Basic scripting in Linux

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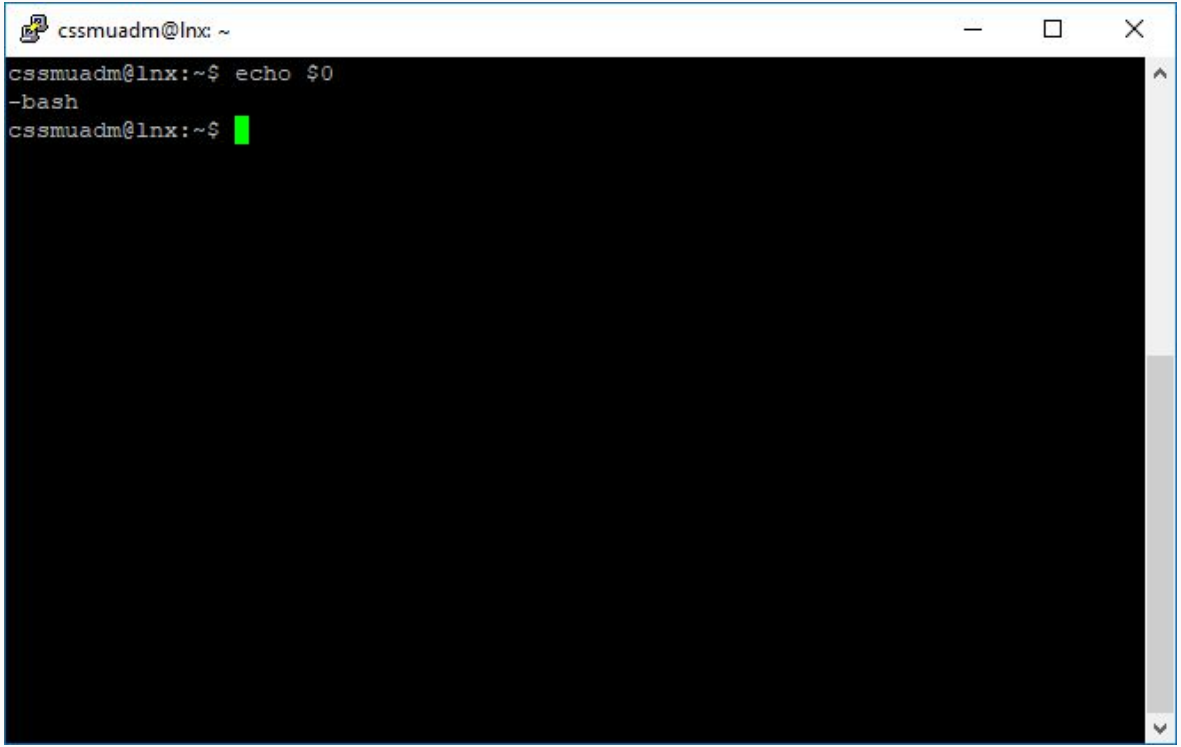
Linux Shells

- Shell is just a program that allows user to interact with operating system: it takes commands from the keyboard and executes them
- There are few different shells for Linux. Most popular now is bash

Linux Shells (cont-d)

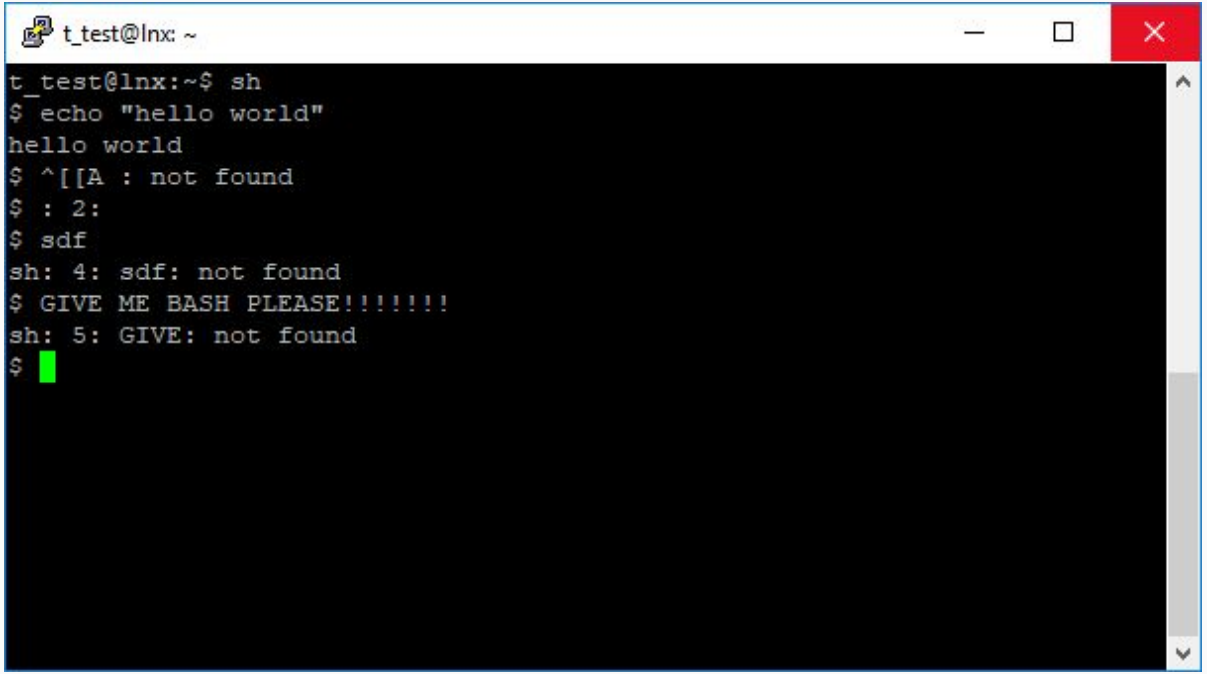
The default shell in most modern Linux distributions is **bash** (Bourne-again shell)

