```

- 4.4 Press Esc to exit the edit mode. Type :wq to save and exit the file. Press Enter.
- 4.5 Type ./newscript.sh and press Enter.

```
b2tf88mph@b2tf88mph-Virtual-Machine:~$ ./newscript.sh
Hello Doc
Great Scott!
b2tf88mph@b2tf88mph-Virtual-Machine:~$
```



4.6 Try changing the name variable and check the output.

```
b2tf88mph@b2tf88mph-Virtual-Machine: ~

File Edit View Search Terminal Help

name=Doc
echo Hello $name
if [ $name=Doc ]
then
echo 1.21 Gigawatts!!
fi
```

```
b2tf88mph@b2tf88mph-Virtual-Machine:~$ vi newscript.sh
b2tf88mph@b2tf88mph-Virtual-Machine:~$ ./newscript.sh
Hello Doc
1.21 Gigawatts!!
b2tf88mph@b2tf88mph-Virtual-Machine:~$
```

- 5.0 For Loop
- 5.1 Type vi loop.sh and press Enter.
- 5.2 Type i to switch to insert mode.
- 5.3 Type the following below the previous text:

```
#!/bin/bash
filename=names.txt
filelines=cat $filename
echo Start
for line in $filelines; do
echo $line
done
```



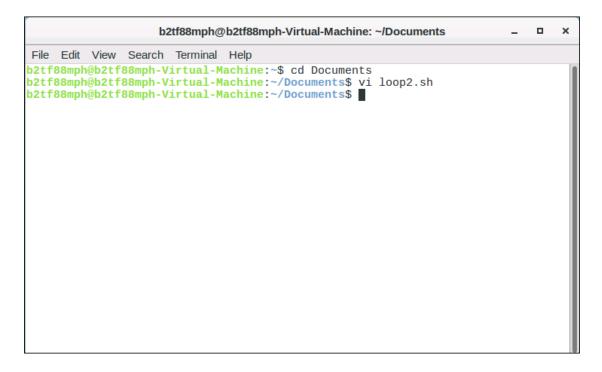
```
b2tf88mph@b2tf88mph-Virtual-Machine: ~

File Edit View Search Terminal Help
#!/bin/bash
filename=names.txt
filelines=cat $filename
echo start
for line in $filelines ; do
echo $line
done
```

- 5.4 Press Esc to exit the edit mode. Type :wq! to save and exit the file. Press Enter.
- 5.5 Type chmod +x loop.sh and press Enter. This will allow our file to execute.
- 5.6 Type ./loop.sh and press Enter.

Now let's try to write a script that compares a user entered file hash to a list of hashes stored in a text file.

5.7 Create a new file called loop2.sh using the Vi text editor, in the Documents folder.



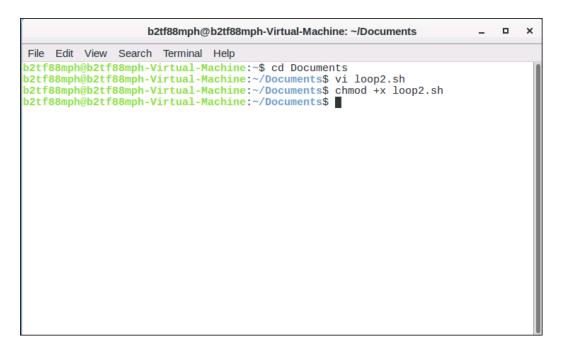
5.8 Input the following text:

#!/bin/bash filename='FileHashes.txt' filelines=`cat \$filename` echo -n "Enter your hash and press [ENTER]: " read myhash echo Processing hashes...Please Wait sleep 5s

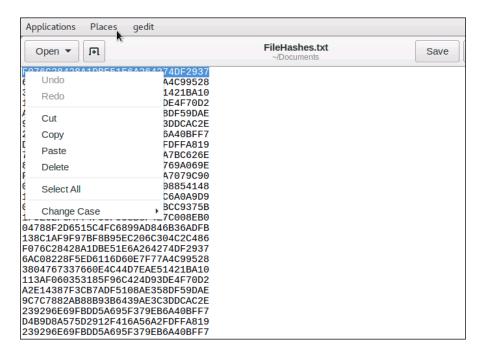


for line in \$filelines; do if ["\$line" = "\$myhash"]; then echo Match Found echo
\$myhash echo ----- else echo No Match echo ----- echo ----fi done echo All hashes processed

- 5.9 Now save and exit the file.
- 5.10 Type chmod +x loop2.sh and press Enter.



5.11 Open the file FileHashes.txt and select one of the hashes, right click it and and copy it to the clipboard.

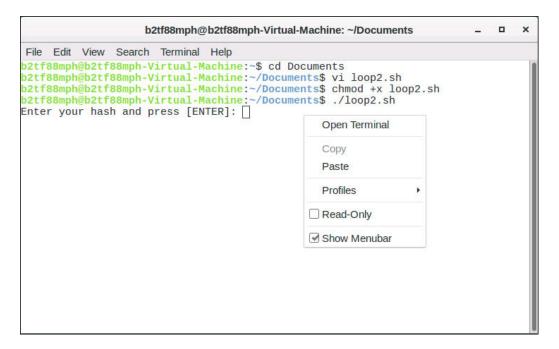




5.12 Now we need to execute the file. Type ./loop2 and press Enter.

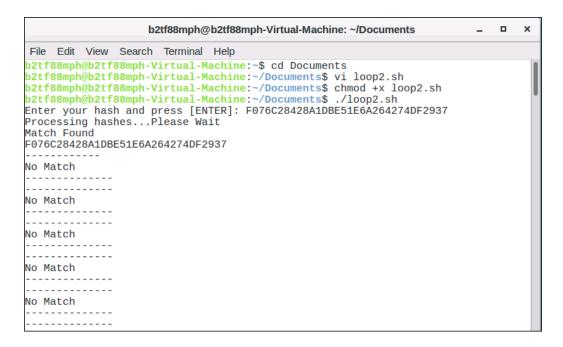
```
b2tf88mph@b2tf88mph-Virtual-Machine: ~/Documents
b2tf88mph@b2tf88mph-Virtual-Machine: ~$ cd Documents
b2tf88mph@b2tf88mph-Virtual-Machine: ~/Documents$ vi loop2.sh
b2tf88mph@b2tf88mph-Virtual-Machine: ~/Documents$ chmod +x loop2.sh
b2tf88mph@b2tf88mph-Virtual-Machine: ~/Documents$ ./loop2.sh
b2tf88mph@b2tf88mph-Virtual-Machine: ~/Documents$ ./loop2.sh
b2tf88mph@b2tf88mph-Virtual-Machine: ~/Documents$ ./loop2.sh
Enter your hash and press [ENTER]:
```

5.13 When the prompt comes up, right click and click Paste to enter the hash, and press Enter.



You should see that the script found the hash you entered.





Try changing the hash so that it isn't in the file, what is going to happen?

Great job, you have completed LAB003!

Thank You, you may now close this module.