

# Introduction to Bash scripting language

## Day 2

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# Topics of the day

- |   |                                   |   |                                  |
|---|-----------------------------------|---|----------------------------------|
| 1 | Loops                             | 5 | Arrays and associative arrays    |
| 2 | Choices                           | 6 | Input and output                 |
| 3 | Colours and cursor movements      | 7 | File descriptors and redirection |
| 4 | References and indirect expansion | 8 | Ready to script!?                |

You already know the basics

Although only one third of the course is over, you learnt already almost everything about the core of Bash. Today we will complete ~90% of the picture.

# Loops



Ice cave in the Breiðamerkurjökull

# Conditional loops

Often we need to repeat things: Copy and paste is not the solution!

`while` Repeat as long as a command is executed successfully (exit code is 0)

`until` Repeat as long as a command is executed unsuccessfully (exit code is not 0)

`for` It comes in two versions

- to iterate over a list
- to iterate over an integer index as in C

## Which one should be used?

There will nearly always be multiple approaches to solving a problem. The test of your skill soon won't be about solving a problem as much as about how best to solve it.

## While instead of until

The `until` loop is barely ever used, if only because it is pretty much exactly the same as `while` !

## The while and until keywords

```
while COMMAND; do
    # Body of the loop: entered if COMMAND's exit code = 0
done

until COMMAND; do
    # Body of the loop: entered if COMMAND's exit code ≠ 0
done
```

- Testing command like [ or preferably [[ are often used
- Infinite loops can be achieved using the builtins true, false and :
- Use the continue builtin to skip ahead to the next iteration of a loop without executing the rest of the body
- use the break builtin to jump out of the loop and continue with the script after it
- Both continue and break accept an optional integer to act on nested loops

# The while and until keywords

```
1 $ while true; do    # while :; do
2 >   echo "Infinite loop"
3 >   sleep 3
4 > done
5 Infinite loop
6 Infinite loop
7 ^C      # Press CTRL-C
```

```
1 # An example of countdown...
2 $ deadline=$(date -d "8 seconds" +'%s'); \
3 > now=$(date +'%s'); \
4 > while (( deadline - now > 0 )); do
5 >   echo "$((deadline - now)) seconds to BOOM!"
6 >   sleep 3
7 >   now=$(date +'%s')
8 > done; echo 'BOOOOOM!!'
9 8 seconds to BOOM!
10 5 seconds to BOOM!
11 2 seconds to BOOM!
12 BOOOOOM!!
```

# The `for` keywords

```
for VARIABLE in WORDS; do
    # Body of the loop: VARIABLE set to WORD
done

for (( EXPR1; EXPR2; EXPR3 )) # Expressions can be empty
    # Body of the loop
done
```

- In the second form,
  - 1 it starts by evaluating the first arithmetic expression;
  - 2 it repeats as long as the second arithmetic expression is successful;
  - 3 at the end of each loop evaluates the third arithmetic expression.
- Bash takes the characters between `in` and the end of the line and
  - it splits them up into words;
  - this splitting is done on spaces and tabs, just like argument splitting;
  - if there are any unquoted substitutions, **they will be word-split as well** (using `IFS`).

# The for keywords

```
1 $ for ((( ; 1; )); do echo "Infinite loop"; sleep 1; done  
2 Infinite loop  
3 Infinite loop  
4 ^C      # Press CTRL-C
```

```
1 $ for index in {0,1}{0,1}; do  
2 >   echo "${index} in base 2 is $(( 2#${index})) in base 10"  
3 > done; unset index  
4 00 in base 2 is 0 in base 10  
5 01 in base 2 is 1 in base 10  
6 10 in base 2 is 2 in base 10  
7 11 in base 2 is 3 in base 10
```

```
1 # BAD code!  
2  
3 $ for file in $(ls *.mp3); do      # AAAARGH!  
4 >   rm "$file"  
5 > done; unset file
```

# The `for` keywords

```
1 $ ls
2 Happy birthday.mp3
3 $ for file in $(ls *.mp3); do      # AAAARGH!
4 >   rm "$file"
5 > done; unset file
6 rm: cannot remove `Happy': No such file or directory
7 rm: cannot remove `birthday.mp3': No such file or directory
```

You want to quote it, you say?

```
1 $ ls
2 Happy birthday.mp3    Hello.mp3
3 $ for file in "$(ls *.mp3)"; do      # AAAARGH!
4 >   rm "$file"
5 > done; unset file
6 rm: cannot remove `Happy birthday.mp3'    Hello.mp3': No such
     file or directory
```

So, what do we do?

# The `for` keywords

## Use globs!

Bash **does** know that it is dealing with filenames, and it **does** know what the filenames are, and as such it can split them up nicely!

```
1 $ ls
2 Happy birthday.mp3    Hello.mp3
3 $ for file in *.mp3; do    # GOOD code
4 >   rm "$file"
5 > done; unset file
```

## Do not be tempted

You might argue that, if there are no spaces in filenames, then you would have no troubles. But would you throw in the air a sharp knife trying to catch it afterwards, just because if you do not touch the blade it would be safe?

# Choices



The Skaftafell natural park: Svartifoss

## The case keyword

Completely equivalent to a **if-elif-else-fi** construct, but often handy:

```
case WORD in  
  [ [() pattern [| pattern]...] command-list ;; ]...  
esac
```

- The command-list corresponding to the first pattern that matches word is executed
- The match is performed according **Pattern Matching** rules
- The | is used to separate multiple patterns
- The ) operator terminates a pattern list
- A list of patterns and an associated command-list is known as a **clause**

**Before matching is attempted:**



Using ; & or ; & instead of ; ; allows to execute the command list or to test the patterns of the next clause, respectively.

# The case keyword

Completely equivalent to a **if-elif-else-fi** construct, but often handy:

```
case WORD in
  [ [() pattern [| pattern]...) command-list ;;]...
esac
```

```
1 case ${LANG} in
2   en* )
3     echo 'Hello!' ;;
4   fr* )
5     echo 'Salut!' ;;
6   de* )
7     echo 'Hallo!' ;;
8   it* )
9     echo 'Ciao!' ;;
10  es* )
11    echo 'Hola!' ;;
12  C | POSIX )
13    echo 'Hello World!' ;;
14  *)
15    echo 'I do not speak your language.' ;;
16 esac
```

Using ;& or ; & instead of ; ; allows to execute the command list or to test the patterns of the next clause, respectively.

## The `select` keyword

A convenient statement for generating a menu of choices that the user can choose from:

```
select NAME in WORDS; do
    # Body with commands -> break needed to terminate
done
```

- The list of words following `in` is expanded, generating a list of items
- The set of expanded words is printed on the **standard error**, each preceded by a number
- If the `in WORDS` is omitted, the positional parameters are printed, as if `in "$@"`
- The `PS3` prompt is then displayed and a line is read from the standard input:
  - If the line consists of a number corresponding to one of the displayed words, then the value of `NAME` is set to that word
  - If the line is empty, the words and prompt are displayed again
  - Any other value read causes `NAME` to be set to null
  - The line read is saved in the variable `REPLY`
- It is good practice not to `break` if the user typed something meaningless!

## The select keyword

A convenient statement for generating a menu of choices that the user can choose from:

```
select NAME in WORDS; do
    # Body with commands -> break needed to terminate
done
```

```
1 $ select file in *; do
2 >     echo "You picked \"${file}\" (${REPLY})"
3 >     break
4 > done
5 1) Day_1.tex
6 2) Day_2.tex
7 3) Day_3.tex
8 #? 2
9 You picked "Day_2.tex" (2)
10 $ echo "After select: \"${file}\" (${REPLY})"
11 After select: "Day_2.tex" (2)
12 $ unset file
```

## The select keyword

A convenient statement for generating a menu of choices that the user can choose from:

```
select NAME in WORDS; do
    # Body with commands -> break needed to terminate
done
```

```
1 $ select file in *; do
2 >     echo "You picked \"${file}\" (${REPLY})"
3 >     break;
4 > done
5 1) Day_1.tex
6 2) Day_2.tex
7 3) Day_3.tex
8 #? dlfagfdsu
9 You picked "" (dlfagfdsu)
10 $ echo "After select: \"${file}\" (${REPLY})"
11 After select: "" (dlfagfdsu)
12 $ unset file
```

It is always important to validate the answer!

## The select keyword

A convenient statement for generating a menu of choices that the user can choose from:

```
select NAME in WORDS; do
    # Body with commands -> break needed to terminate
done
```

```
1 $ select file in *; do
2 >     if [[ ${file} != '' ]]; then # GOOD PRACTICE
3 >         echo "You picked \"${file}\" (${REPLY})"
4 >         break;
5 >     fi
6 > done; unset file
7 1) Day_1.tex
8 2) Day_2.tex
9 3) Day_3.tex
10 #? dlfagfdsu
11 #? dgasdf
12 #? 4
13 #? 231345134
14 #? 2
15 You picked "Day_2.tex" (2)
```

# Colours and cursor movements



Icebergs on the beach of the Jökursárlón

# Colours and formatting in the terminal

🔗 A good reference

- Most terminals are able to display colours and formatted texts thanks to `escape sequences`
- Your script can benefit from using colours (e.g. `errors`, `warnings`, `info`)
- You might run into compatibility problems (not really) [🔗 Compatibility list](#)
- The `echo` command has a `-e` option to enable the parsing of the escape sequences
- The `printf` command parses escape sequences

Escape sequences

<Esc> [FormatCode<sub>m</sub>

- The `<Esc>` character can be obtained with any of the following syntaxes:
  - `\e`
  - `\033`
  - `\x1B`
- The `FormatCode` is an integer and different ones can be combined using semi-colons

- 0 Reset, all attributes off
  - 1 Bold (or increased intensity)
  - 2 Faint (decreased intensity)
  - 3 Italic {not widely supported, sometimes treated as inverse}
  - 4 Underline
  - 5 or 6 Slow/Rapid Blink
  - 7 Swap foreground and background colours
  - 8 Hidden (useful for passwords)
  - 2{1..8} Reset second digit format (e.g. 24 to stop underlining)\*
  - 30 to 37 Set foreground colour
  - 40 to 47 Set background colour
  - 38;5;{0..255} Set foreground colour
  - 48;5;{0..255} Set background colour
  - 90 to 97 Set bright foreground colour
  - 100 to 107 Set bright background colour
- }
- 8 colours
- }
- 256 colours
- }
- 16 colours

\* GNOME Terminal 3.28 (VTE 0.52), debuting in Ubuntu 18.04 LTS, adds support for a few more styles. Use code 22 to unbold since 21 is double underline!