If you don't know which shell you are using, just type **echo $0**



Linux Shells (cont-d)

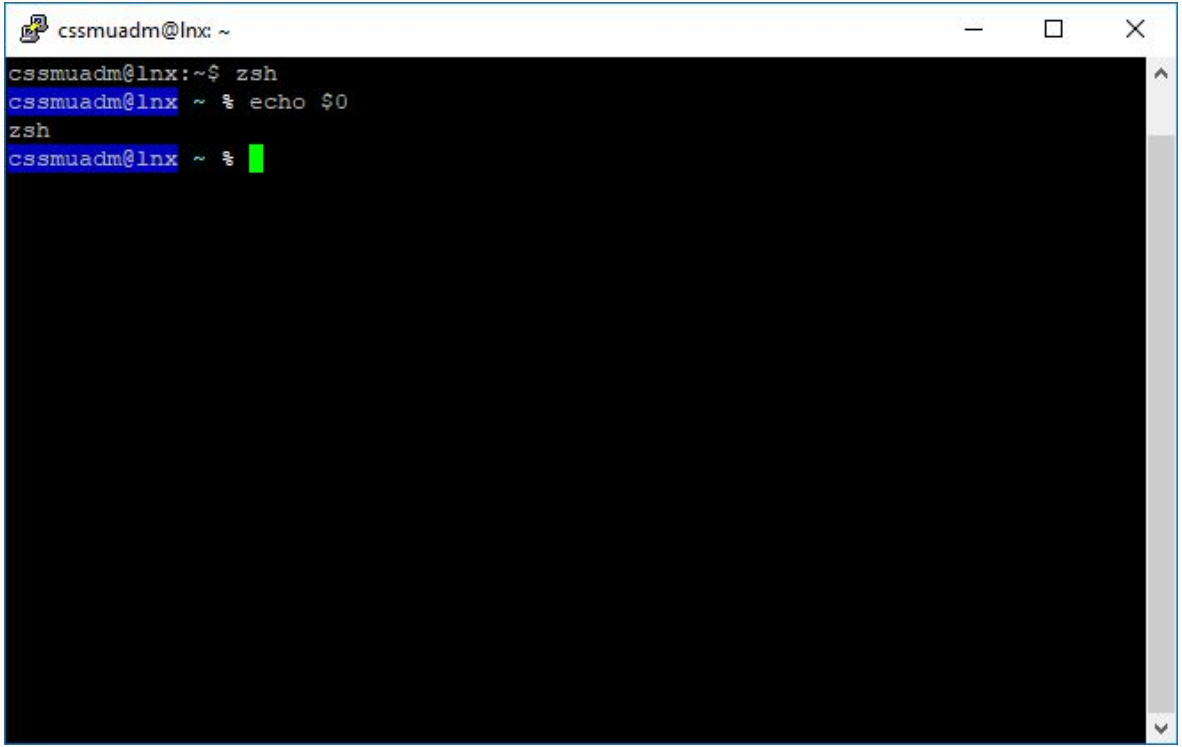
Other shell that has been used since 1977 is **sh** (Bourne shell). It's one of the the oldest shells.



Linux Shells (cont-d)

Few other examples: **zsh**

It has some nice features like “smart” auto-completion, spell check, etc.



Shell Scripts

- Shell script is a program
- Shell scripts are executed with a particular interpreter

Shell Scripts: #!/bin/bash or #!/bin/sh ?

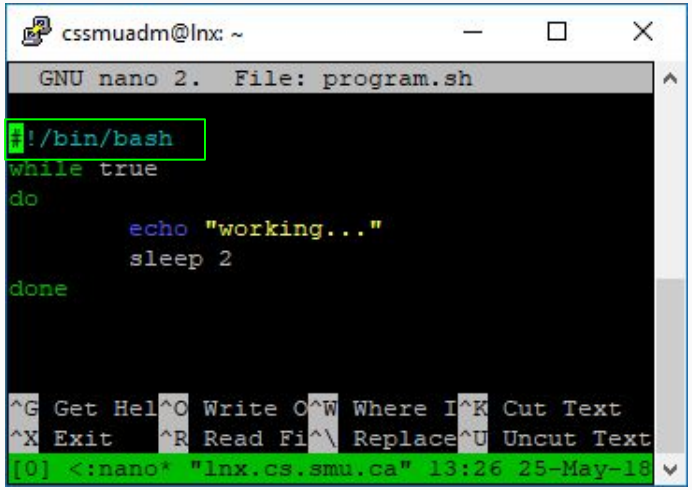
#! called shebang interpreter directive

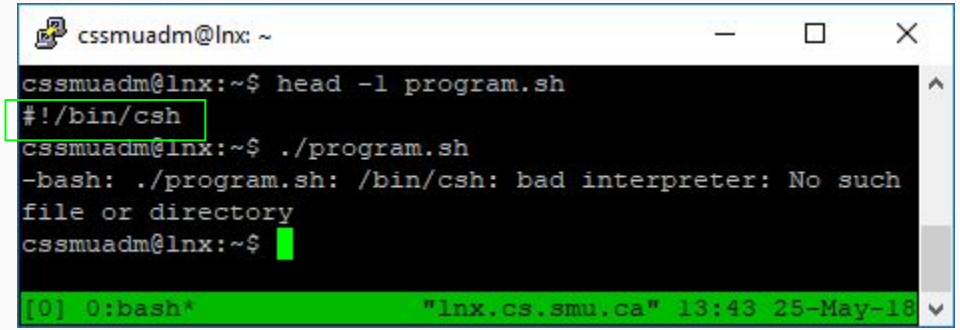
- If you would like to make sure it's POSIX-compatible, use #!/bin/sh
- If you are sure that the system that runs your script has bash installed, use #!/bin/bash

