

Linux Classroom Series – 28/Aug/2020

Variable Scopes in Shell scripts

- Lets create two shell scripts
 - script1.sh
 - `#!/bin/bash`
 -
 - `name="Learning Thoughts"`
 - `echo "This is from script 1 name= ${name}"`
 - `./script2.sh`
 - script2.sh
 - `#!/bin/bash`
 -
 - `echo "This is script2"`
 - `echo "Value of name is ${name}"`
- From script1 lets call script2 and try to see if the variable defined in script1 is available for use in script2

- lets execute
script1.sh
\$./script1.sh
This is from script 1 name= Learning Thoughts
This is script2
Value of name is
- The value of name is not available in script2. The default scope of variable is the same script file.
- So lets find out if there is any other way to pass the variable from script1 to external scripts,
- 1. add Arguments to script2
 - ./script2.sh
 - # replace this with
 - ./script2.sh \$name
- export the variable using export statement in script1. so lets change script1.sh
 - #!/bin/bash
 -
 - name="Learning Thoughts"
 - echo "This is from script 1 name= \${name}"
 - export name
 - ./script2.sh

```
$ ./script1.sh
This is from script 1 name= Learning Thoughts
This is script2
Value of name is Learning Thoughts
```

Debugging your scripts

- As the script grows and decision paths are included with conditional statements, we start using looping structures etc, we may need some level of debugging to analyse the scripts.
- This can be done as bash provides two options for us
 - -v option
 - -x option
- Create a bash script debugdemo.sh with the following content
#!/bin/bash

```
echo "the zeroth argument is $(basename $0) "  
echo "Hello $*"
```

- Now execute this script with the following command

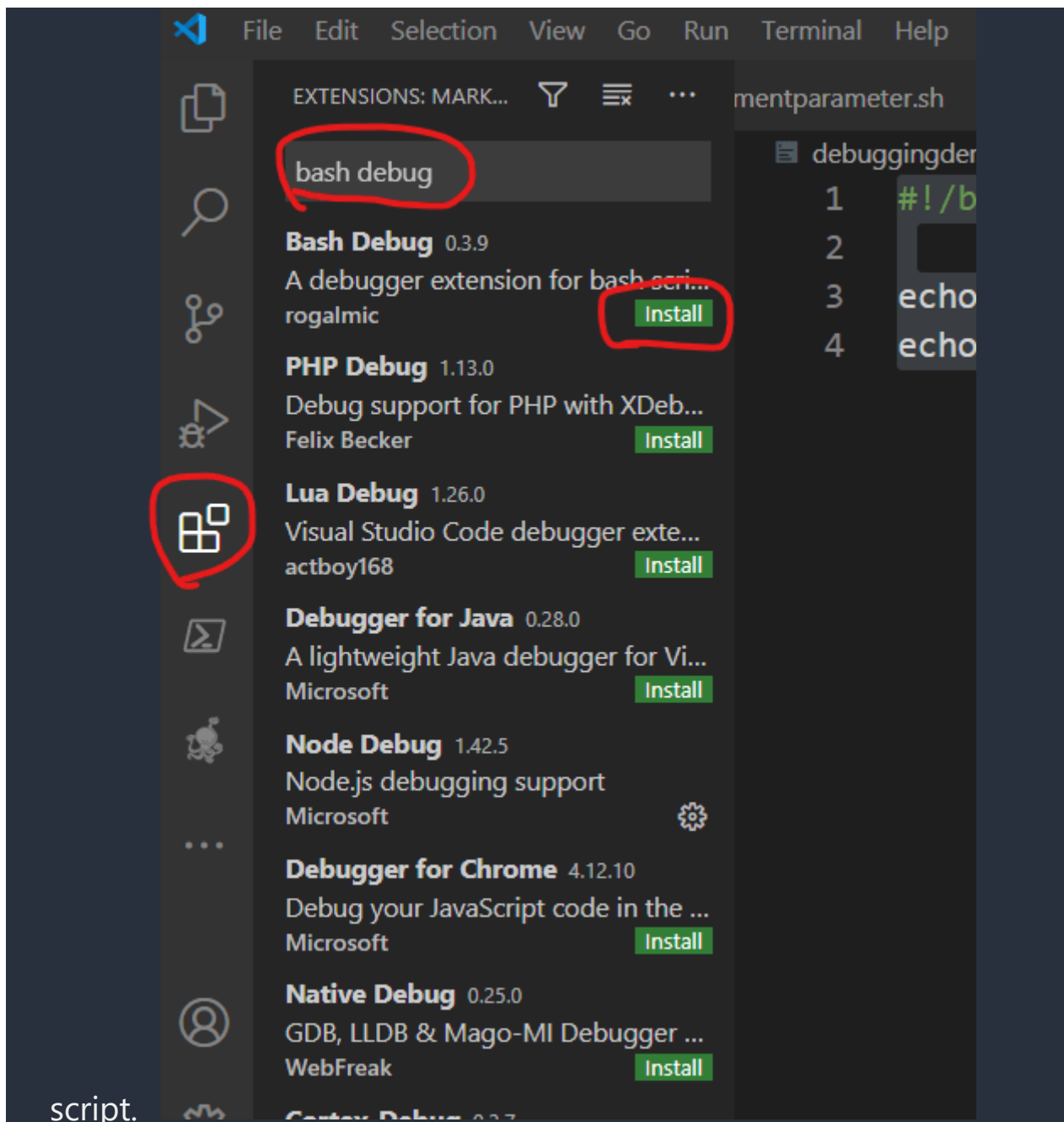
```
bash -v ./debugdemo.sh khaja ibrahim  
qtdevops@qtubuntunode:~/scripts$ bash -v ./debugdemo.sh khaja ibrah  
#!/bin/bash
```

```
echo "the zeroth argument is $(basename $0) "  
the zeroth argument is debugdemo.sh  
echo "Hello $*"  
Hello khaja ibrahim
```

