

Scripting Languages

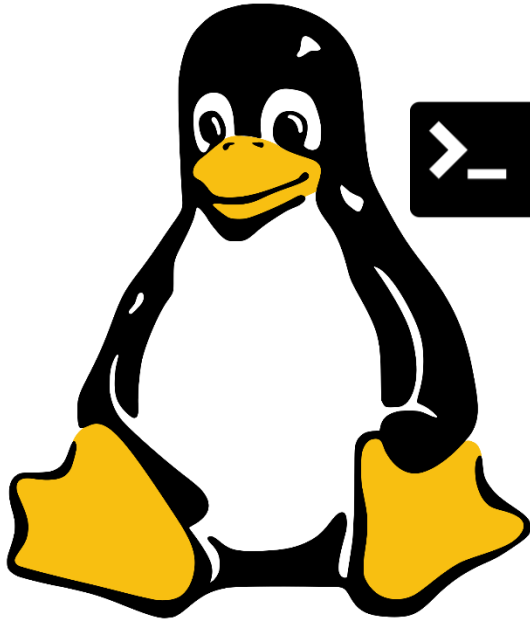
Module 4

Managing Repetition with Loops

1. For Loops
2. C-Style Loops
3. While Loops
4. Until Loops
5. Break and Continue
6. Nested Loops
7. Infinite Loops

By the end of this Module you should:

- Understand and execute scripts that require iteration
- Write scripts that iterate through content using a range of loop structures



For Loops

- **for** is a shell keyword used to control iteration
- Iteration allows one or more commands to be executed for each item within a list of items
- These items may be contained within a *variable*, an *array* or an *external file*

FOR LOOP BASIC STRUCTURE

```
for i in items_list; do  
    command(s) to be executed  
    for each item  
done
```

for loop example - array

- In a **for** loop, we read each item in the list from left to right
- If the list is a string of text, the items are separated by spaces by default
- Each value in the list is assigned to the variable on the left one at a time

```
1  #!/bin/bash
2
3  declare -a prof_array
4  prof_array=($USER $HOME $EUID $HOSTNAME $HOSTTYPE)
5
6  for i in "${prof_array[@]}"; do
7      echo -n "The current value of "
8      echo -n '$i'
9      echo " is now $i"
10 done
```

OUTPUT TERMINAL DEBUG CONSOLE PROBLEMS

```
vbrown@LAPTOP-N6EFE714: ~/CSI6203/workshop/week  $ ./forloop1.sh
The current value of $i is now vbrown
The current value of $i is now /home/vbrown
The current value of $i is now 1000
The current value of $i is now LAPTOP-N6EFE714
The current value of $i is now x86_64
```

- The **Internal Field Separator** (IFS) variable is used by the system to tell where one item in a list ends and the next one starts
- By default, this is a space so that structures such as *for loops* will count through each word in a list
- By setting this to something else, we can make it split each item a list in a different way e.g. newlines (\n)

Change IFS value

```
1  #!/bin/bash
2
3  orig_ifs=IFS # save the default IFS (blank space) to a variable $orig_ifs
4  IFS=$'\n' # set $IFS value to newline \n
5  cnt=1 # create a counter and initialise to 1
6  for line in $(cat datafile.txt); do # read in each line of datafile.txt into for loop variable $line
7      if [[ $line == *"SRAM"* ]]; then # check if current line contains the substring SRAM
8          echo "Line $cnt: $line" # if yes, echo the line number ($cnt) and the line itself
9      else
10         echo "Line $cnt: no match" # otherwise echo no match
11     fi
12     ((cnt++)) # increment counter by 1
13 done
14 IFS=orig_ifs # restore IFS with its original value
15 exit 0 # exit program
```

shell script

```
1 Random access memory (RAM) is a general-purpose memory that usually stores the user data
2 in a program. RAM is volatile in the sense that it cannot retain data in the absence of power;
3 i.e., data is lost after the removal of power. The RAM in a system is either static RAM (SRAM)
4 or dynamic RAM (DRAM). The SRAMs are fast, with access time in the range of a few nanoseconds,
5 which makes them ideal memory chips in computer applications. DRAMs are slower and because they
6 are capacitor based they require refreshing every several milliseconds. DRAMs have the advantage
7 that their power consumption is less than that of SRAMs.
```