Bash scripts have more functionality and better syntax

You can specify other interpreter like #!/bin/csh (if you are sure that is installed on the target system)

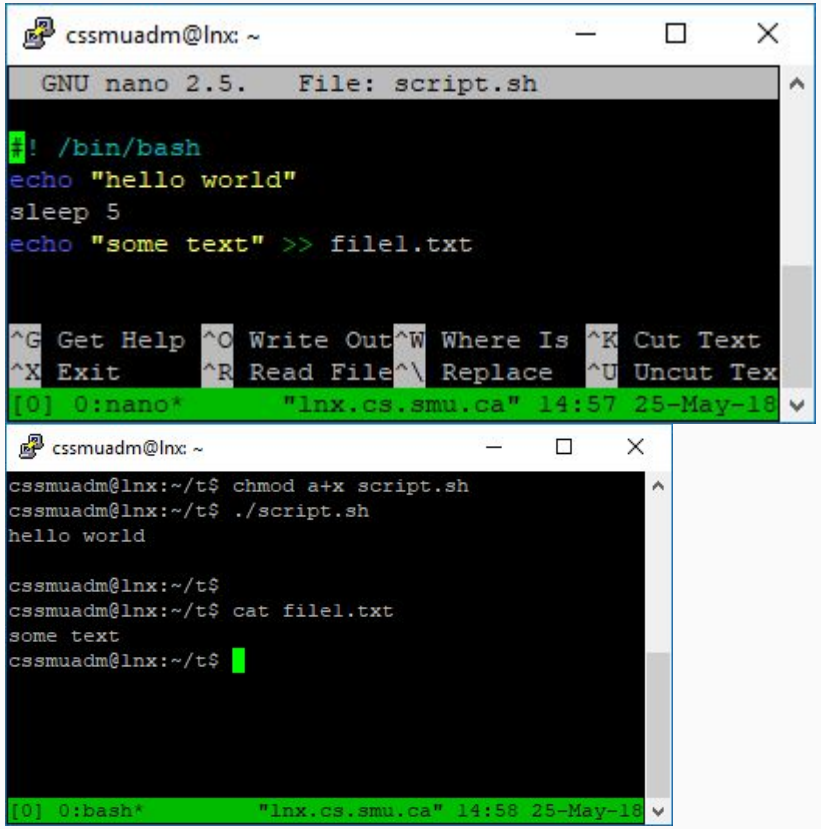
NOTE: a script without shebang interpreter directive is just a sequence of commands!





Shell Scripts: the first bash script

- You can use any command in script that you use in shell with pipes and redirections if necessary
- Write commands (or groups of commands) line by line, no semicolons are necessary in the end of each line
- **sleep** command is used to make a pause in script execution (in seconds)

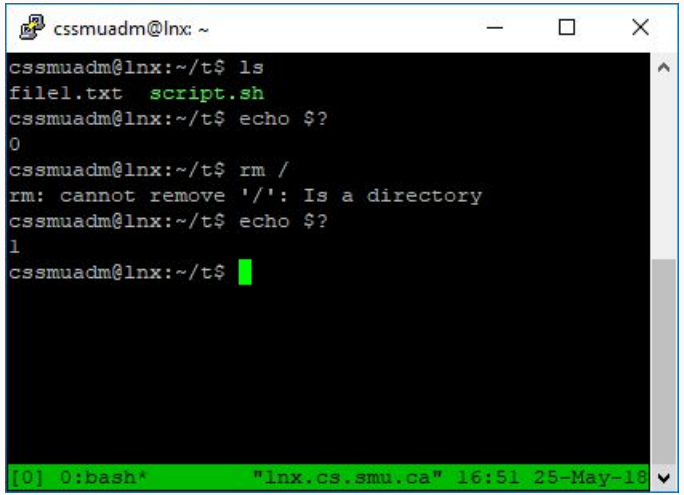


Exercise

Create a simple script that writes current date and time in a file (**date** command), sleeps for 3 seconds and then displays contents of the file to standard output. Execute the script

Exit codes

- Each program gives an **exit code** upon completion
- $? Is used to get exit code of the last executed statement
- 0 exit code usually means that program exited without errors, other than 0 usually indicate errors

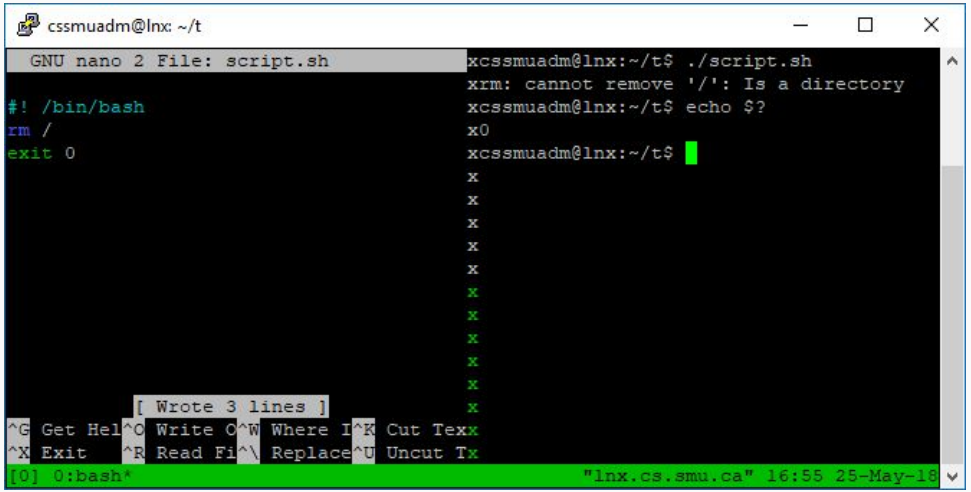


Exit codes (cont-d)