# Colours and format codes

```
1 $ echo "Default \e[31mRed\e[0m"
Default \e[31mRed\e[0m
3 $ echo -e "Default \e[31mRed\e[0m"
Default Red
5 $ echo -e "Default \e[91mLight Red\e[0m"
Default Light Red
7 $ echo -e "Default \e[46mCyan\e[0m"
Default Cyan
9 $ echo -e "Default \e[106mLight Cyan\e[0m"
Default Light Cyan
11 $ echo -e "Default \e[1mBold\e[0m"
Default Bold
13 $ echo -e "Default \e[4mUnderlined\e[0m"
Default Underlined
15 $ echo -e "Default \e[4m\e[91mUnderlined\e[0m"
Default Underlined
17 $ echo -e "Default \e[4;91mUnderlined\e[0m"
Default Underlined
19 $ printf "Default \e[4;91mUnderlined\e[24m still red\e[0m Default"
Default Underlined still red Default
21 $ echo -e "\e[40;38;5;82m Hello \e[30;48;5;82m World \e[0m"
Hello World
```

# Colours and format codes

```
1 $ for fgbg in 38; do # 38 48 to get also background
2 >     for color in {0..255}; do
3 >         printf "\e[${fgbg};5;%sm %3s \e[0m" ${color} ${color}
4 >         if [[ $(((color + 1) % 16)) -eq 0 ]]; then
5 >             echo
6 >         fi
7 >     done
8 >     echo
9 > done
```

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46
48	49	50	51	52	53	54	55	56	57	58	59	60	61	62
64	65	66	67	68	69	70	71	72	73	74	75	76	77	78
80	81	82	83	84	85	86	87	88	89	90	91	92	93	94
96	97	98	99	100	101	102	103	104	105	106	107	108	109	110
112	113	114	115	116	117	118	119	120	121	122	123	124	125	126
128	129	130	131	132	133	134	135	136	137	138	139	140	141	142
144	145	146	147	148	149	150	151	152	153	154	155	156	157	158
160	161	162	163	164	165	166	167	168	169	170	171	172	173	174
176	177	178	179	180	181	182	183	184	185	186	187	188	189	190
192	193	194	195	196	197	198	199	200	201	202	203	204	205	206
208	209	210	211	212	213	214	215	216	217	218	219	220	221	222
224	225	226	227	228	229	230	231	232	233	234	235	236	237	238
240	241	242	243	244	245	246	247	248	249	250	251	252	253	254
														255

# Defining variables for colour codes

```
# Reset
Default='\\033[0m'
# Regular Colors
Black='\\033[0;30m'
Red='\\033[0;31m'
Green='\\033[0;32m'
Yellow='\\033[0;33m'
Blue='\\033[0;34m'
Magenta='\\033[0;35m'
Cyan='\\033[0;36m'
White='\\033[0;37m'
# Bold
Bold='\\033[1m'
BBlack='\\033[1;30m'
BRed='\\033[1;31m'
BGreen='\\033[1;32m'
BYellow='\\033[1;33m'
BBlue='\\033[1;34m'
BMagenta='\\033[1;35m'
BCyan='\\033[1;36m'
BWhite='\\033[1;37m'                                # ...and so on and so forth!
# Or you can wait to
# learn about functions
# and create your way!
```

## Cursor movements

In the same spirit of colours, the terminal cursor position can be moved:

`<Esc> [<L>;<C>H` Puts the cursor at line L and column C

`<Esc> [<L>;<C>f` Puts the cursor at line L and column C

`<Esc> [<N>A` Move the cursor up N lines

`<Esc> [<N>B` Move the cursor down N lines

`<Esc> [<N>C` Move the cursor forward N columns

`<Esc> [<N>D` Move the cursor backward N columns

`<Esc> [2J` Clear the screen, move to (0,0)

`<Esc> [K` Erase to end of line

`<Esc> [s` Save cursor position

`<Esc> [u` Restore cursor position

## Cursor movements

Use your imagination to take advantage of this functionality:

```
$ while true; do
>     printf "      $(date) \n\e[1A"
>     sleep 1
> done
^C    Thu 11 Jul 18:07:26 CEST 2019 # Stop it with CTRL-C

# Here a crazy progress bar:
$ while true; do
>     printf '\e[s'
>     printf '%0.s=' $(seq 1 $(bc -l <<< "$RANDOM/32767*100"))
>     sleep 0.2
>     printf '\e[u\e[K' # Use \r instead of saving cursor
> done
=====^C # Stop it with CTRL-C

$ printf 'You will never see my ${password}... MUAHAHA!\r\e[K'
$
```

# References and indirect expansion



The geyser Strokkur: 25-35m high every ~10 minutes

# The `nameref` attribute

Introduced in 2014, Bash v4.3.0

**Reference:** `declare -n reference`

The variable is a reference to another variable

- It allows variables to be manipulated indirectly
- Whenever the `reference` variable
  - is referenced, assigned to, unset,
  - or has its attributes modified (other than using or changing the `nameref` attribute itself), the operation is performed on the variable specified by the `reference`'s value!

```
1 $ aVar='Hello'; echo "${aVar}"
Hello
3 $ declare -n bVar='aVar'; echo "${bVar}"
Hello
5 $ bVar='Goodbye'; echo "${aVar}"
Goodbye
7 $ declare +n bVar; echo "${bVar}"
aVar
9 $ unset aVar bVar
```

# The `nameref` attribute

Introduced in 2014, Bash v4.3.0

## Think before using indirection

Putting variable names or any other bash syntax inside parameters is frequently done incorrectly and in inappropriate situations to solve problems that have better solutions. **It violates the separation between code and data**, and as such puts you on a slippery slope toward bugs and security issues. Indirection can make **your code less transparent and harder to follow**.

Normally, in bash scripting, you won't need indirect references at all. Generally, people look at this for a solution when they don't understand or know about Bash Arrays or haven't fully considered other Bash features such as functions.

Greg's Wiki

## Sometimes you might need it

A `nameref` is commonly used within shell functions to refer to a variable whose name is passed as an argument to the function.

# Indirect expansion

An alternative to use the `nameref` attribute

- It is about using the content of a variable as name of a different variable
- It is a particular case of parameter expansion:  `${!parameter}`
  - Bash uses the value formed by expanding `parameter` as the new parameter
  - this is then expanded and that value is used in the rest of the expansion

```
1 $ aVar='Hello'; bVar='aVar'
2 $ echo "bVar contains \"${bVar}\\" which contains \"${!bVar}\\""
3 bVar contains "aVar" which contains "Hello"
4 $ unset aVar bVar
```

# Indirect expansion

An alternative to use the `nameref` attribute

- It is about using the content of a variable as name of a different variable
- It is a particular case of parameter expansion:  `${!parameter}`
  - Bash uses the value formed by expanding `parameter` as the new parameter
  - this is then expanded and that value is used in the rest of the expansion

```
1 $ aVar='Hello'; bVar='aVar'
2 $ echo "bVar contains \"${bVar}\\" which contains \"${!bVar}\\""
3 bVar contains "aVar" which contains "Hello"
4 $ unset aVar bVar
```

- If a `*` or a `@` is put at the end of parameter, the behaviour changes!

`${!prefix@}`      }  
`"${!prefix@}"`      }  
 `${!prefix*}`      }  
Expands to the names of variables whose  
names begin with `prefix` as single word

`"${!prefix*}"` → As above, but words are separated by the first character of the `IFS`

# Indirect expansion

An alternative to use the `nameref` attribute

- It is about using the content of a variable as name of a different variable
- It is a particular case of parameter expansion:  `${!parameter}`
  - Bash uses the value formed by expanding `parameter` as the new parameter
  - this is then expanded and that value is used in the rest of the expansion

```
1 $ aVar='Hello'; bVar='aVar'
2 $ echo "bVar contains \"${bVar}\\" which contains \"${!bVar}\\""
3 bVar contains "aVar" which contains "Hello"
4 $ unset aVar bVar
```

- If a `*` or a `@` is put at the end of parameter, the behaviour changes!

`${!prefix@}`  
`"${!prefix@}"` }  
 `${!prefix*}` }

Expands to the names of variables whose  
names begin with `prefix` as single word

`"${!prefix*}"` → As above, but words are separated by the first character of the IFS

You will hardly need this!

