

# Shell Scripting

## Shebang

- shebang is located at the top of your script and is followed by the path to an interpreter

Example: **#!/bin/bash** for bash shell

- It indicates which interpreter to use for the commands listed in the script. The interpreter being what executes commands in your script

---

## Execute the script

- `chmod +x filename.sh`
- `./filename.sh`
- `sh filename.sh`
- `bash filename.sh`

---

## Variables

- Variables are case sensitive and by convention are uppercase. Be sure to not use any space around the “=” sign. Example:

**VARIABLE\_NAME="value"**

- to use variable in your script use the \$ sign.

Example: `name="linux"`

`echo "current os is $name"`

---

## File operators (tests)

- -d FILE: True if file is a directory
  - -e FILE: True if file exists
  - -f FILE: True if file exists and is a regular file
  - -r FILE: True if file is readable by you
  - -s FILE: True if file exists and is not empty
  - -w FILE: True if file is writable by you
  - -x FILE: True if file is executable by you
- 

## Arithmetic operators (tests)

- arg1 -eq arg2: True if arg1 is equal to arg2
  - arg1 -ne arg2: True if arg1 is not equal to arg2
  - arg1 -lt arg2: True if arg1 is less than arg2
  - arg1 -le arg2: True if arg1 is less than or equal to arg2
  - arg1 -gt arg2: True if arg1 is greater than arg2
  - arg1 -ge arg2: True if arg1 is greater or equal to arg2
- 

## If, elif and else statement syntax

if [ condition-if-true ]

then

command 1

```
elif [ condition-if-true ]
```

```
then
```

```
    command 2
```

```
else
```

```
    command 3
```

```
fi
```

---

## **For loop syntax**

```
for VARIABLE_NAME in ITEM_1 ITEM_N
```

```
do
```

```
    command 1
```

```
    command 2
```

```
    command N
```

```
Done
```

Example: For loop

```
#!/bin/bash
```

```
COLORS="red green blue"
```

```
for COLOR in $COLORS
```

```
do
```

```
    echo "COLOR: $COLOR"
```

```
done
```

---

## Positional parameters

### Give parameters when executing the script

\$ script.sh parameter1 parameter2 parameter3... can be found with:

\$0: "script.sh"

\$1: "parameter1"

\$2: "parameter2"

\$3: "parameter3"

Example:

```
#!/bin/bash
```

```
echo "Executing script: $0"
```

```
echo "Archiving user: $1"
```

---

## Accepting User Input

```
read -p user-input
```

Example:

```
#!/bin/bash
```

```
read -p "Enter a user name: " USER
```

echo "archiving user: \$USER"

---

## Exit statuses and return code

- every command returns an exit status which range from 0 to 255
  - 0 = success ; other means error condition which is used for error checking
  - use **man** or **info** to find meaning of exit status
  - \$? contains the return code of the previously executed command
- 

## Logical

- && = AND. second command will be run only if the first command succeeded
  - || = OR. second command won't be run if the first command succeeded
  - **semicolon**: separate commands to ensure they **all** get executed
- 

## Exit command

- explicitly define the return code. Default value to the last command executed
- When the **exit** command is reached, **your script will stop running**
- examples: exit 0, exit 2, exit 255

Example:

```
#!/bin/bash

HOST="google.com"

ping -c 1 $HOST

if [ "$?" -ne "0" ]

then

    echo "$HOST unreachable"

    exit 1

fi

exit 0
```

---

## Functions

```
function hello() {

    echo "Hello!"

}
```

- note: you call the function **without parenthesis**, i.e hello
  - if you need parameters you do: hello param\_1
-

## Case statements

```
case "$VAR" in
    pattern_1)
        commands_go_here
        ;;
    pattern_N)
        commands_go_here
        ;;
esac
```

Example:

```
case "$1" in
    start)
        /usr/sbin/sshd
        ;;
    stop)
        kill $(cat /var/run/sshd.pid)
        ;;
    *)
        echo "XXXXXX"
```

```
;;  
esac
```