datafile.txt

OUTPUT TERMINAL DEBUG CONSOLE PROBLEMS

```
vbrown@LAPTOP-N6EFE714: ~/CSI6203/workshop/week $ ./forloop2.sh
```

```
Line 1: no match
```

```
Line 2: no match
```

```
Line 3: i.e., data is lost after the removal of power. The RAM in a system is either static RAM (SRAM)
```

```
Line 4: or dynamic RAM (DRAM). The SRAMs are fast, with access time in the range of a few nanoseconds,
```

```
Line 5: no match
```

```
Line 6: no match
```

```
Line 7: that their power consumption is less than that of SRAMs.
```

```
vbrown@LAPTOP-N6EFE714: ~/CSI6203/workshop/week $
```

output

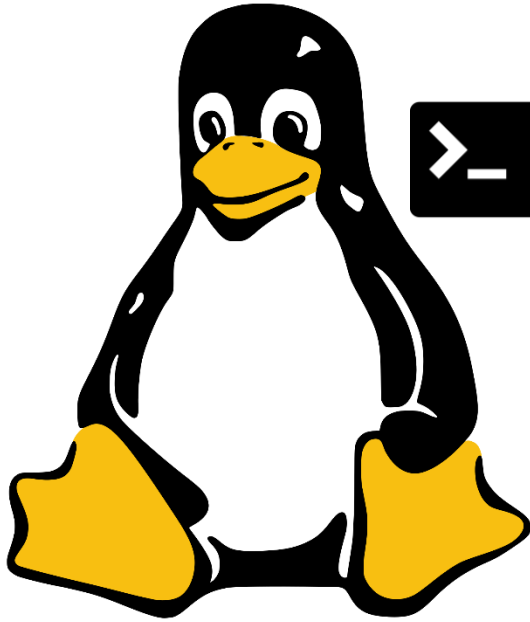
for loops with files directories

```
1  #!/bin/bash
2
3  for item in .* *; do
4      if [ -d $item ]; then
5          echo -e "$item is a folder"
6      elif [ -f $item ]; then
7          echo -e "$item is a file"
8      else
9          echo "Item type unknown"
10     fi
11 done
12 exit 0
```

OUTPUT TERMINAL DEBUG CONSOLE PROBLEMS

```
vbrown@LAPTOP-N6EFE714: ~/CSI6203/workshop/week $ ./forloop3.sh
. is a folder
.. is a folder
archive is a folder
cstyleloops.sh is a file
forloop3.sh is a file
sl is a folder
untildemo.sh is a file
videos is a folder
```

- For loops are also often used to iterate through the contents of files and directories
- If the **-d** test evaluates to true, then echo that the item is a *folder*
- If the **-f** test evaluates to true, then echo that the item is a *file*
- If neither the **-d** or the **-f** test evaluate true, echo that the item is of an indeterminate type



C-Style Loops

C-style for loops

- Bash also supports **C-style for loops** that count a specified number of times
- The *C-style for loop* sets an *initial value*, a *guard* and an *increment* within the loop
- This is very similar to for loops in other programming languages such as java, C# and C++

FOR C-STYLE LOOP BASIC STRUCTURE

```
for (( i=0; i<=x; i++ )); do
```

*command(s) to be executed
for each item/iteration*

```
done
```

Initialise counter to start point

Set criteria at which loop ends

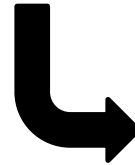
Set increment criteria

C-style for loops

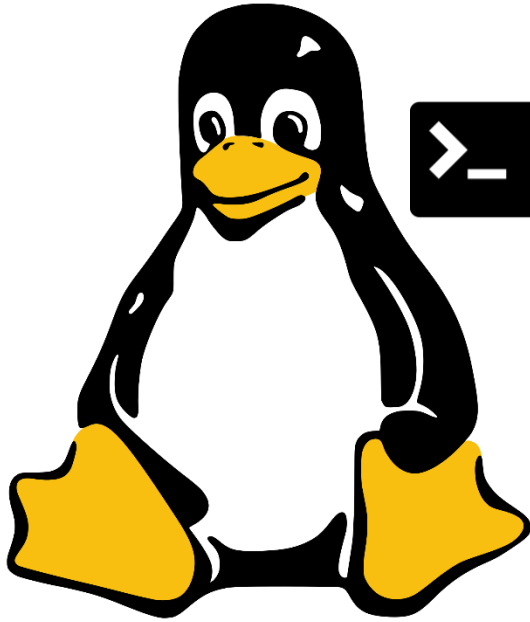
```
1  #!/bin/bash
2
3  declare -a ldistro # declare an array named ldistro to hold my favourite distros
4  ldistro=(Ubuntu Mint Elementary Zorin SUSE CentOS Debian RedHat Gentoo Arch Manjaro Slackware Fedora OpenSUSE Solus Peppermint)
5  len=${#ldistro[*]} # get the total number of elements in the ldistro array
6
7  echo "MY FAVOURITE LINUX DISTROS" # echo a header to the terminal
8  for (( i=0; i<${len}; i++ )); do # set counter to 1, set end condition to length of array, increment by 1
9      echo -e "$((i+1))\t${ldistro[$i]}" # echo distro number and distro name
10  done
11
12  exit 0
```