# Arrays and associative arrays



A baby moulin on the Breiðamerkurjökull

# Motivation

- Strings are without any doubt the most used parameter type
- They are also the most misused parameter type, though!
- Strings hold just one element!
- Capturing a list in a string is very often plain wrong, even if it might work...
- A parameter contains just one string of characters, no matter the meaning of them
- If you put multiple filenames in a string, maybe to iterate over them at a later point, which delimiter would you use?
- Is there a delimiter that is not accepted to be part of a filename? Mmmh...

```
# This does NOT work in the general case
$ files=$(ls ~/*.jpg); cp ${files} /backups/      # BAD code!
```

## Array

An array is a numbered list of strings: It maps integers to strings.

## Creating an array

array=(...) The most used syntax: space separated list in parenthesis

```
array=(one two "three and four") # Equivalent to:  
array=([0]=one [1]=two [2]="three and four")  
# Sparse array perfectly legal!  
array=([0]=First [11]=Middle [23]=Last)
```

array[n]= Setting single elements works for undeclared variable, too

```
array[0]=First  
array[11]=Middle  
array[23]=Last
```

declare -a array Rarely used but possible

```
declare -a array # Because of declare,  
array=One          # equivalent to array[0]=One, AVOID!  
array[1]=Two
```

array+=(...) Concatenate r.h.s. array to l.h.s. array

# Storing filenames into an array

## Take home message

If you want to fill an array with filenames, then you'll probably want to use **glob**s in there!

```
$ files=(~/"My Photos"/*.jpg)
```

- Here we quoted the "My Photos" part because it contains a space
- If we hadn't quoted it, Bash would have split it up into

```
files=(~/My' 'Photos/*.jpg)
```

which is obviously not what we want!

- We quoted **only** the part that contained the space: We cannot quote the ~ or the \*
- If we do, they'll become literal and Bash won't treat them as special characters anymore!

# Storing filenames into an array

## Take home message

If you want to fill an array with filenames, then you'll probably want to use **glob**s in there!

```
# Please, really, use glob instead of commands!

$ files=$(ls)          # BAD, BAD, BAD!
$ files=(${!ls})        # STILL BAD!

# So, how should you do?

$ files=(*)             # GOOD!
```

## Globs know about files

Using glob patterns is possible to create an array with filenames in different entries!

# Accessing array's content (I)

Definition, single elements and length

`declare -p array` It prints the definition of the variable {not so useful in scripts}

```
$ declare -p array
declare -a array='([0]="one" [1]="two and four")'
```

`${array[n]}`  It retrieves the n-th element {no error if entry missing in array}

```
$ echo "${array[1]}"; echo "_${array[3156]}_"
two and four
--
$ echo "${array[0+1]}" # [...] is an arithmetic context
two and four
```

`${#array[@]}`  It retrieves the length of the array {same as  `${#array[*]}` }

```
$ echo "${#array[@]}"; array[7]=Hello; echo "${#array[@]}";
2 # Quoting the expansion does not change anything!
3
$ echo "${#array[7]}"; echo "${#array[-1]}";
5
5 # What does this mean?
```

## Accessing array's content (II)

All elements at once

"\${array[@]}"  
Bash replaces this syntax with each element properly quoted

```
$ printf '%s\n' "${array[@]}"
one
two and four
Hello
```

"\${array[\*]}"  
expands to a IFS-first-character-separated list of the array entries

```
$ IFS=':' ; printf '%s\n' "${array[*]}"; unset IFS
one:two and four:Hello
```

Unquoted \${array[@]} and \${array[\*]} let word splitting kick in!

```
$ printf '%s\n' ${array[@]} # The same with ${array[*]}
one
two
and
four
Hello
```

## Accessing array's content (III)

### All indices

"\${!array[@]}" Bash replaces this syntax with the indices of the entries that are set

```
$ printf '%d\n' "${!array[@]}"
0
1
7
```

"\${!array[\*]}" expands to a IFS-first-character-separated list of the array indices

```
$ IFS=:; printf '%s\n' "${!array[*]}"; unset IFS
0:1:7
```

In any case, prefer quoted versions!

Unquoted "\${!array[@]}" and "\${!array[\*]}" let word splitting kick in.

This, for normal arrays, is harmless, since indices are just integers.

## Iterating over array elements

- Depending on the needs you can iterate over the elements or the indices in the array
- When iterating over the **elements**, 99% of the time you will need `"${array[@]}"`
- When iterating over the **indices**, 99% of the time you will need `"${!array[@]}"`
- To implicitly iterate over arrays is possible using different commands (e.g. `printf`, `cp`)

```
1 $ array=(one "two and four")
2 $ for entry in "${array[@]}"; do
3 >     echo "${entry}"
4 > done
5 one
6 two and four
7 $ for index in "${!array[@]}"; do
8 >     echo "array[$index]=${array[index]}"
9 > done
10 array[0]=one
11 array[1]=two and four
12 $ unset entry index
13 # Coming back to motivation: GOOD code!
14 $ files=(~/*.jpg); cp "${files[@]}" /backups/
```

## Deleting arrays or array elements

- To delete an element of an array, pass it to the `unset` builtin

```
1 $ array=({a..e}); unset 'array[2]' 'array[3]'  
2 $ for index in "${!array[@]}"; do  
3 >     echo "array[$index]=${array[index]}"  
4 > done; unset 'index'  
5 array[0]=a  
6 array[1]=b  
7 array[4]=e
```

- If you pass the name of an array to `unset`, the whole array will be unset!

```
1 $ array=({a..c})  
2 $ for index in "${!array[@]}"; do  
3 >     echo "array[$index]=${array[index]}"  
4 > done; unset 'index'  
5 array[0]=a  
6 array[1]=b  
7 array[2]=c  
8 $ unset array  
9 $ echo "_${array[@]}_ -> ${#array[@]} entries"  
10 -- -> 0 entries
```

## Deleting arrays or array elements

Do not forget to quote your variable to avoid file pattern matching!

```
1 $ a=(file{1..3})
2 $ ls
3 a0  Day_1.tex  Day_1.pdf
4 $ a0='Hello'
5 $ printf '%s\n' "${a[@]}"
6 file1
7 file2
8 file3
9 $ echo "${a0}"
10 Hello
11 $ unset a[0] # <--- BAD, BAD, BAD CODE!
12 $ printf '%s\n' "${a[@]}"
13 file1 # Wait! I unset the first element, didn't I?
14 file2
15 file3
16 $ echo "_${a0}_"
17 --                                # Is it clear what happened?
```

# Sparse arrays

Arrays might be sparse!



- Don't assume that your indices are sequential
- If the index values matter, always iterate over the indices { instead of making assumptions about them... }
- If you loop over the values instead, don't assume anything about indices
- In particular, don't assume that just because you're currently in the first iteration of your loop, that you must be on index 0...

If you need a non-sparse array, just make it such!

```
$ array=( "${array[@]}" )
```

# Associative arrays

Since Bash v4.0 (2009)

- An associative array is a map of strings to strings
- It has to be explicitly declared as such via `declare -A`
- Since keys are strings, they might contain spaces!  
⇒ Iterating over keys requires quotes: `"${!array[@]}"`

```
1 $ declare -A dict
2 $ dict[Apartment]="Die Wohnung"
3 $ declare -p dict
4 declare -A dict='([Apartment]="Die Wohnung" )'
5 $ dict[Water]="Das Wasser"
6 $ for key in "${!dict[@]}"; do
7 >     printf 'EN: %20s -> DE: %s\n' "$key" "${dict[$key]}"
8 > done
9 EN:           Water -> DE: Das Wasser
10 EN:           Apartment -> DE: Die Wohnung
11 $ echo "${#dict[@]}"; unset dict
12 2
13 $ echo "${#dict[@]}"
14 0
```

# Associative arrays

Since Bash v4.0 (2009)

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- It has to be explicitly declared as such via `declare -A`
- Since keys are strings, they might contain spaces!  
⇒ Iterating over keys requires quotes: `"${!array[@]}"`

```
15 $ declare -A dict
16 $ dict[Die Wohnung]="Apartment"
17 $ dict[Das Wasser]="Water"
18 $ for key in ${!dict[@]}; do      # AAAAAARGH!
19 >     printf 'DE: %20s -> EN: %s\n' "${key}" "${dict[$key]}"
20 > done
21 DE:           Die -> EN: --
22 DE:           Wohnung -> EN: --
23 DE:           Das -> EN: --
24 DE:           Wasser -> EN: --
25 $ echo "${#dict[@]}"; unset -v 'dict[Das Wasser]'
26 2
27 $ echo "${#dict[@]}"; unset -v 'dict'
28 1
```

# Associative arrays: Remarks

Since Bash v4.0 (2009)

- The order of both keys and elements of an associative array is unpredictable  
⇒ They are not well suited to store lists that need to be processed in order
- If you use a parameter as key of an associative array, you must use the \$ sign  
⇒ Indeed, it makes sense: The name of the parameter might simply be a valid key

```
1 $ declare -A array
2 $ index=1; for entry in one two three four five six; do
3 >     array[$entry]=${((index++))}
4 > done
5 $ echo "${array[@]}"
6 4 1 5 6 2 3
7 $ echo "${!array[@]}"
8 four one five six two three
9 $ unset array entry index
```

# Associative arrays: Remarks

Since Bash v4.0 (2009)

