

NAME

jrunscript – Runs a command-line script shell that supports interactive and batch modes. This command is experimental and unsupported.

SYNOPSIS

jrunscript [*options*] [*arguments*]

options The command-line options. See Options.

arguments

Arguments, when used, follow immediately after options or the command name. See Arguments.

DESCRIPTION

The **jrunscript** command is a language-independent command-line script shell. The **jrunscript** command supports both an interactive (read-eval-print) mode and a batch (**-f** option) mode of script execution. By default, JavaScript is the language used, but the **-l** option can be used to specify a different language. By using Java to scripting language communication, the **jrunscript** command supports an exploratory programming style.

OPTIONS

-classpath *path*

Indicate where any class files are that the script needs to access.

-cp *path*

Same as **-classpath**.

-Dname=value

Sets a Java system property.

-Jflag

Passes **flag** directly to the Java Virtual Machine where the **jrunscript** command is running.

-l language

Uses the specified scripting language. By default, JavaScript is used. To use other scripting languages, you must specify the corresponding script engine's JAR file with the **-cp** or **-classpath** option.

-e script

Evaluates the specified script. This option can be used to run one-line scripts that are specified completely on the command line.

-encoding encoding

Specifies the character encoding used to read script files.

-f script-file

Evaluates the specified script file (batch mode).

-f -

Reads and evaluates a script from standard input (interactive mode).

-help

Displays a help message and exits.

-?

Displays a help message and exits.

-q

Lists all script engines available and exits.

ARGUMENTS

If arguments are present and if no **-e** or **-f** option is used, then the first argument is the script file and the rest of the arguments, if any, are passed to the script. If arguments and **-e** or the **-f** option are used, then all arguments are passed to the script. If arguments, **-e** and **-f** are missing, then interactive mode is used. Script arguments are available to a script in an engine variable named **arguments** of type **String** array.

EXAMPLES

EXECUTE INLINE SCRIPTS

```
jrunscript -e "print('hello world')"  
jrunscript -e "cat('http://www.example.com')"
```

USE SPECIFIED LANGUAGE AND EVALUATE THE SCRIPT FILE

```
jrunscript -l js -f test.js
```

INTERACTIVE MODE

```
jrunscript  
js> print('Hello World\n');  
Hello World  
js> 34 + 55  
89.0  
js> t = new java.lang.Thread(function() { print('Hello World\n'); })  
Thread[Thread-0,5,main]  
js> t.start()  
js> Hello World  
js>
```

RUN SCRIPT FILE WITH SCRIPT ARGUMENTS

The test.js file is the script file. The **arg1**, **arg2** and **arg3** arguments are passed to the script. The script can access these arguments with an arguments array.

```
jrunscript test.js arg1 arg2 arg3
```

SEE ALSO

If JavaScript is used, then before it evaluates a user defined script, the **jrunscript** command initializes certain built-in functions and objects. These JavaScript built-ins are documented in JsDoc-Toolkit at <http://code.google.com/p/jsdoc-toolkit/>