CODE EXPLAINED:

1. Declare an array [Line 3]
2. Populate array with values [Line 4]
3. Get length of array [Line 5]
4. Print each array item to terminal with its ordinal position [Lines 8-10]



```
N6EFE714:~/ /workshops/ws5$ ./csl.sh
MY FAVOURITE LINUX DISTROS
1      Ubuntu
2      Mint
3      Elementary
4      Zorin
5      SUSE
6      CentOS
7      Debian
8      RedHat
9      Gentoo
10     Arch
11     Manjaro
12     Slackware
13     Fedora
14     OpenSUSE
15     Solus
16     Peppermint
```




While Loops

While loops

- For loops are mostly useful when we know exactly how many times we want commands to repeat
- In many cases however, we need to keep looping until a certain condition is met, for example:
 - *repeat while* the user has not chosen to exit
 - *repeat until* a correct value is entered
 - *repeat while* there is still additional information being written
- This is when **while** loops come in handy

WHILE LOOP BASIC STRUCTURE

```
while (( x -gt y )); do  
    command(s) to be executed  
    for each item/iteration  
done
```



Loop end criteria

The diagram consists of a vertical orange line starting from the closing parenthesis of the condition 'y' in the 'while' statement and extending down to the 'done' keyword. An orange arrow points from the end of this line to the text 'Loop end criteria'.

While loop example

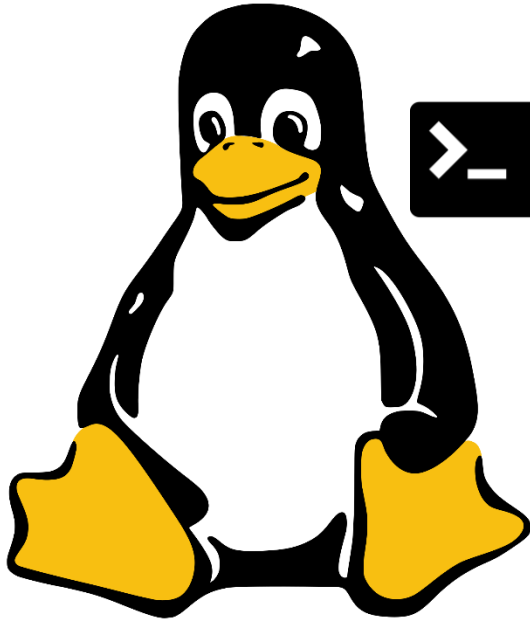
```

1  #!/bin/bash
2
3  value1=1 # set a variable named value1 to 1
4  read -p 'Enter a value between 5 and inclusive: ' value2 # prompt user for a
   value and assign to variable value2
5  while [ $value2 -gt 0 ] # set while loop end criteria
6  do
7      value1=$(( $value1 * $value2 )) # code to be iterated until loop end criteria
   is reached
8      value2=$(( $value2 - 1 ))
9      echo "Value 1 is now $value1 and Value 2 is $value2"
10 done
11 echo $value1 # echo final value now stored in variable $value1
12 exit 0
  
```



```

vbrown@LAPTOP-N6EFE714: ~/CSI6203/workshop/week $ ./w11.sh
Enter a value between 5 and inclusive: 5
Value 1 is now 5 and Value 2 is 4
Value 1 is now 20 and Value 2 is 3
Value 1 is now 60 and Value 2 is 2
Value 1 is now 120 and Value 2 is 1
Value 1 is now 120 and Value 2 is 0
120
  
