

# Linux Lab Unit 3

## Errorcode, Shells scripting

Christian Kniep

Internation Center of Applied Technologies Bandung

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- create a file `myScript.sh` in your home thats supposed to do
  - 1 Change to `/var/linuxLab/unit3`



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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 as your user



# Create sheudle-Environment

- instead of execute the commands you could write them in a textfile and execute them at once
- create a file `myScript.sh` in your home thats supposed to do
  - 1 Change to `/var/linuxLab/unit3`
  - 2 create a directory thats named as your user
  - 3 create folders 'monday' to 'friday'

# errorcode

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- if everything went alright it will be 0
- The other values are free to set
- You can get the EC to the variable

```
$ ls -l unit3.tex
```

```
-rw-r--r--  1 kniepbert  staff  1245 10 Aug 21:34 unit3.tex
```

```
$ 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
```

## better way to check

- 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 variable 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'`



# var='cmd'

- To assign the **stdout** use `var='cmd'`
- The **stderr** will not be assigned

```
$ 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

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

- all possible conditions in `man test`

## example compare variables

- some variable-comparisons

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

- all possible conditions in `man test`
- note that the condition 'string-equal' is described as '=', usually 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 your `MyScript.sh`-Script that it matches the following goals:
  - ① includes a function that creates and checks the result

## back to the schedule-example

- Change your `MyScript.sh` -Script that it matches teh following goals:
  - ① includes a function that creates and checks the result
  - ② creates template-files (morning,lunch,afternoon)

# back to the schedule-example

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