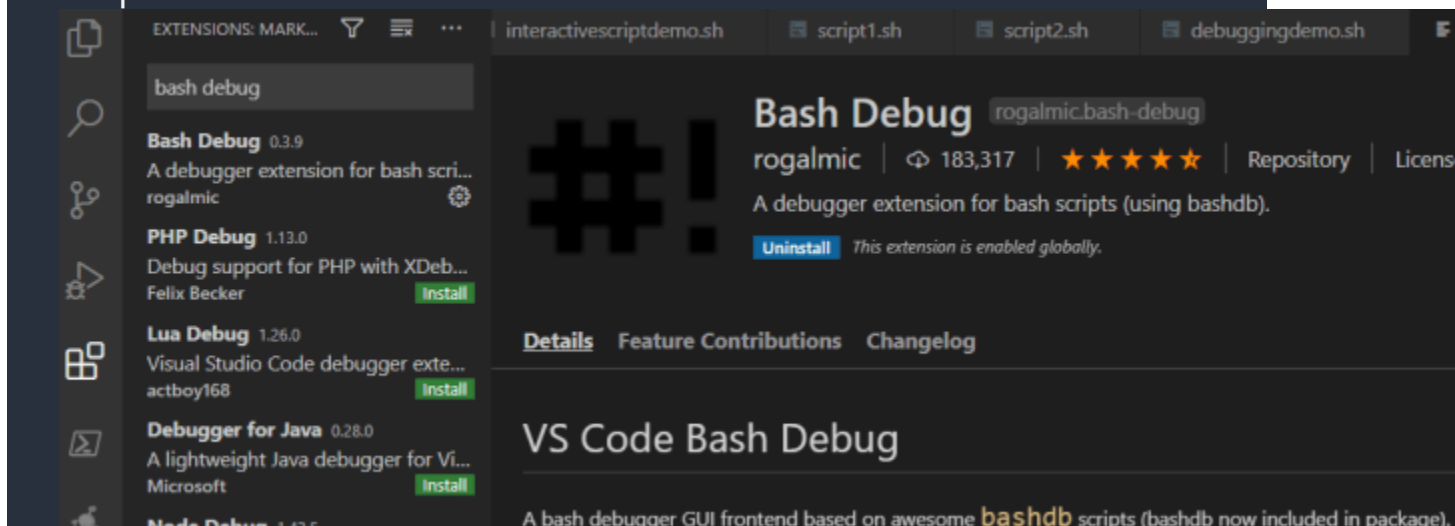
- -v option displays the verbose output from bash
- -x option, which displays the commands as they are executed and is most commonly used.
- Now lets run the script

```
bash -x ./debugdemo.sh khaja ibrahim  
qtdevops@qtubuntunode:~/scripts$ bash -x ./debugdemo.sh khaja ibrah  
++ basename ./debugdemo.sh  
+ echo 'the zeroth argument is debugdemo.sh'  
the zeroth argument is debugdemo.sh  
+ echo 'Hello khaja ibrahim'  
Hello khaja ibrahim
```