```



Until Loops

Until Loops

- An **until** loop is used to execute a given set of commands as long as the given condition evaluates to *false*
- The condition is evaluated *before* executing the commands
- If the condition evaluates to false, commands are executed
- Otherwise, if the condition evaluates to *true*, the loop will be terminated and program control will be passed to whatever code follows

UNTIL LOOP BASIC STRUCTURE

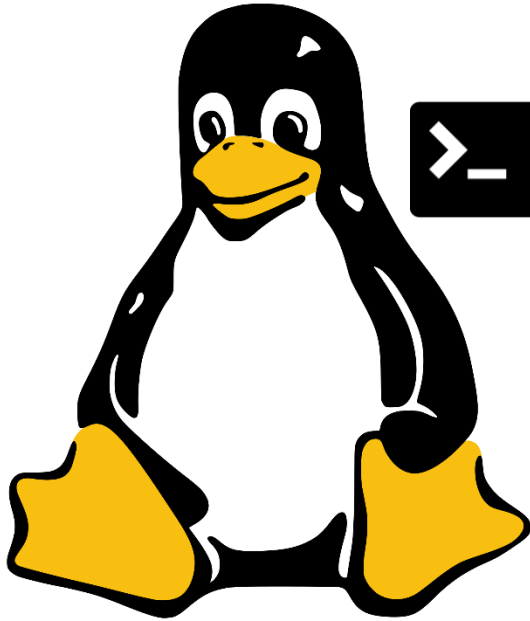
```
until [ conditional_test ]; do  
    command(s) to execute if  
    condition is false  
done
```

Until Loop Example

```
1  #!/bin/bash
2
3  floor=10 # set value below which until loop will exit
4  i=20 # set the counter
5  result=0 # initialize a variable to hold cumulative sum of counter
6
7  # run until loop with a single condition
8  until [ $i -lt $floor ]; do # set the test
9      result=$((result+i)) # add the current value of the counter to the result
      variable
10     echo "The counter is set at $i and result is set at $result" # print the
      current values of $i and $result to terminal
11     ((i--)) # decrement counter by 1
12 done
```



```
vbrown@LAPTOP-N6EFE714: ~/CSI6203/workshop/week  $ ./w6until.sh
The counter is set at 20 and result is set at 20
The counter is set at 19 and result is set at 39
The counter is set at 18 and result is set at 57
The counter is set at 17 and result is set at 74
The counter is set at 16 and result is set at 90
The counter is set at 15 and result is set at 105
The counter is set at 14 and result is set at 119
The counter is set at 13 and result is set at 132
The counter is set at 12 and result is set at 144
The counter is set at 11 and result is set at 155
The counter is set at 10 and result is set at 165
```



Break and Continue

Loop Controls – Break and Continue

- The loop controls `break` and `continue` can be use to change the behaviour of loops
- These are primarily useful for error handling or to skip unwanted items
- The `break` statement allows *exit* from a loop when a condition is met
- The `continue` statement *skips* the current iteration and moves on to the next one

Break Example

```
1  #!/bin/bash
2
3  while true; do # begin loop
4      read -p 'Enter a number between 5 and 10 inclusive: ' var # prompt user for
      a number between 1 and 10 inclusive
5      if [[ $var -lt 5 ]] || [[ $var -gt 10 ]]; then # if invalid number
      given, loop back to prompt
6          echo "Invalid input, please try again"
7      else
8          break # if valid number given, exit the loop
9      fi
10  done
11
12  echo "Thank you, you have entered $var" # echo the input number to terminal
13  exit 0
```

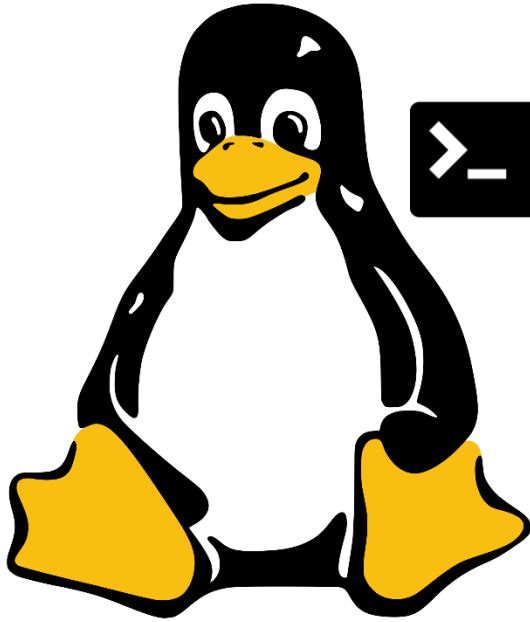
\$./brk.sh

```
Enter a number between 5 and 10 inclusive: 4
Invalid input, please try again
Enter a number between 5 and 10 inclusive: 11
Invalid input, please try again
Enter a number between 5 and 10 inclusive: 8
Thank you, you have entered 8
```

Continue Example

```
1  #!/bin/bash
2
3  declare -a numlist # declare an array named numlist to hold a range of
4  integers
5  numlist=(12 15 18 21 23 27 30 33 36 40 48 51 56 60 63)
6  len=${#numlist[*]} # get the total number of elements in the numlist array
7
8  for (( i=0; i<${len}; i++ )); do # set counter to 0, set end condition to
9  length of array, increment by 1
10     if ! [[ ${numlist[i]} % 2 ) -eq 0 ]]; then # if there's a
11     remainder, integer is odd so skip it
12         continue
13     else
14         echo "${numlist[i]} is an even number" # otherwise integer is
15         even so echo to
16     fi
17 done
18 exit 0
```

```
vbrown@LAPTOP-N6EFE714: ~/CSI6203/workshop/week $ ./cont.sh
12 is an even number
18 is an even number
30 is an even number
36 is an even number
40 is an even number
48 is an even number
56 is an even number
60 is an even number
```

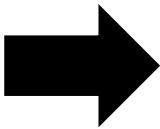


Nested Loops

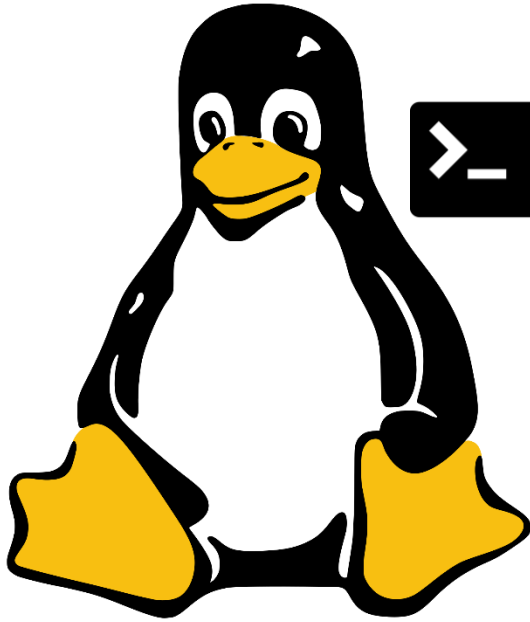
Nested loops

```
1  #!/bin/bash
2
3  outerloop=1 # Set outer loop counter
4
5  # Beginning of outer loop
6  for a in 1 2 3
7  do
8      echo "Iteration $outerloop of outer loop"
9      innerloop=1 # Set inner loop counter
10
11     # Beginning of inner loop
12     for b in 1 2 3 4 5
13     do
14         echo -e "\tIteration $innerloop of inner loop."
15         let "innerloop=$innerloop+1" # Increment inner loop counter
16     done
17     # End of inner loop
18
19     let "outerloop=$outerloop+1" # Increment outer loop counter
20 done
21 # End of outer loop
22
23 exit 0
```

- Loops can be placed inside each other.
- The entire inner loop will be repeated by the outer loop



```
vbrown@LAPTOP-N6EFE714 ~/CSI6203/wo
Iteration 1 of outer loop
    Iteration 1 of inner loop.
    Iteration 2 of inner loop.
    Iteration 3 of inner loop.
    Iteration 4 of inner loop.
    Iteration 5 of inner loop.
Iteration 2 of outer loop
    Iteration 1 of inner loop.
    Iteration 2 of inner loop.
    Iteration 3 of inner loop.
    Iteration 4 of inner loop.
    Iteration 5 of inner loop.
Iteration 3 of outer loop
    Iteration 1 of inner loop.
    Iteration 2 of inner loop.
    Iteration 3 of inner loop.
    Iteration 4 of inner loop.
    Iteration 5 of inner loop.
```

Infinte Loops

Infinite Loops

- There is nothing in bash that stops you from creating loops that cannot finish.
- These can be created by using a *guard* that:
 - Has a boolean expression that can never be false
 - Has a boolean expression that can be false but doesn't reach that case
 - