



# POSIX shell cheat sheet

Reference syntax and commands for POSIX shell scripting.

Tuesday, 24 September 2019

- 1 [Conditional expressions](#)
  - A [Variable conditionals](#)
  - B [Variable comparisons](#)
  - C [File conditionals](#)
- 2 [Operators](#)
  - A [Assignment](#)
  - B [Logical](#)
  - C [Arithmetic](#)
- 3 [Parameter expansion](#)
  - A [Replacement](#)
  - B [Length](#)
  - C [Default Value](#)
- 4 [Escape sequences](#)
  - A [Text Colors](#)
  - B [Text Attributes](#)
- 5 [Internal and environment variables](#)
- 6 [References](#)

## 1 Conditional expressions

For use in `[ ]` `if [ ]`; `then` and `test`.

**Note:** When writing a bash or zsh script, use `[ ]` instead of POSIX `[ ]`.

### 1A Variable conditionals

Use these to check if a variable is empty or non-empty.

Expression	Value	Description
<code>-n</code>	<code>var</code>	If the length of string is non-zero.
<code>-z</code>	<code>var</code>	If the length of string is zero.

### 1B Variable comparisons

String:

Expression	Description
<code>var1 = var2</code>	Equal to.
<code>var1 != var2</code>	Not equal to.

**Note:** Use `==` instead of `=` inside of `[ ]` for bash, zsh scripts.

Numeric:

Expression	Description
<code>var1 -eq var2</code>	Equal to.
<code>var1 -ne var2</code>	Not equal to.
<code>var1 -gt var2</code>	Greater than.
<code>var1 -ge var2</code>	Greater than or equal to.
<code>var1 -lt var2</code>	Less than.

Expression	Description
<code>var1 -le var2</code>	Less than or equal to.

### 1C File conditionals

Common:

Expression	Value	Description
<code>-e</code>	<code>file</code>	If file exists and is any type.
<code>-f</code>	<code>file</code>	If file exists and is a regular file.
<code>-d</code>	<code>file</code>	If file exists and is a directory.
<code>-h/-L</code>	<code>file</code>	If file exists and is a symbolic link.
<code>-r</code>	<code>file</code>	If file exists and is readable.
<code>-w</code>	<code>file</code>	If file exists and is writable.
<code>-x</code>	<code>file</code>	If file exists and is executable.
<code>-s</code>	<code>file</code>	If file exists and has non-zero size (is non-empty).

Rare:

Expression	Value	Description
<code>-b</code>	<code>file</code>	If file exists and is a block special file.
<code>-c</code>	<code>file</code>	If file exists and is a character special file.
<code>-g</code>	<code>file</code>	If file exists and its set-group-id bit is set.
<code>-p</code>	<code>file</code>	If file exists and is a named pipe ( <i>FIFO</i> ).
<code>-t</code>	<code>fd</code>	If file descriptor is open and refers to a terminal.
<code>-u</code>	<code>file</code>	If file exists and its set-user-id bit is set.
<code>-S</code>	<code>file</code>	If file exists and is a socket.

## 2 Operators

### 2A Assignment

Operator	Description
<code>=</code>	Initialize or change the value of a variable.

### 2B Logical

Operator	Description
<code>!</code>	NOT
<code>&amp;&amp;</code>	AND
<code>  </code>	OR

### 2C Arithmetic

Operator	Description
<code>+</code>	Addition
<code>-</code>	Subtraction
<code>*</code>	Multiplication
<code>/</code>	Division
<code>**</code>	Exponentiation

Operator	Description
%	Modulo
+=	Plus-Equal
-=	Minus-Equal
*=	Times-Equal
/=	Slash-Equal
%=	Mod-Equal

### 3 Parameter expansion

Use these in place of `awk` or `sed` calls when possible.

#### 3A Replacement

Parameter	Description
<code>\${VAR//PATTERN/REPLACE}</code>	Substitute pattern with replacement.
<code>\${VAR#PATTERN}</code>	Remove shortest match of pattern from start.
<code>\${VAR##PATTERN}</code>	Remove longest match of pattern from start.
<code>\${VAR%PATTERN}</code>	Remove shortest match of pattern from end.
<code>\${VAR%%PATTERN}</code>	Remove longest match of pattern from end.

#### 3B Length

Parameter	Description
<code>\${#VAR}</code>	Length of var in characters.

#### 3C Default Value

Parameter	Description
<code>\${VAR:-STRING}</code>	If <code>VAR</code> is empty or unset, use <code>STRING</code> as its value.
<code>\${VAR-STRING}</code>	If <code>VAR</code> is unset, use <code>STRING</code> as its value.
<code>\${VAR:=STRING}</code>	If <code>VAR</code> is empty or unset, set the value of <code>VAR</code> to <code>STRING</code> .
<code>\${VAR=STRING}</code>	If <code>VAR</code> is unset, set the value of <code>VAR</code> to <code>STRING</code> .
<code>\${VAR:+STRING}</code>	If <code>VAR</code> is not empty, use <code>STRING</code> as its value.
<code>\${VAR+STRING}</code>	If <code>VAR</code> is set, use <code>STRING</code> as its value.
<code>\${VAR:?STRING}</code>	Display an error if empty or unset.
<code>\${VAR?STRING}</code>	Display an error if unset.

## 4 Escape sequences

#### 4A Text Colors

**Note:** Sequences using RGB values only work in 24-bit true-color mode.

Sequence	Description	Value
<code>\033[38;5;&lt;NUM&gt;m</code>	Set text foreground color.	0-255
<code>\033[48;5;&lt;NUM&gt;m</code>	Set text background color.	0-255
<code>\033[38;2;&lt;R&gt;;&lt;G&gt;;&lt;B&gt;m</code>	Set text foreground color to RGB color.	R, G, B
<code>\033[48;2;&lt;R&gt;;&lt;G&gt;;&lt;B&gt;m</code>	Set text background color to RGB color.	R, G, B

Sequence	Description
\033[m	Reset text formatting and colors.
\033[1m	Bold text.
\033[2m	Faint text.
\033[3m	Italic text.
\033[4m	Underline text.
\033[5m	Slow blink.
\033[7m	Swap foreground and background colors.
\033[8m	Hidden text.
\033[9m	Strike-through text.

5 **Internal and environment variables**

Variable	Description
\$-	Shell options
\$\$	Current shell PID

6 **References**

[pure sh bible](#)