System shells



BAT syntax - 3



3 - BATCH PROGRAMS

.BAT etc.

BATCH script file

Type a group of commands in scr1.bat

```
set BEBACK=%cd%
cd %USERPROFILE%\BB
md lab
cd lab
md AA, BB; CC
Date /t > AA \setminus dd.txt
Time /t > BB\tt.txt
Echo %USERNAME% > CC\uu.txt
@Copy CC\uu.txt+AA\dd.txt+BB\tt.txt ..\here.txt
cd ..
tree /F /A >> here.txt
type here.txt
cd %BEBACK%
```

- Run the scr1.bat batch script
 - All structure is created at once in milliseconds

Automate the cleaning

Type another group of commands in scr2.bat

```
@echo off
set BEBACK=%cd%
cd %USERPROFILE%\BB

rd /S /Q Lab
del /Q *.*

cd %BEBACK%
```

- Run the scr2.bat batch script
 - Now we have a CLEANER
 - Note *BEBACK* is now a defined variable

Script special variables

Type another group of commands in scr3.bat

```
      @echo off

      Echo %0
      A unique % is required for parameters

      Echo %1-%2-%3-%4-%5
      parameters

      Echo %6-%7-%8-%9
```

- Run the scr3.bat batch script
 - Shows script parameters
 - %0 is the script name
 - %1-%9 are the following words (no more than 9!)
 - Type scr3 A B C D E F G H I
 - Type scr3 A,B,C,D
 - Type scr3 A;B;C;D

Script variables operations

Add another group of commands to scr3.bat

```
@echo off
Echo %0
Echo %~dp0
Echo %~dpnx
Echo %~f0
```

- Run the scr3.bat batch script
 - %~dp0 is drive and folder of the script file
 - %~x0 is extension of the script file
 - %~dpnx0 or %~f0 is full name of the script file
- ♦ We don't need a %BEBACK% variable ◎

Shift the script variables

Add another group of commands to scr3.bat

```
@echo off
Echo %1-%2-%3
Shift
Echo %1-%2-%3
Shift
Echo %1-%2-%3
```

- Run the scr3.bat batch script
 - Shift does as it says, arguments move left
- ◆ All arguments may be treated as §1 ...

Use the navigation stack

Modify scr1.bat

```
PUSHD %USERPROFILE%\BB

md lab

cd lab

md AA,BB;CC

Date /t > AA\dd.txt

Time /t > BB\tt.txt

Echo %USERNAME% > CC\uu.txt

@Copy CC\uu.txt+AA\dd.txt+BB\tt.txt ..\here.txt

cd ..

tree /F /A >> here.txt

type here.txt

POPD
```

- Folder navigation keywords
 - PUSHD remembers before moving
 - POPD gets back to the original folder

Document your scripts

COMMENT

Modify scr3.bat

```
@echo off
:: Will display name and all arguments
REM Will display name and all arguments
Echo %0
Echo %1-%2-%3-%4-%5-%6-%7-%8-%9
REMARK
```

- Run the scr3.bat batch script
 - Line starting with ":: " does not display
 - Line starting with "REM" does not display
- Supress @echo off in scr3.bat
 - Line starting with "::" does not display
 - Line starting with "REM" displays
 - "REM" may be interesting for debug purposes

Chain your scripts

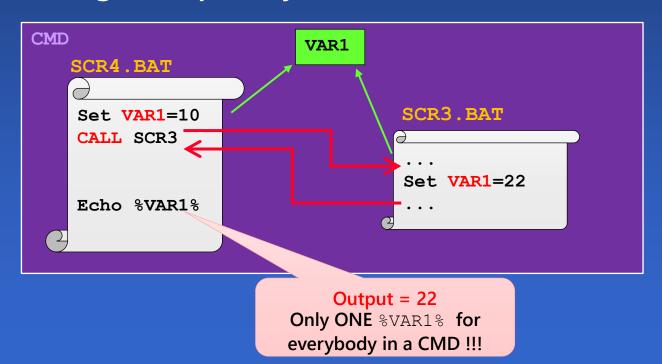
◆ Type scr4.bat

```
@echo off
REM -- Will make a call ro SCR3.BAT --
Echo %0
CALL scr3 A B C
Echo --^> %0 Done
```