- The order of both keys and elements of an associative array is unpredictable  
⇒ They are not well suited to store lists that need to be processed in order
- If you use a parameter as key of an associative array, you must use the \$ sign  
⇒ Indeed, it makes sense: The name of the parameter might simply be a valid key

```
10 $ indexed=("one" "two")    index=0   key="foo"
11 $ declare -A associative=([foo]=bar [alpha]=omega)
12 $ echo "${indexed[$index]}"
13 one
14 $ echo "${indexed[index]}"
15 one
16 $ echo "${indexed[index + 1]}"
17 two
18 $ echo "${associative[$key]}"
19 bar
20 $ echo "_${associative[key]}_"
21 --
22 $ echo "_${associative[key + 1]}_"
23 --
24 $ unset indexed associative index key
```

## The power of parameter expansion on arrays

- Arrays are very flexible, because they are well integrated with the other shell expansions
- Any parameter expansion can be carried out on individual array elements
- Parameter expansions can equally well apply to an entire array!
- To use parameter-expansion manipulations on all array entries, use `[@]` and `[*]`
- It is critical that these special expansions are properly quoted

```
1 $ array=(alpha beta gamma)
2 $ echo "${array[-1]:2:2}"      # Substring of last entry
3 mm
4 $ echo "${array[@]#a}"          # Chop 'a' from the beginning
5 lpha beta gamma
6 $ echo "${array[@]%a}"          # Chop 'a' from the end
7 alph bet gamm
8 $ echo "${array[@]//a/_}"        # Substitute all 'a' by '_'
9 _lph_ bet_ g_mm_
10 $ echo "${array[@]/#a/_}"       # Substitute 'a' by '_' at start
11 _lpha beta gamma
12 $ echo "${array[@]%/a/_}"       # Substitute 'a' by '_' at end
13 alph_ bet_ gamm_
```

## The power of parameter expansion on arrays

- Arrays are very flexible, because they are well integrated with the other shell expansions
- Any parameter expansion can be carried out on individual array elements
- Parameter expansions can equally well apply to an entire array!
- To use parameter-expansion manipulations on all array entries, use `[@]` and `[*]`
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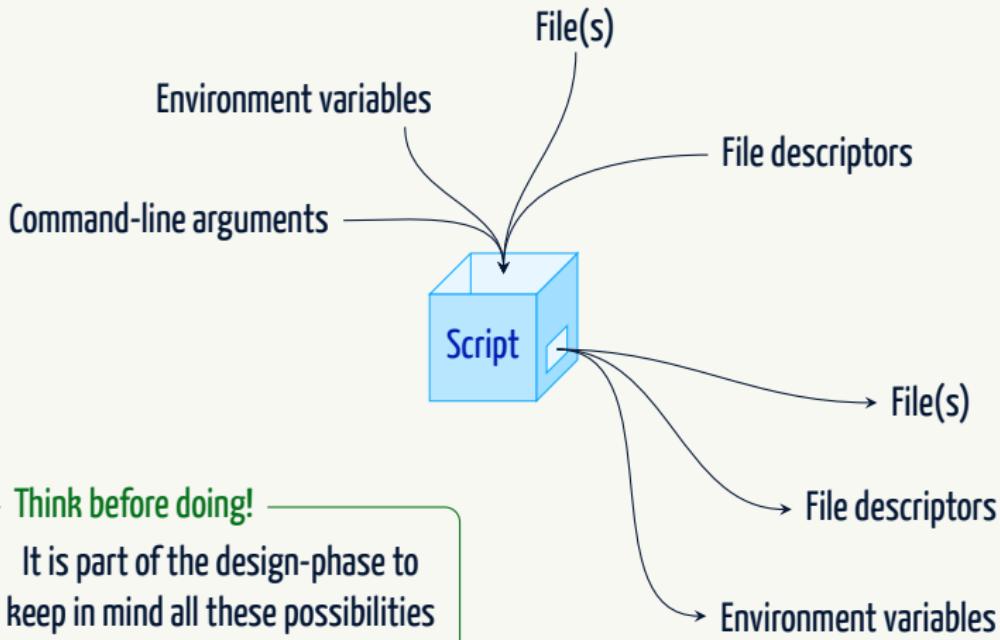
```
14 $ echo "${array[@]#/prefix_}"    # Add prefix to all entries
15 prefix_alpha prefix_beta prefix_gamma
16 $ echo "${array[@]%/suffix}"     # Add suffix to all entries
17 alpha_suffix beta_suffix gamma_suffix
18 $ echo "${array[@]^}"           # Capitalise all characters
19 ALPHA BETA GAMMA
20 $ echo "${array[3]?Third entry is unset}"
21 bash: array[3]: Third entry is unset
22 $ echo "${array[3]=delta}"
23 delta
24 $ echo "${array[@]^}"
25 Alpha Beta Gamma Delta
26 $ unset array
```

# Input and output



The Krisuvikurberg cliffs at the sunset

# The Bash script flow



## Command-line parameters

- They are accessible via \$1, \$2, etc.
- After the 9th one, you need curly braces: \${10}, \${11}, etc.
- It is possible to refer to all of them via \$@ and \$\*
- When you refer to all of them, especially to pass them over, use "\$@"  
→ the double quotes are crucial to preserve the parameters without splitting them!
- The shift built-in is remarkably handy when parsing command-line parameters  
→ it destroys \$1 and it maps \$2 into \$1, \$3 into \$2 and so on

```
1 $ set -- Hello my "nice world"
2 $ printf '%s\n' "$@"
3 Hello
4 my
5 nice world
6 $ printf '%s\n' $@    # <-- Probably, AAAAARGH!
7 Hello
8 my
9 nice
10 world
```

## Command-line parameters

- They are accessible via `$1`, `$2`, etc.
- After the 9th one, you need curly braces:  `${10}`,  `${11}`, etc.
- It is possible to refer to all of them via `$@` and `$*`
- When you refer to all of them, especially to pass them over, use `"$@"`  
→ the double quotes are **crucial** to preserve the parameters without splitting them!
- The `shift` built-in is remarkably handy when parsing command-line parameters  
→ it destroys `$1` and it maps `$2` into `$1`, `$3` into `$2` and so on

```
11 $ echo "$1"; shift
12 Hello
13 $ echo "$1"; shift
14 my
15 $ echo "$1"; shift
16 nice world
17 $ echo _"$1"_  

18 --
19 $ set -- Hello my "nice world"; shift 2; echo "$1"
20 nice world
```

Cool!

# Environment variables (I)

- Every program inherits certain information from its parent process {resources, privileges and restrictions}
- One of those resources is a set of variables called Environment Variables
- Traditionally, environment variables have names that are all capital letters, such as PATH
- When you run a command in Bash, you have the option of specifying a temporary environment change which only takes effect for the duration of that command
- This is done by putting VAR=value in front of the command

```
1 $ ls /tpm
2 ls: cannot access '/tpm': No such file or directory
3 $ LANGUAGE=de_DE.utf-8 ls /tpm # ↗Read more about LANGUAGE
4 ls: Zugriff auf '/tpm' nicht möglich: Datei oder
   Verzeichnis nicht gefunden
5 $ VERBOSE=1 make
```

## Good practice

Don't use all-capital variable names in your scripts, unless they are environment variables. Use lower-case or mixed-case variable names, to avoid accidents.

## Environment variables (II)

- In a script, you can use environment variables just like any other variable

```
if [[ ${EDITOR} ]]; then
    ${EDITOR}
else
    emacs
fi
```

- To change the environment for your child processes to inherit, use the `export` builtin

```
export PATH=${HOME}/.local/bin:${PATH}
```

### Remember!

The tricky part here is that your environment changes are only inherited by your descendants. You can't change the environment of a program that is already running, or of a program that you don't run.

...mmmh, and if I needed it?

## Environment variables (III)

- Sourcing a script, will execute it in the current environment/shell

```
$ cat script.bash
#!/bin/sh
cd /tmp
$ pwd; ./script.bash; pwd
/home/sciarra/Documents
/home/sciarra/Documents
$ pwd; source script.bash; pwd # 'source' as '.'
/home/sciarra/Documents
/tmp
```

Indeed, this is what you do e.g. when you add code in the `$(HOME)/.bashrc` file

### Splitting a large script in several files

Although a script should not be huge, it is important sometimes to split it into pieces for handier development. This can be done using the `source` builtin, delegating to the main (executable) script to source all secondary files. We will come back to this point when we introduce functions.

# File descriptors and redirection

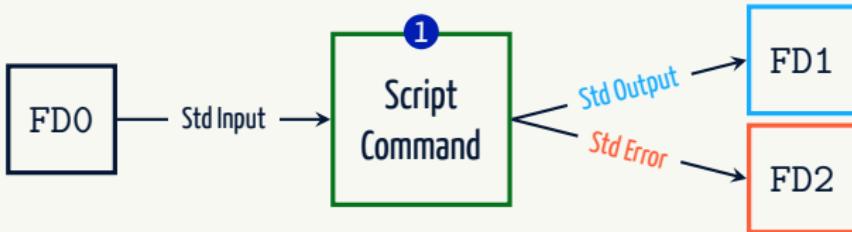


Horses

# File descriptors: a graphical overview

By default

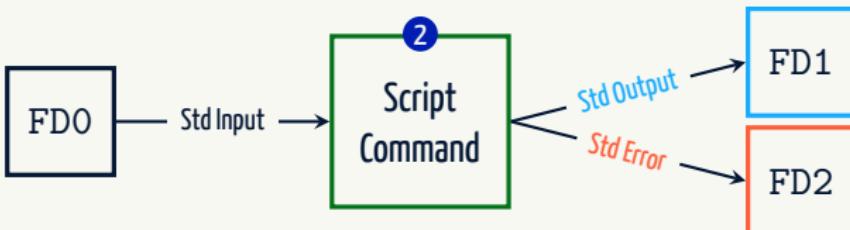
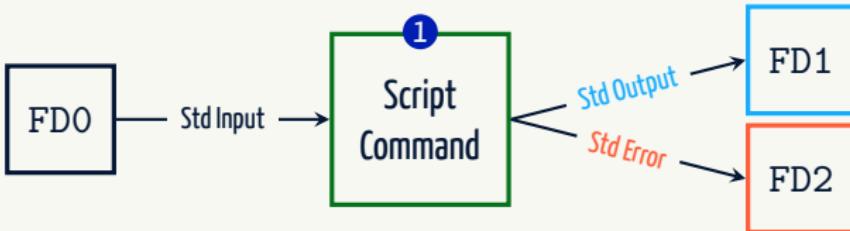
Every new process starts with **three** open file descriptors.



# File descriptors: a graphical overview

By default

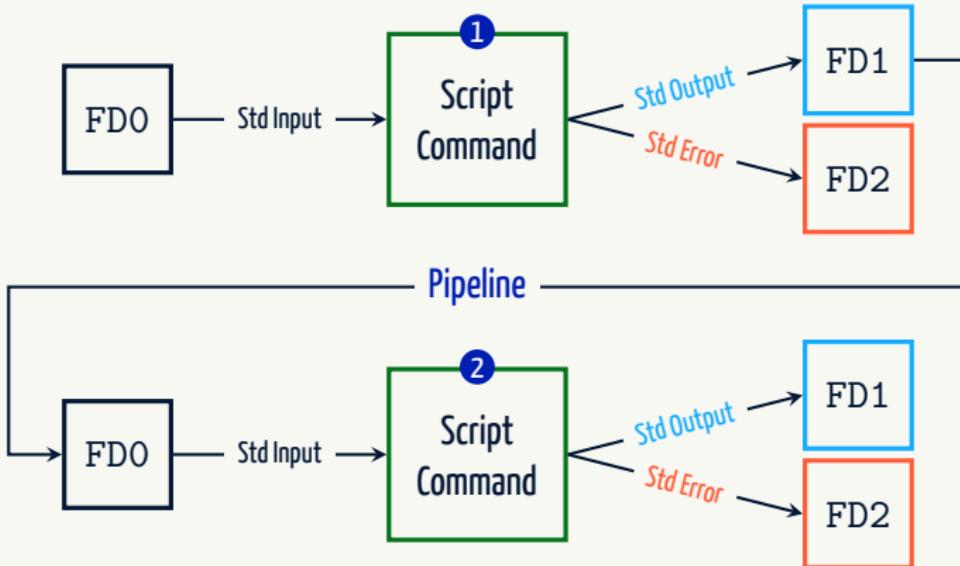
Every new process starts with **three** open file descriptors.



# File descriptors: a graphical overview

By default

Every new process starts with **three** open file descriptors.



# File descriptors

In an interactive shell, or in a script running in a terminal,

- 0 the **Standard Input** is how Bash sees the characters you type on your keyboard;
- 1 the **Standard Output** is where the program sends most of its normal information;
- 2 the **Standard Error** is where the program sends its error messages.

## Good practice

Remember that when you create scripts, you should send your custom error messages to the standard error FD. This is a convention and it is very convenient when applications follow the convention. As such, so should you!

In the following we will learn how to

- redirect standard {input, error, output} of {single,multiple} commands;
- open and close new file descriptors;
- use and not abuse the pipeline.

# Input/Output Redirection: Some examples

## Redirection

The practice of changing a FD to read its input from, or send its output to, a different location

```
1 # Standard OUTPUT redirection
2 $ ls; echo 'Pi*10^7s approximates at 0.38% a year'
3 Pi*10^7s approximates at 0.38% a year
4 $ echo 'Pi*10^7s approximates at 0.38% a year' > Quote.txt
5 $ ls; cat Quote.txt
6 Quote.txt
7 Pi*10^7s approximates at 0.38% a year
8 $ echo '82000 is a super cool number!' > Quote.txt
9 $ cat Quote.txt
10 82000 is a super cool number! # We lost the file content!
11 $ echo 'Pi*10^7s approximates at 0.38% a year' > Quote.txt
12 $ echo '82000 is a super cool number!' >> Quote.txt
13 $ cat Quote.txt
14 Pi*10^7s approximates at 0.38% a year
15 82000 is a super cool number!
16 $ wc -l Quote.txt
17 2 Quote.txt
18 $ man wc # What happens if you do not provide a file to wc?
```

# Input/Output Redirection: Some examples

## Redirection

The practice of changing a FD to read its input from, or send its output to, a different location

```
19 # Standard INPUT redirection
20 $ wc -l < Quote.txt
21 2
22 # Standard ERROR redirection
23 $ rm Quote.ttx
24 rm: cannot remove 'Quote.ttx': No such file or directory
25 $ rm Quote.ttx > Error.log
26 rm: cannot remove 'Quote.ttx': No such file or directory
27 $ ls; wc -l Error.log
28 Error.log    Quote.txt
29 0 Error.log
30 $ rm Quote.ttx 2> Error.log
31 $ wc -l Error.log
32 1 Error.log
33 $ rm Quote.ttx 2>> Error.log
34 $ cat Error.log
35 rm: cannot remove 'Quote.ttx': No such file or directory
36 rm: cannot remove 'Quote.ttx': No such file or directory
```

# Input/Output Redirection: Some examples

## Redirection

The practice of changing a FD to read its input from, or send its output to, a different location

```
37 # Use of the pipeline
38 $ cat Error.log Quote.txt | sort
39 82000 is a super cool number!
40 Pi*10^7s approximates at 0.38% a year
41 rm: cannot remove 'Quote.ttx': No such file or directory
42 rm: cannot remove 'Quote.ttx': No such file or directory
43 $ cat Error.log Quote.txt | sort | uniq
44 82000 is a super cool number!
45 Pi*10^7s approximates at 0.38% a year
46 rm: cannot remove 'Quote.ttx': No such file or directory
47 # BAD CODE (Abuse of the pipeline)
48 $ cat Quote.txt | grep 'cool'
49 82000 is a super cool number!
50 # GOOD CODE: grep 'cool' Quote.txt
51 # BAD Bash CODE (Abuse of the pipeline)
52 $ echo "2*5.3" | bc -l
53 10.6
54 # You should use the Herestrings syntax we'll discuss later
```

# Input/Output Redirection: The theory

- I/O redirection is done **before** the command is executed!
- Redirections are processed in the order they appear, **from left to right**
- In the following slides **[n]** refers to an optional integer, whose default is
  - 0 if the redirection operator is `<` or `<>`
  - 1 if the redirection operator is `>` or `>>`
- The word following the redirection operator in the following slides is subjected to\*
  - brace expansion
  - tilde expansion
  - parameter expansion
  - command substitution
  - arithmetic expansion
  - quote removal
  - filename expansion
  - word splitting

If it expands to more than one word, Bash reports an error.

\* For **heredocs** and **herestrings** a different rule applies: Refer to the Bash manual for more details.

# I/O Redirection: The syntax

**Redirecting Input:** [n]<word

The file resulting from the expansion of word is opened for reading on FD n

**Redirecting Output:** [n]>word

The file resulting from the expansion of word is opened for writing on FD n

{If the file does not exist it is created; if it does exist it is truncated to zero size}

**Appending Output:** [n]>>word

The file resulting from the expansion of word is opened for appending on FD n

**Duplicating FDs:** [n]<&number and [n]>&number

The file descriptor denoted by n is made to be a copy of file descriptor number

If number does not specify an open file descriptor, a redirection error occurs

**Closing FDs:** [n]<&- and [n]>&-

The file descriptor denoted by n is closed

**Moving FDs:** [n]<&number- and [n]>&number-

The FD number is moved to FD n and FD number is then closed

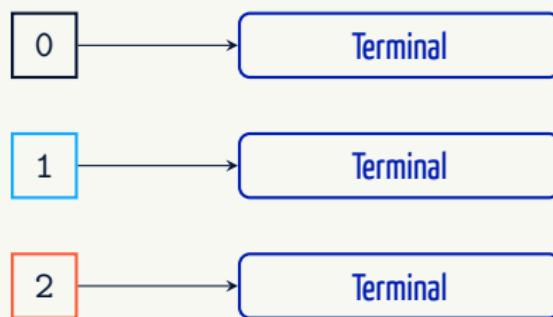
**I/O FDs:** [n]<>word

The file resulting from word is opened for both reading and writing on FD n

{If the file does not exist, it is created}

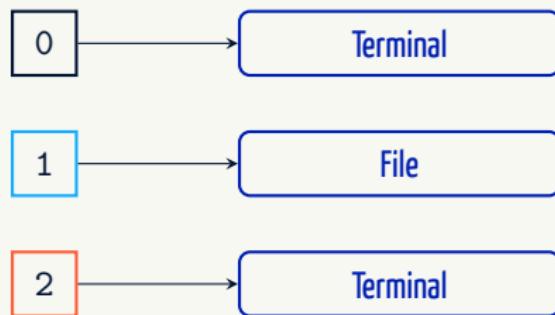
## A few more basic examples

```
# Standard process situation  
$ command
```



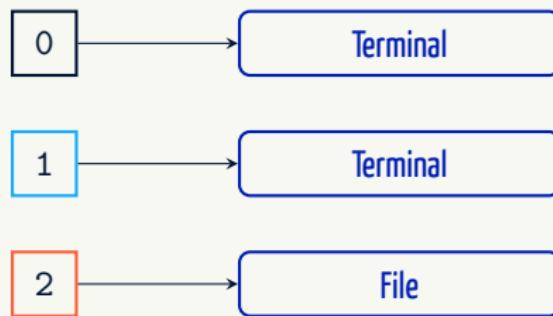
## A few more basic examples

```
# Redirect the standard output of a command to a file  
$ command > File
```



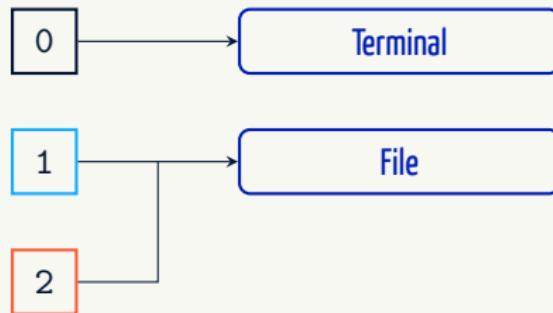
## A few more basic examples

```
# Redirect the standard error of a command to a file  
$ command 2> File
```



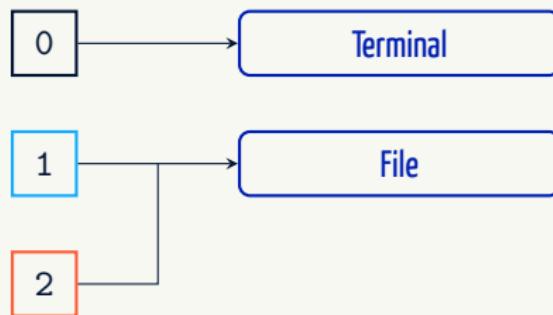
## A few more basic examples

```
# Redirect both std output and std error to a file
$ command &> File
# Equivalent to
$ command > File 2>&1
# WRONG CODE! Explanation later
# command > File 2> File
```



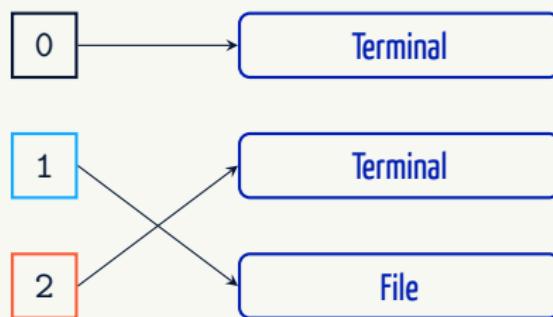
## A few more basic examples

```
# The order of the redirections matters!
$ command > File 2>&1
# command 2>&1 > File
```



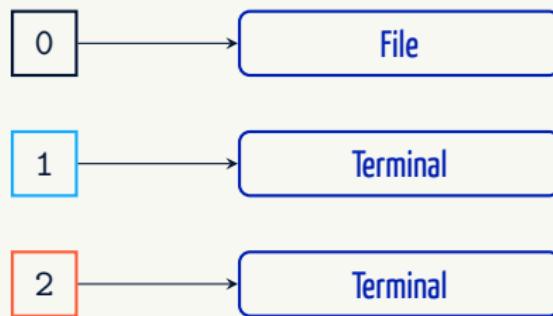
## A few more basic examples

```
# The order of the redirections matters!
# command > File 2>&1
$ command 2>&1 > File
```



## A few more basic examples

```
# Redirect the std input of a command to a file  
$ command < File
```



# The exec builtin

```
exec ...[command [arguments]]
```

[...] If no command is specified, redirections may be used to affect the current shell environment [...]

Bash manual

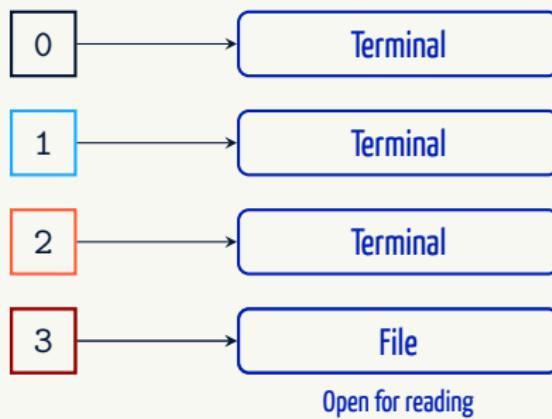
```
# Redirect both std output and std error to "log.txt"
$ exec > log.txt 2>&1
# ALL output including stderr now goes into "log.txt"
```

Otherwise, for local changes, command grouping helps:

```
# Redirect both std output and std error to "messages.log"
{
    date
    # some other commands
    echo '...done!'
} > messages.log 2>&1
```

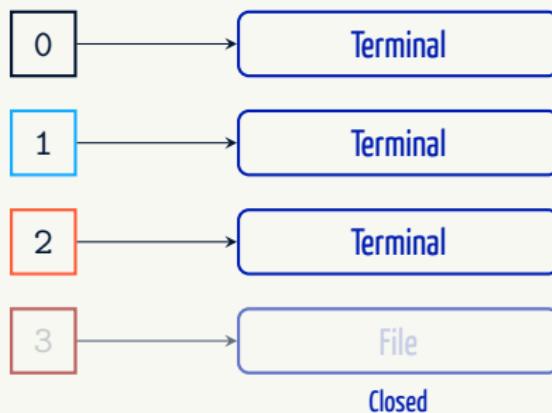
## A few more advanced examples

```
# Open a file for reading using a custom file descriptor
$ exec 3< File
# grep "foo" <&3 # NOTE: You can't rewind a fd in Bash!
# ...                                Close and open it again in case
```



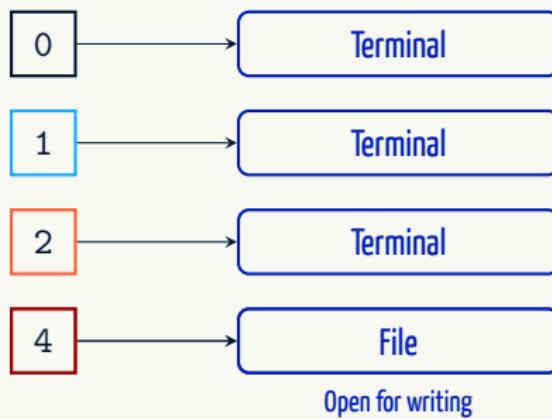
## A few more advanced examples

```
# Open a file for reading using a custom file descriptor
$ exec 3< File
# grep "foo" <&3 # NOTE: You can't rewind a fd in Bash!
# ...                         Close and open it again in case
$ exec 3<&-
```



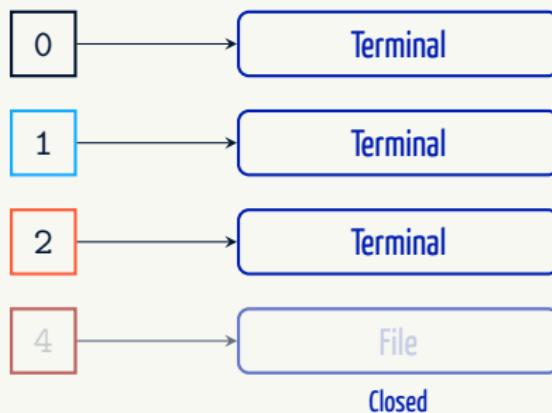
## A few more advanced examples

```
# Open a file for writing using a custom file descriptor
$ exec 4> File
# echo "foo" >&4
# ...
```



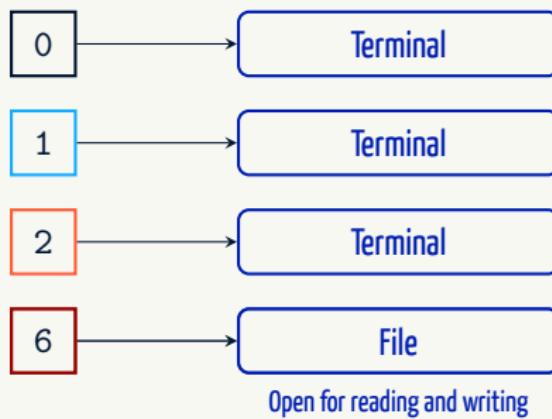
## A few more advanced examples

```
# Open a file for writing using a custom file descriptor
$ exec 4> File
# echo "foo" >&4
# ...
$ exec 4>&-
```



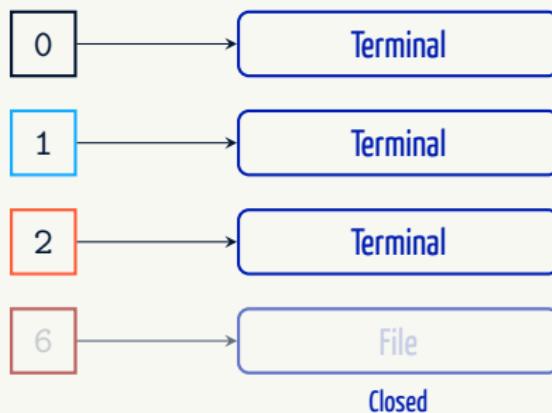
## A few more advanced examples

```
$ echo "foo bar" > File
# Open a file both for writing and reading with a custom FD
$ exec 6<> File
$ read -n 3 var <&6  # read the first 3 characters from FD 6
$ echo $var
$ echo -n + >&6      # write "+" at 4th position
```



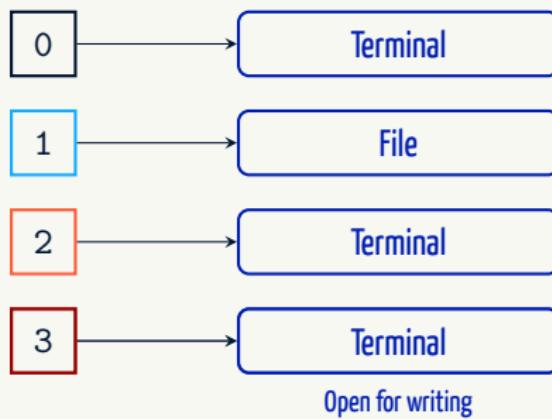
## A few more advanced examples

```
$ echo "foo bar" > File
# Open a file both for writing and reading with a custom FD
$ exec 6<> File
$ read -n 3 var <&6    # read the first 3 characters from FD 6
$ echo $var
$ echo -n + >&6        # write "+" at 4th position
$ exec 6>&-
$ cat File
```



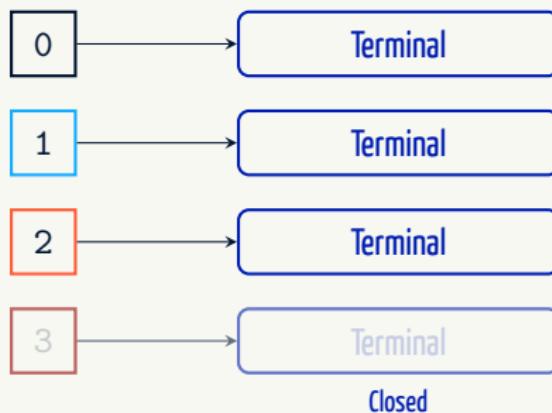
## A few more advanced examples

```
# Redirect standard output temporarily to file
$ exec 3>&1 1> File
$ date
$ echo "This goes to File without redirection!"
$ date
```



## A few more advanced examples

```
# Redirect standard output temporarily to file
$ exec 3>&1 1> File
$ date
$ echo "This goes to File without redirection!"
$ date
$ exec 1>&3 3>-
$ echo "I see this in the terminal again!"
$ cat File
```

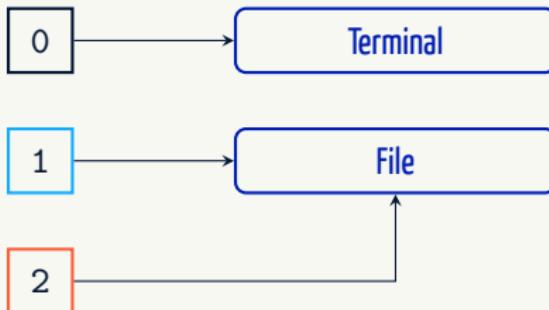


# Redirecting standard output and error to the same place

Why does the naive way fail?

```
$ command > File 2> File # WRONG CODE!
```

- We have created a very bad condition here
- Two FDs that both point to the same file, independently of each other, is a **bad idea**
- The results of this are not well-defined
- Some information written via one FD may clobber information written through the other FD  
{Depending on how the operating system handles FDs }

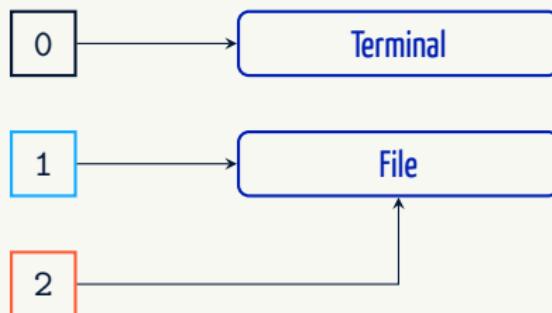


# Redirecting standard output and error to the same place

Why does the naive way fail?

```
$ command > File 2> File # WRONG CODE!
```

```
$ echo "I am a very proud sentence with a lot of words in  
it, all for you." > File  
$ grep proud File 'not a file' > proud.log 2> proud.log  
$ cat proud.log  
grep: not a file: No such file or directory  
f words in it, all for you.
```



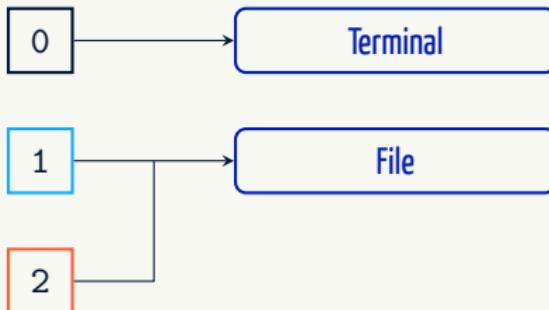
# Redirecting standard output and error to the same place

Why does the naive way fail?

```
$ command > File 2> File # WRONG CODE!
```

How should I fix this?

```
$ command > File 2>&1 # GOOD CODE!  
$ command &> File # ALSO GOOD (Bash specific)
```



# A kind of black hole in the operating system



/dev/null

```
$ echo 'Now you see me!'
Now you see me!
$ echo 'Now you do not see me!' > /dev/null
$ echo 'Now you do not see me!' >> /dev/null
$ rm 'Who cares that this does not exists' 2> /dev/null
$ rm 'Who cares that this does not exists' 2>> /dev/null
```

- The file `/dev/null` is always empty, no matter what you write to it or read from it
- As such, when we write our (error) messages to it, they just disappear
- The `/dev/null` file remains as empty as ever before
- That's because it is not a normal file: It is a virtual device
- Redirecting `/dev/null` to standard input will give an immediate EOF to any read call

# A kind of black hole in the operating system



Do not be too clever!

Suppressing the standard error might not be a so smart idea...

```
$ echo 'Now you see me!'
Now you see me!
$ echo 'Now you do not see me!' > /dev/null
$ echo 'Now you do not see me!' >> /dev/null
$ rm 'Who cares that this does not exists' 2> /dev/null
$ rm 'Who cares that this does not exists' 2>> /dev/null
```

- The file `/dev/null` is always empty, no matter what you write to it or read from it
- As such, when we write our (error) messages to it, they just disappear
- The `/dev/null` file remains as empty as ever before
- That's because it is not a normal file: It is a virtual device
- Redirecting `/dev/null` to **standard input** will give an immediate EOF to any read call

# Here Documents (I)

```
command [n] <<[-]WORD  
# here document  
WORD
```

- Heredocs are useful to embed **short** blocks of multi-line data inside your script  
{ Embedding larger blocks is bad practice! }
- In a Heredoc, you need to choose a WORD to act as a sentinel
- It can be any word: Choose one that won't appear in your data set
- All the lines that follow the first instance of the sentinel, up to the second instance, become the standard input for the command
- The second instance of the sentinel word has to be **at the beginning of a line all by itself**

## Good practice

You should keep **your logic** {your code} and **your input** {your data} **separated**, preferably in different files, unless it is a small data set!

# Here Documents (II)

## 1 Standard form

```
command <<WORD
    # here document subjected to parameter expansion,
    # command substitution, and arithmetic expansion
WORD
```

## 2 Quoting (part of) the sentinel word

```
command <<'WORD'
    # the lines in the here-document are not expanded
WORD
```

## 3 Adding a dash before the sentinel word to indent code

```
command <<-WORD
    # Leading tabs (NOT spaces!) are removed
WORD
```

## 4 Combining the previous two forms is clearly allowed

No parameter and variable expansion, command substitution, arithmetic expansion, or filename expansion is performed on WORD.

## Here Documents (III): Examples

```
1 # Standard form
2 $ if [[ $(date +'%A') != S* ]]; then
3 >     cat <<END
4 >         Ouch, it is not weekend: $(date +'%A')
5 > END
6 > fi
7         Ouch, it is not weekend: Tuesday
8 # Removing leading tabs
9 $ cat <<-END
10 >     abc seems to start with an a! # TAB before abc
11 > END                                # (CTRL-v TAB)
12 abc seems to start with an a!
13 # Avoiding expansion
14 $ cat <<-'SENTINEL'
15 >     My home is ${HOME}                # TAB before My
16 > SENTINEL
17 My home is ${HOME}
```

## Here Documents (III): Examples

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1 # Standard form
2 $ if [[ $(date +'%A') != S* ]]; then
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4 >         Ouch, it is not weekend: $(date +'%A')
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12 abc seems to start with an a!
13 # Avoiding expansion
14 $ cat <<- 'SENTINEL'
15 >     My home is ${HOME}                # TAB before My
16 > SENTINEL
17 My home is ${HOME}

cat <<EOF
usage: foobar [-x] [-v] [-z] [file ...]
    A short explanation of the operation goes here.
    It might be few lines long, but should not be excessive.
EOF
```

# Here Strings

```
command [n] <<< STRING
```

- Herestrings are shorter, less intrusive and overall more convenient than Heredocs  
{ However, they are not portable to the Bourne shell }
- The STRING undergoes:
  - tilde expansion
  - parameter and variable expansion
  - command substitution
  - arithmetic expansion
  - quote removal
- Pathname expansion and word splitting are not performed
- The result is supplied as a single string, with a newline appended, to the command on its standard input (or file descriptor n if specified)

Good practice

Prefer Herestrings to pipes whenever possible!

# Here Strings

```
command [n] <<< STRING
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- Pathname expansion and word splitting are not performed
- The result is supplied as a single string, with a newline appended, to the command on its standard input (or file descriptor n if specified)

Do not forget quotes,  
especially if the string  
contains spaces!

Good practice

Prefer Herestrings to pipes whenever possible!

