Linux Lab Unit 3
Errorcode, Shellscripting

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Create sheudle-Environment

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- create a file `myScript.sh` in your home thats supposed to do
  1. Change to `/var/linuxLab/unit3`
  2. create a directory thats named with your username
  3. create folders 'monday' to 'friday'

errorcode

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- You can get the EC to the variable

```
$ ls -l unit3.tex
-rw-r--r--  1 kniepbert  staff  1245 10 Aug 21:34 unit3.te
$ echo $?
0
$ ls -l unitX.tex
ls: unitX.tex: No such file or directory
$ echo $?
1
```

better way to check

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- say hello to `test`

```
$ test -e unit3.tex
$ echo $?
0
$ test -e unit3.texs
$ echo $?
1
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- To test in the filesystem there is a better way...
- You wouldnt get output, so its easier to handle
- say hello to `test`

```
$ test -e unit3.tex
$ echo $?
0
$ test -e unit3.texs
$ echo $?
1
```

- For all the different test read `man test`

variable=value

- To assign a varbiable with normal values type:

```
$ var=1
$ echo ${var}
1
$ var = 1
-bash: var: command not found
$ var="Hello World"
$ echo ${var}
Hello World
```

var=‘cmd‘

- To assing the **stdout** use `var=‘cmd‘`

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- The stderr will not be assing

```
$ ls
unit1.tex unit2.tex unit3.tex
$ var=‘ls‘
$ echo ${var}
unit1.tex unit2.tex unit3.tex
```

basic

- it should look like:

```
if [ CONDITION ]
    then
        CONSEQUENCE
    else
        ALTERNATIVE
    fi
```

example

- if file exists then echo yes, no instead

```
$ touch test.txt
$ if [ -e test.txt ]
>     then
>         echo 'yes'
>     else
>         echo 'no'
>     fi
yes
```

example compare variables

- some variable-comparisons

```
$ x=1
$ y=2
$ if [ x == y ]
>     then
>         echo 'yes'
>     else
>         echo 'no'
>     fi
no
```

example compare variables

- some variable-comparisons

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$ x=1
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$ if [ x == y ]
>     then
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- all possible conditions in `man test`

example compare variables

- some variable-comparisons

```
$ x=1
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>     then
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>     else
>         echo 'no'
>     fi
no
```

- all possible conditions in `man test`
- note that the condition 'string-equal' is describted as '=', usualy its '==' which works in bash also.

quick example

- lets define a simple function:

```
$ function func {
>   echo $1
>   }
$ func "Hello World"
Hello World
$ func Hello World
Hello
```

equal

- lets define a simple function:

```
$ function equal {
>   if [ $1 == $2 ];then
>     echo 1
>   else
>     echo 0
>   fi
> }
$ equal 1 1
1
$ equal 1 0
0
$
```

quick example

- for iterates...

```
$ for item in `ls`;do echo $item;done
Desktop
Documents
Downloads
Library
Movies
Music
Pictures
Public
Sites
doc
```

uses output of ls to iterate

- if we want to use for to check all dirnames

```
$ function dirExists {
>   for item in `ls .`;do
>       if [ $1 == $item ];then
>           echo 'found it'
>           fi
>       done
>   }
$ dirExists Music
found it
$ dirExists Musik
$
```

back to the schedule-example

- Change teh example-Script that it matches teh following goals:
  1. includes a function that creates and checks the result
  2. creates template-files (morning,lunch,afternoon)
  3. creates a seperate logfile,where the actions and whether it was successful is stored