You can interrupt your script with

exit N

command where N is exit code. exit 0 is success, exit 1 (or other number) is error



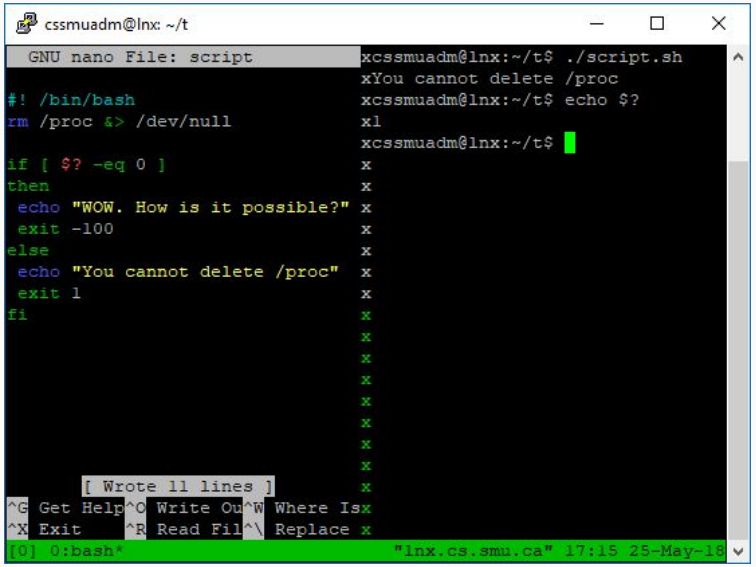
If statement

```
if [ test ]
then
        command1
        command2
fi
```

```
if [ test ]
then
        command1
        command2
else
        command3
fi
```

Some tests:

Operator	Description
! EXPRESSION	The EXPRESSION is false.
-n STRING	The length of STRING is greater than zero.
-z STRING	The lengh of STRING is zero (ie it is empty).
STRING1 = STRING2	STRING1 is equal to STRING2
STRING1 != STRING2	STRING1 is not equal to STRING2
INTEGER1 -eq INTEGER2	INTEGER1 is numerically equal to INTEGER2
INTEGER1 -gt INTEGER2	INTEGER1 is numerically greater than INTEGER2
INTEGER1 -lt INTEGER2	INTEGER1 is numerically less than INTEGER2
-d FILE	FILE exists and is a directory.
-e FILE	FILE exists.
-r FILE	FILE exists and the read permission is granted.
-s FILE	FILE exists and it's size is greater than zero (ie. it is not empty).
-w FILE	FILE exists and the write permission is granted.
-x FILE	FILE exists and the execute permission is granted.



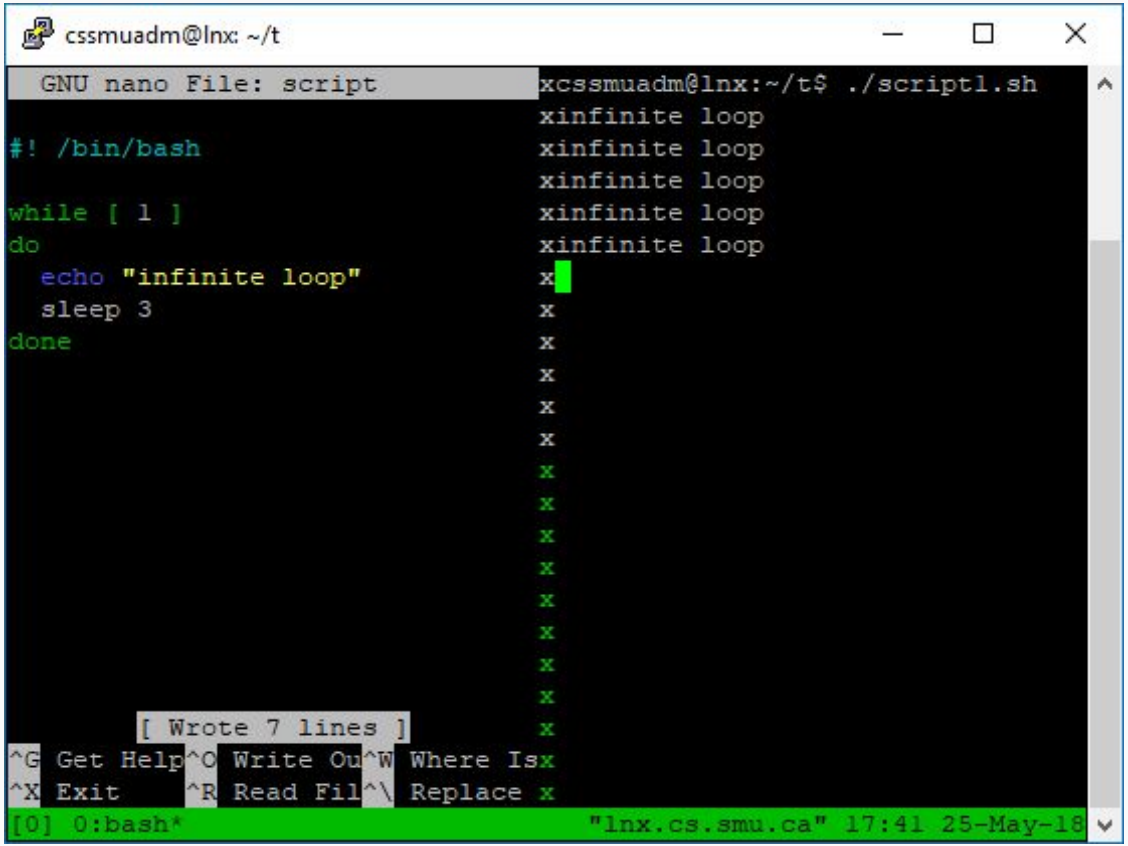
If statement (cont-d)

```
if [ test1 ] && [ test2 ]
then
        command1
        command2
fi
```

```
if [ test1 ] || [ test2 ]
then
        command1
        command2
fi
```