---

## While loop

```
while [ condition_is_true ]  
do  
    command 1  
done
```

Example:

```
INDEX=1  
while [ $INDEX -lt 6 ]  
do  
    echo "XXXXX"  
    ((INDEX++))  
done
```

---

## Break and continue

You can also use the **break** and **continue** statement inside a loop to control when the loop should stop

- **break**: exit a loop before the normal ending



- **continue**: restart the loop at the next iteration before the loop completes
- 

## Debugging

### Built in debugging help

- **-x = prints commands as they execute**; so arguments are printed as they are executed
- after substitutions and expansions
- called an x-trace, tracing, or print debugging
- **#!/bin/bash -x**
- in the script: set -x to start debugging. Set +x to stop debugging

Example:

```
#!/bin/bash
```

```
TEST_VAR='test'
```

```
set -x
```

```
echo $TEST_VAR
```

```
set +x
```

- **-e = exit on error**
- can be combined with other option: **#!/bin/bas -ex**

Example:

```
#!/bin/bash -e
```

```
FILE_NAME='/not/here'
```

ls \$FILE\_NAME

echo \$FILE\_NAME

- **-v = print shell input as they are read**
- can be combined with other options

Example:

```
#!/bin/bash -v
```

```
TEST_NAME='test'
```

```
echo $TEST_NAME
```

-----

## Standard Input, Output, & Error

- **STDIN (0)** — Standard input (data fed into the program)
- **STDOUT (1)** — Standard output (data printed by the program, defaults to the terminal)
- **STDERR (2)** — Standard error (for error messages, also defaults to the terminal)

### Save the output (STDOUT) to a file with > or >>

“The greater than operator ( > ) indicates to the command line that we wish the programs output (or whatever it sends to STDOUT) to be saved in a file instead of printed to the screen”

```
ls > test.txt
```

By default, it will create a new file or if the file already exists, clear its content and save the new output. If we need to **append** the output to a file, use >>

```
ls > >test.txt
```

### **Feed the input of a program (STDIN) with a file by using <**

“Read data from the file and feed it into the program via it’s stream”.

Here wc counts the number of words in myoutput

```
wc -l < myoutput
```

```
wc -l < barry.txt > myoutput
```

### **Redirect STDERR**

You can use numbers to indicate to save STDERR into a file. STDERR is represented by number 2

```
ls -l video.mpg blah.foo 2> errors.txt
```

In the example above, if there is an error, the message will be saved into errors.txt.

```
ls -l video.mpg blah.foo > myoutput 2>&1
```

---

## Send data from one program to another with |

This is called piping.

ls | head -3

ls | head -3 | tail -1

---

## Sed

Sed is used to search for a particular string in a file and then apply diverse operations such as replace, delete, insert, etc... So **you can edit a file without opening it. It is often used for string replacement**

sed "s/[Cc]omputer/COMPUTER/g" file

For example, here we are doing a substitution (indicated by s/) changing all occurrences (indicated by g for global) of computer or Computer by COMPUTER in the file indicated

---

## Grep

"Global Regular Expression Print or grep is a command-line tool which is basically used to search for a string of characters in a specified file. The grep filter **searches a file for a particular pattern of characters, and displays all lines that contain that pattern**"

On the contrary to sed, it is used mainly to return lines from a file

```
grep "literal_string" filename
```

---

## Awk

"This command searches for text-based files or data and is basically **used for generating information or manipulating data**. It also allows users to implement numeric functions, string functions, logical operators, etc. It is **useful for the transformation of data files** along with creating formatted reports." It is used for pattern scanning and processing

```
awk '/manager/ {print}' employee.txt
```

For example, it prints all lines from the employee.txt file where we have the word "manager"

```
awk '{print 4}' employee.txt
```

Print the word 1 and 4 of each line

---