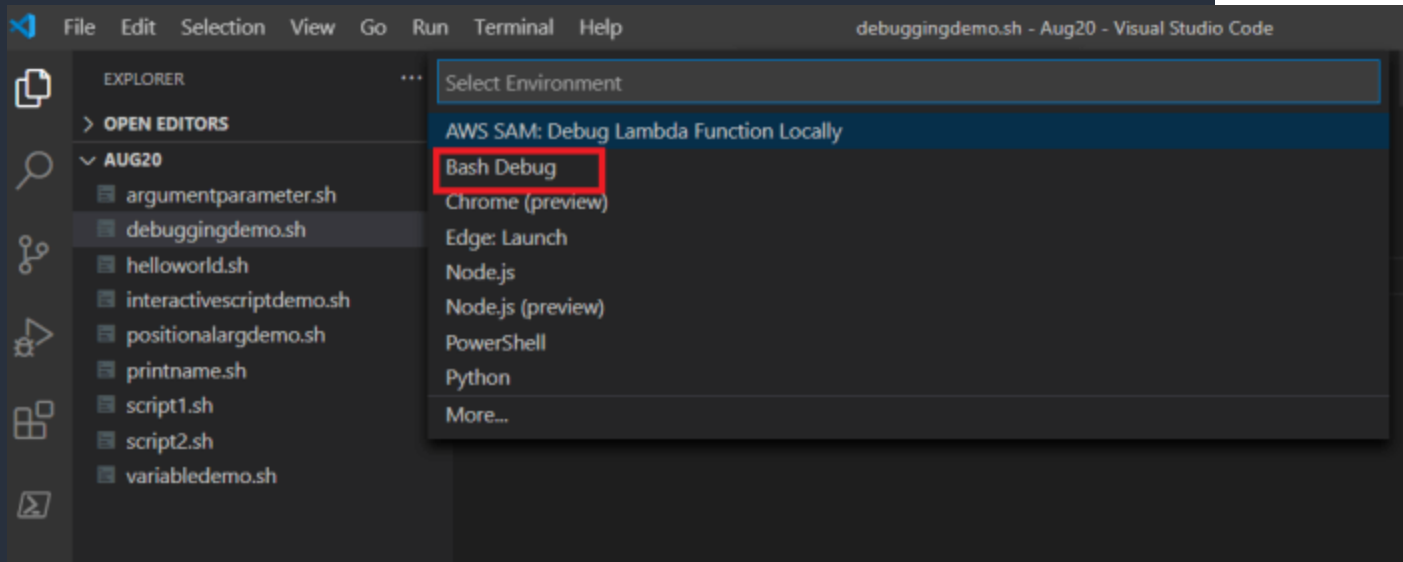
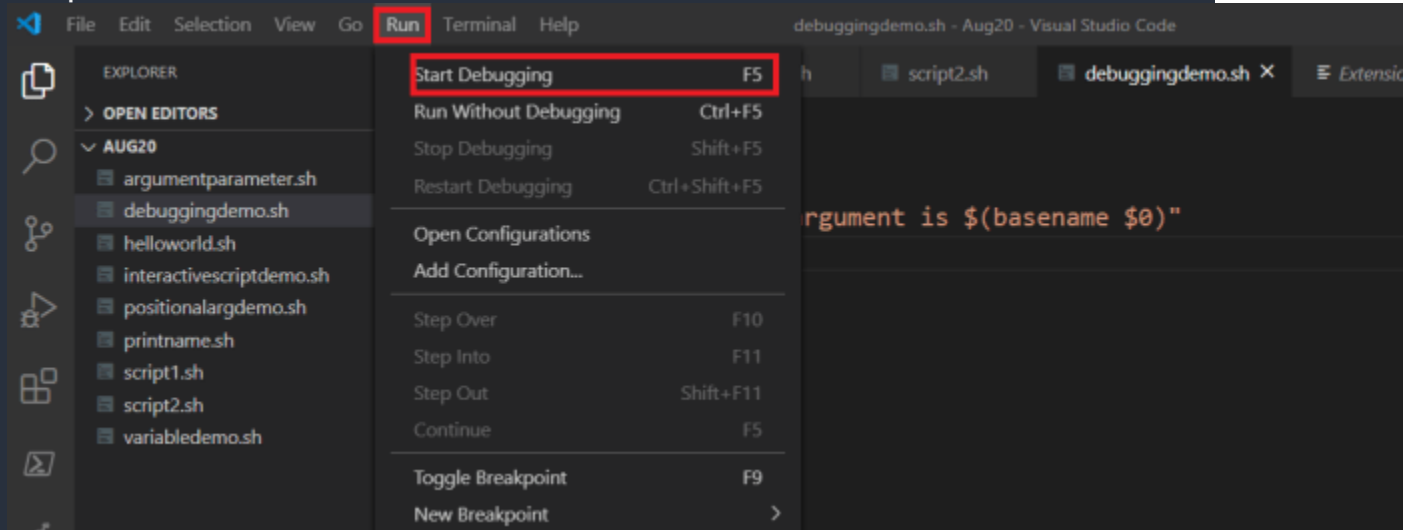
- This way shows how the evaluated and is very helpful to know the decision branch that has been chosen by the script.
- Install bash *debug plugin* in visual studio code and we can debug the shell