While loop

```
while [ test ]
do
        command1
        command2
done
```



Variables

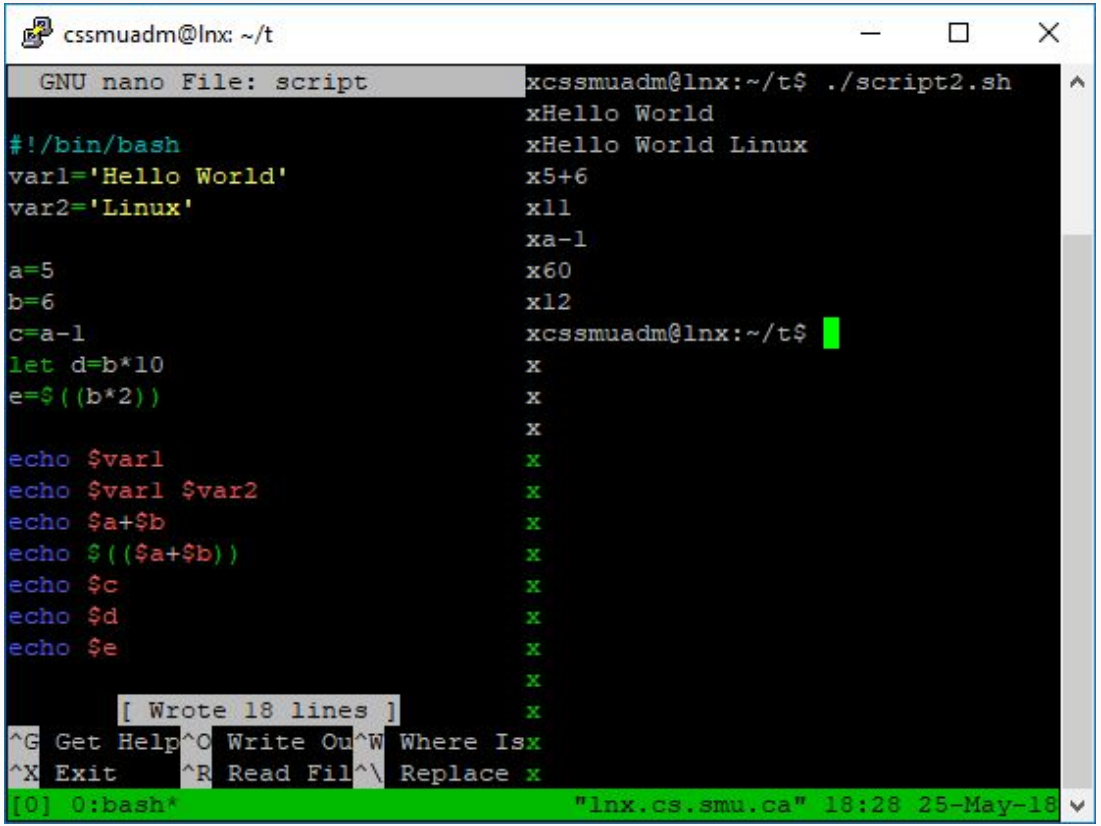
var1 = value_a
var2 = value_b

echo $var1 $var2

Numeric evaluations:

- let a=b+c
- a=$((b+c))

note: variables are untyped

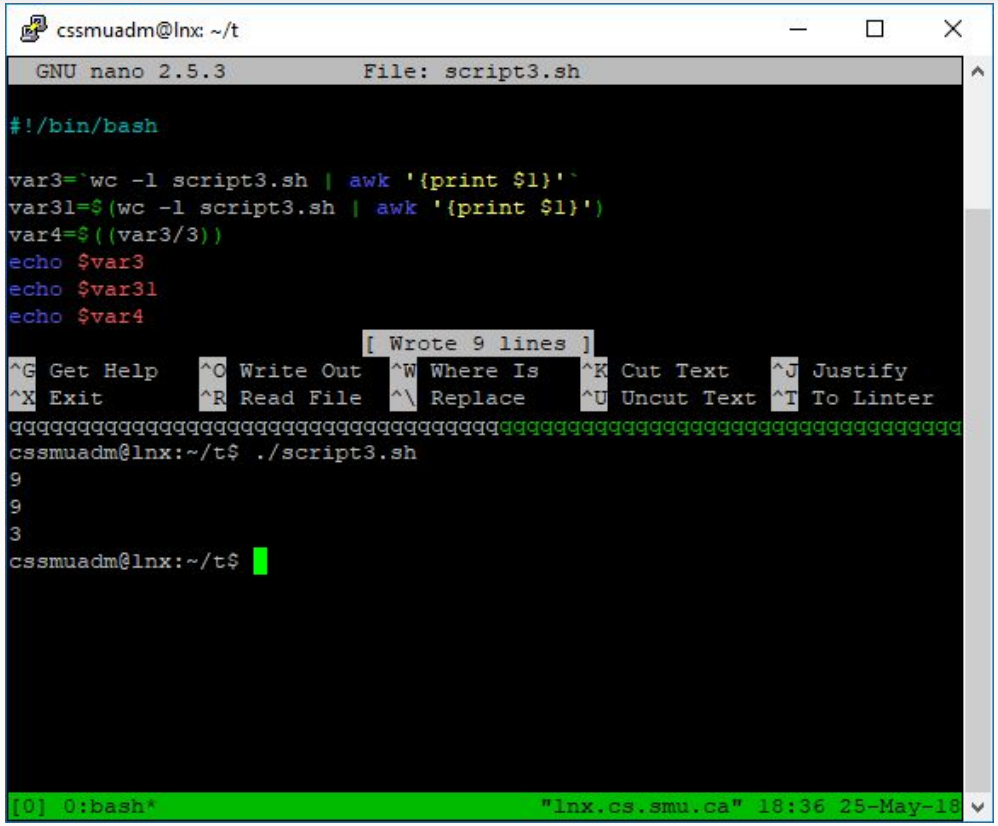


Variables (cont-d)