# Here Strings

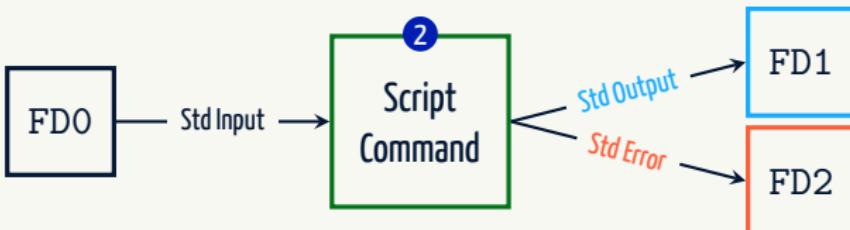
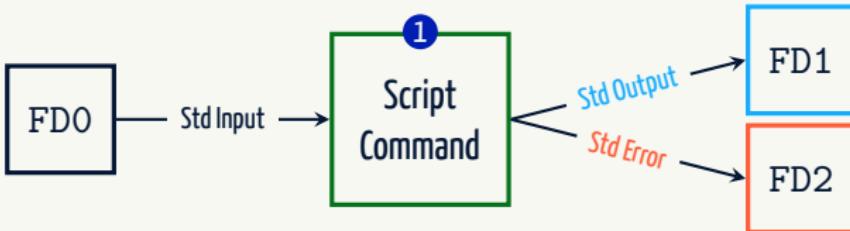
```
command [n] <<< STRING
```

```
1 $ grep --color=auto '[aeiou]' <<< "Clark Kent"
2 Clark Kent
3 $ bc <<< "10/4"
4 2
5 $ bc -l <<< "10/4"
6 2.50000000000000000000000000000000
7 $ bc <<< "obase=16; ibase=$(date +%w); 11000000"
8 CO
9 $ bc <<< "ibase=2; obase=10000; 11000000"
10 CO
11 $ wc -c <<< "Hello"
12 6
13 $ ls
14 Day_1.pdf    Day_2.pdf
15 $ echo *
16 Day_1.pdf Day_2.pdf
17 $ wc -c <<< *          # No filename expansion!
18 2              # Why 2 characters?
```

# File descriptors: a graphical overview

By default

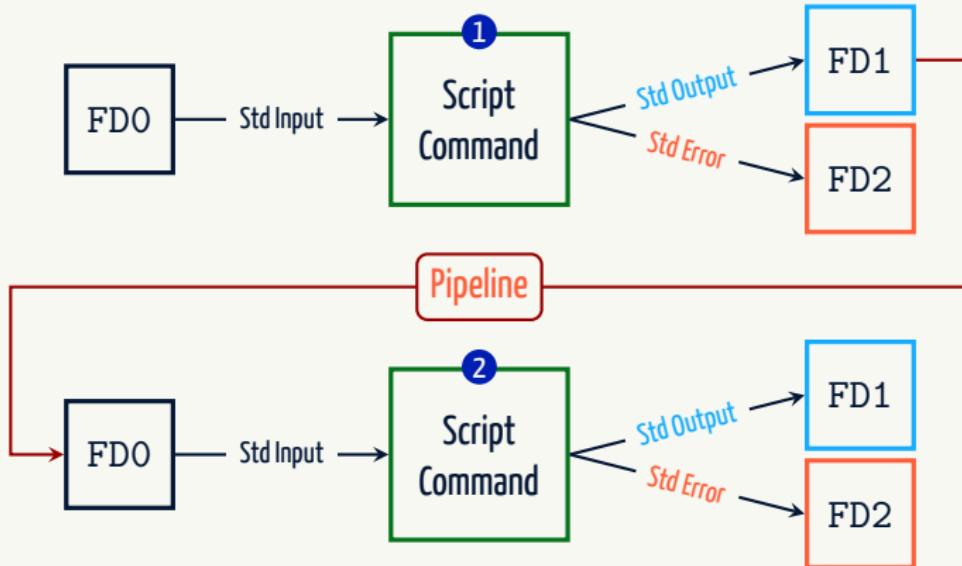
Every new process starts with **three** open file descriptors.



# File descriptors: a graphical overview

By default

Every new process starts with **three** open file descriptors.



# Pipes

```
command | command
```

- The pipe is created using the `|` operator between two commands
- The former `command`'s std output is connected to the latter `command`'s std input
- This connection is performed before any redirection specified by the commands
- Pipes are widely used as a means of post-processing application output
- **The pipe operator creates a subshell environment for each command!** { More on subshells tomorrow }

```
1 $ message='Test'
2 $ echo 'Salut, le monde!' | read message
3 $ echo "The message is: $message"
4 The message is: Test
5 $ echo 'Salut, le monde!' | { read message;
6 > echo "The message is: $message"; }
7 The message is: Salut, le monde!
8 $ echo "The message is: $message"
9 The message is: Test
```

# Pipes

```
command | command
```

- The pipe is created using the `|` operator between two commands
- The former `command`'s std output is connected to the latter `command`'s std input
- This connection is performed before any redirection specified by the commands
- Pipes are widely used as a means of post-processing application output
- **The pipe operator creates a subshell environment for each command!** { More on subshells tomorrow }

```
command 2>&1 | command  
command      |& command
```

- `|&` also connects the first `command`'s std error to the second `command`'s std input
- It is shorthand for `2>&1 |`
- This implicit redirection is performed after any redirection specified by the commands

## Pipes: A simple example

```
1 # Finding the maximum of a list
2 $ for index in {1..5}; do
3 >     echo $((RANDOM/RANDOM)).${RANDOM}
4 > done
5 1.4122
6 2.15901
7 0.19098
8 0.6631
9 0.15050
10 $ for index in {1..5}; do
11 >     echo $((RANDOM/RANDOM)).${RANDOM}
12 > done | sort -n
13 0.1455
14 0.32373
15 0.9598
16 1.18896
17 1.2768
18 $ for index in {1..5}; do
19 >     echo $((RANDOM/RANDOM)).${RANDOM}
20 > done | sort -n | tail -n1
21 2.21350
```

## Pipes: Exit codes

- The exit status of a pipeline is the exit status of the last command in the pipeline
- Bash provides an array variable PIPESTATUS containing a list of exit status values from the processes in the most-recently-executed foreground process

```
1 $ for index in {1..5}; do
2 >     echo $((RANDOM/RANDOM)).${RANDOM}
3 > done | sort -n | tail -n1 | grep 'x'
4 $ echo $?
5 1
6 $ for index in {1..5}; do
7 >     echo $((RANDOM/RANDOM)).${RANDOM}
8 > done | sort -n | tail -n1 | grep 'x'
9 $ echo ${PIPESTATUS[@]}
10 0 0 0 1
11 $ for index in {1..5}; do
12 >     echo $((RANDOM/RANDOM)).${RANDOM}
13 > done | sort -n | rm 2> /dev/null | tail -n1 | grep 'x'
14 $ echo ${PIPESTATUS[@]}
15 0 141 1 0 1 # ØPipes must have a reader (rm is not) and a writer
```

## Process substitution

```
command <(list)    # No space between < and (
command >(list)    # No space between > and (
```

- 1 The process list is run asynchronously, and its input or output appears as a filename
- 2 This filename is passed as an argument to the current command as the result of the expansion

>(command\_list)

writing to the file will provide input for command\_list {Rarely needed!}

<(command\_list)

the file passed as an argument should be read to obtain the output of command\_list

### The power of process substitution

Piping the stdout of a command into the stdin of another is a powerful technique. But, what if you need to pipe the stdout of multiple commands?

This is where process substitution comes in!

## Process substitution

```
command <(list)    # No space between < and (
command >(list)    # No space between > and (

1 $ cat <(date)    # Equivalent to a pipeline
2 Wed 24 Jul 16:37:23 CEST 2019
3 $ echo <(date)
4 /dev/fd/63
5 # Here a pipeline is not enough!
6 $ cat <(date +'%T-%N') <(date +'%T-%N') <(date +'%T-%N')
7 16:43:16-957108564
8 16:43:16-958083851  # <(...) <(...) <(...) happen 'concurrently'*
9 16:43:16-957603584
10 $ echo <(date +'%T-%N') <(date +'%T-%N') <(date +'%T-%N')
11 /dev/fd/63 /dev/fd/62 /dev/fd/61
12 $ cat < <(date)
13 Wed 24 Jul 16:53:43 CEST 2019
14 $ echo < <(date)
15 # Why do you get a blank output here?
16 $ sdiff -s <(head Day_1.tex) <(head Day_2.tex)
17 \subtitle{Day 1}                                | \subtitle{Day 2}
18 \date{07.10.2019}                                | \date{08.10.2019}
```

# Ready to script!?



Yoda meditating in the Jökulsárlón

# Writing scripts

- Is it a Bash script? Take advantage of it!
- You learnt all flow constructs, keep them in mind
- Use meaningful, lower-case (or mixed-case) variable names!
- Does your script accept command line options? Implement a `-h` option!
- If environment variables affect the script behaviour, document it
- Do the error messages get printed to the standard error?
- Take advantage of colours, if needed
- Do not make assumptions, be paranoid
- Use (associative) arrays for collections
- Avoid unnecessary pipes, use herestrings!
- Is the script getting large? Split it! {More tomorrow with functions}
- ...

ALWAYS CODE AS  
IF THE GUY WHO  
ENDS UP  
MAINTAINING  
YOUR CODE WILL  
BE A VIOLENT  
PSYCHOPATH WHO  
KNOWS WHERE  
YOU LIVE.