script.



- Now we can debug the shell script



- This approach works with visual studio code installed on the linux desktops or mac.

Enhancing interactive scripts

- Lets understand how to limit number of characters entered

```
qtdevops@qtubuntunode:~/scripts$ read -p "Do you want to continue (y/n)?  
Do you want to continue (y/n)?yesssssssssssssssssssssssssssssssssssssssssssss
```

- so limit number of characters to be entered, lets run the same command with one more

option

```
qtdevops@qtubuntunode:~/scripts$ read -n1 -p "Do you want to continue (y/n).  
Do you want to continue (y/n)?yqtdevops@qtubuntunode:~/scripts$
```

- Lets understand how to control visibility of entered text, If we request for sensitive content like pin/password etc, its not a good approach to show the text while user is typing, Shell gives an option of hiding text when the user is typing. This can be achieved by adding a -s option to read command

```
qtdevops@qtubuntunode:~/scripts$ read -p "May i ask your pin" pin  
May i ask your pin0000  
qtdevops@qtubuntunode:~/scripts$ echo $pin  
0000  
qtdevops@qtubuntunode:~/scripts$ read -s -p "May i ask your pin" pin  
May i ask your pinqtdevops@qtubuntunode:~/scripts$ echo $pin  
0000  
qtdevops@qtubuntunode:~/scripts$
```

Next Steps:

- How to make my shell scripts understand options (named parameters)
./downloadfile.sh --url <> --location-to-save
/home/ubuntu/test.txt