To put result of some command into variable use:

- var=`command arg`
- var=$(command arg)

Both `cmd` and $(cmd) do the same thing with different syntax

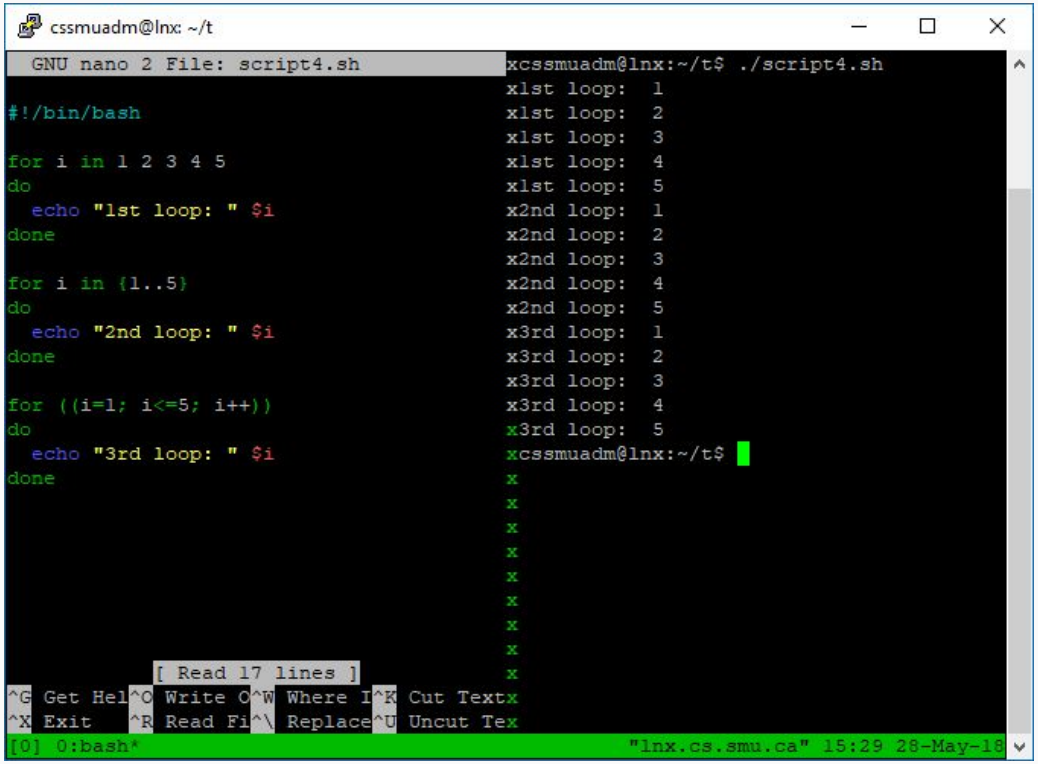


For loops

```
for i in 1 2 3 4 5
do
        echo $i
        command1
done
```

```
for i in {1..5}
do
        echo $i
        command2
done
```

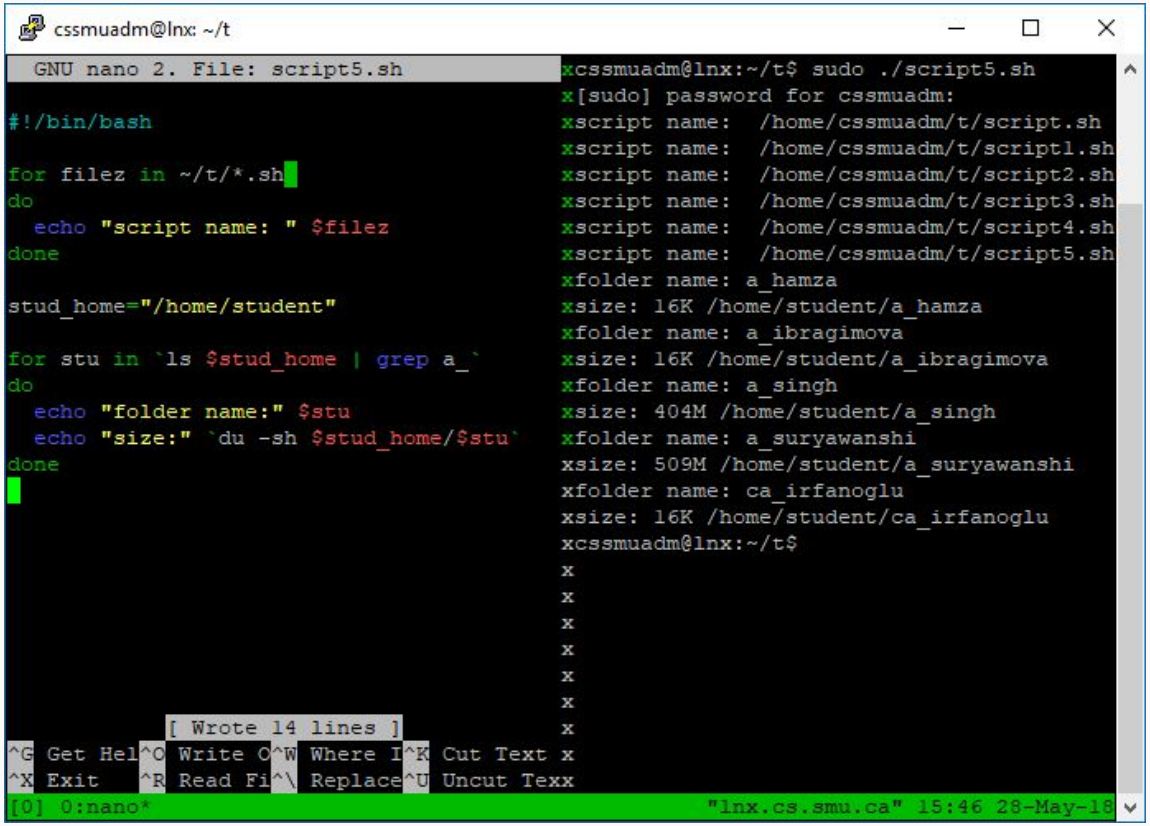
```
for ((i=1; i<=5; i++))
do
        echo $i
        command3
done
```