- Run the scr4.bat batch script
 - CALL Will execute scr3.bat as if we called it directly
 - At the end of scr3.bat, control goes back to scr4
 - Not using CALL would end caller script

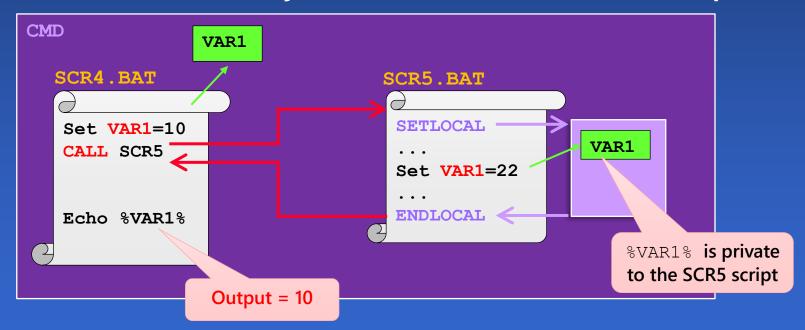
Variables base scope

- Variables belong to the CMD environment
 - Variables created are lost on EXIT
 - All scripts in a CMD share the variables
 - Calling a script may create variable collisions



Variables scope modifier

- Variables may be set to the current script
 - Local declarations on SETLOCAL
 - Back to environment on ENDLOCAL
 - ENDLOCAL will always be called at the en of a script

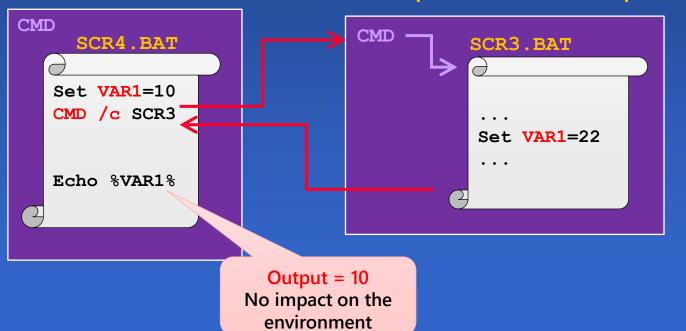


Cascade your scripts

Modify scr4.bat

```
@echo off
REM -- Will make a call ro SCR3.BAT --
Echo %0
CMD /c scr3 A B C
Echo --^> %0 Done
```

- Run the scr4.bat batch script
 - CMD will execute scr3.bat in a separate CMD interpreter

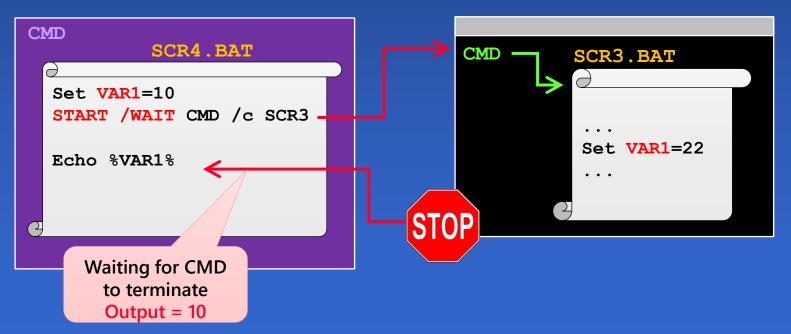


Sequence your scripts

Modify scr4.bat

```
@echo off
REM -- Will make a call ro SCR3.BAT --
Echo %0
START /WAIT CMD /c scr3 A B C
Echo --^> %0 Done
```

- Run the scr4.bat batch script
 - CMD will execute scr3.bat in a separate CMD Window



Sequence programs

Modify scr4.bat

```
@echo off
REM -- Will make a call ro SCR3.BAT --
Echo %0
START /WAIT notepad a.txt
Echo --^> %0 Done
```

- Run the scr4.bat batch script
 - START will execute notepad