For loops (cont-d)

```
for f in ~/*.sh
do
        echo $f
        command1
done
```

```
for i in `command`
do
        echo $i
        command2
done
```



For loops (cont-d)

NOTES:

- You can break execution of loop with **break** keyword
- Or continue with **continue** keyword (skip the current iteration)

Exercise

Create a script:
for each file in **/bin** directory do:

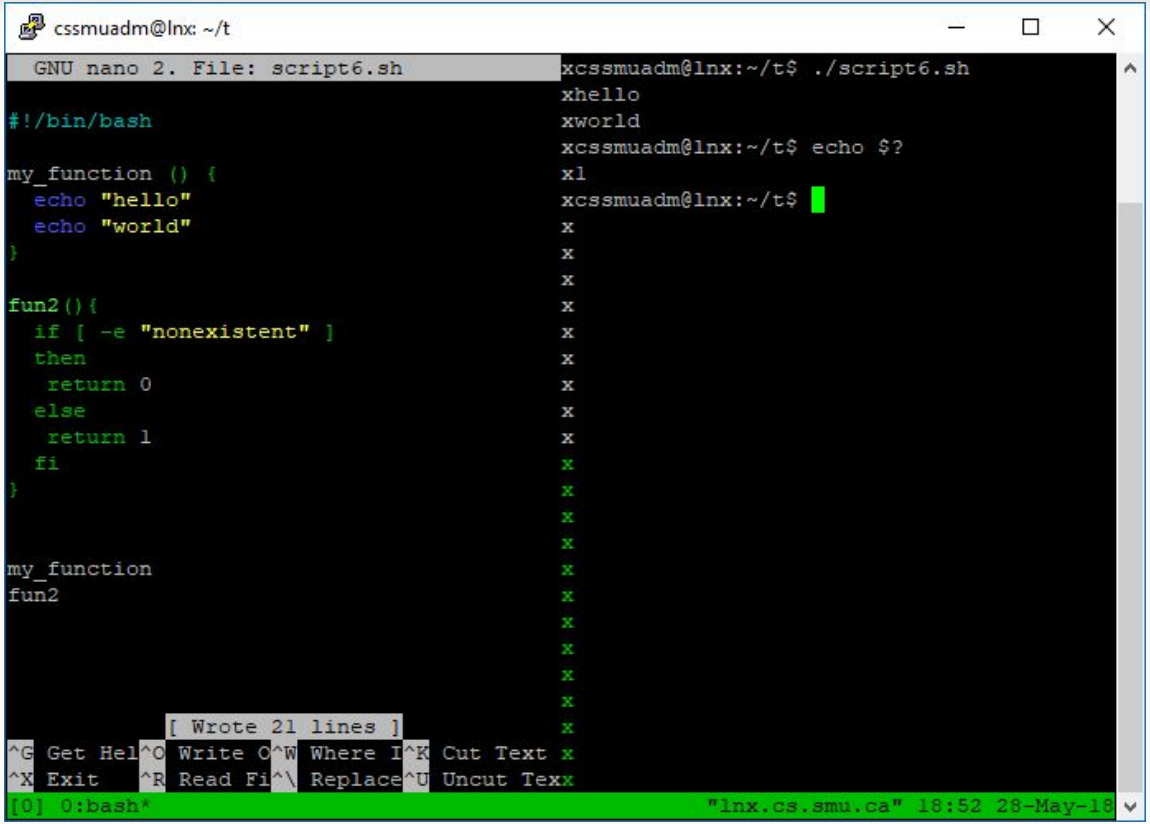
- if name of the file starts with **b** or **z** then append the filename to “**filebz**” file, otherwise append filename to file “**other**” file

Execute the script

Functions

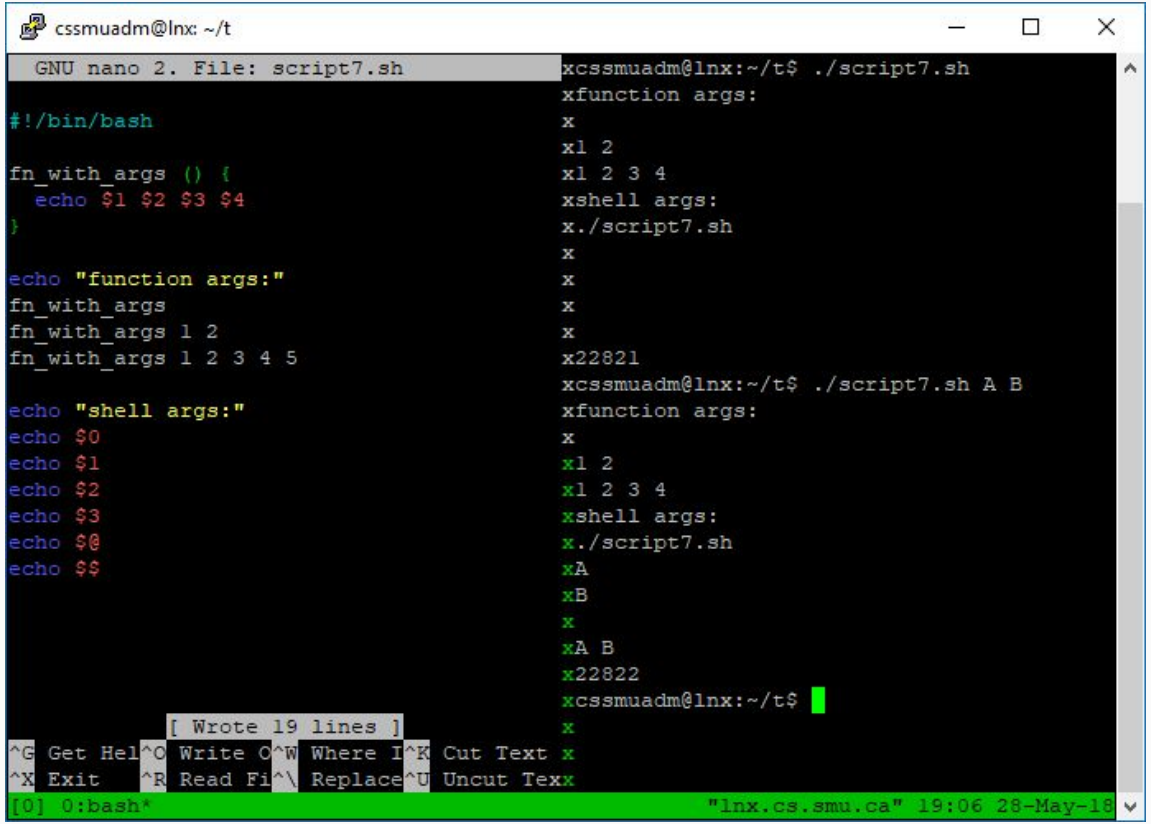
```
my_function (){
        command1
        command2
        function1
}
```

```
my_function2(){
        command1
        command2
        function1
        return ret_val
}
```



Arguments

- **$1, $2, $3** - Nth arguments
- **$@** - all arguments
- **$#** - the number of args
- **$$** - PID of the current shell
- **$0** - name of the shell or shell script.
- **$?** - most recent exit code



Traps

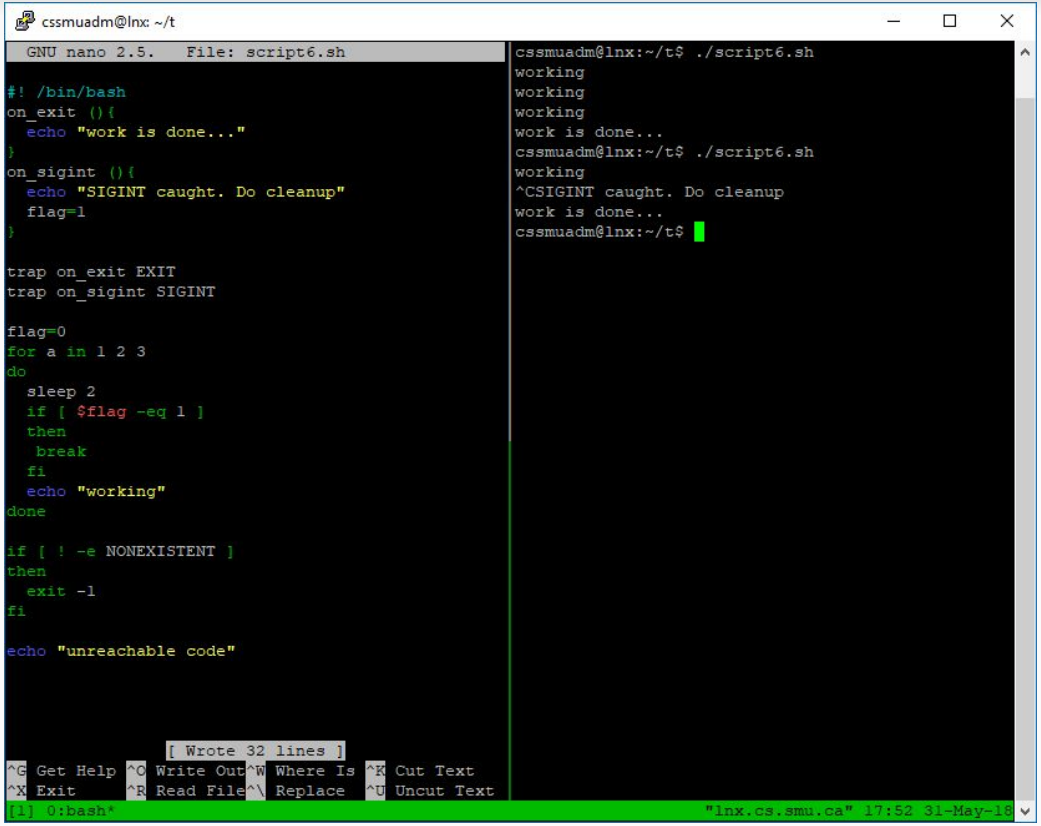
```
#!/bin/bash

on_exit (){
 #some cleanup code

}
trap on_exit EXIT
```

NOTES:

- With traps you can also handle **signals**
- Traps should be put in the **beginning** of a script before code



Exercise

Create a script:
Write two functions:

- the first one sets up an **SSH tunnel** for MySQL@dev server
- The second one “kills” the SSH tunnel
- Try to use a trap to call the second function on exit

Execute it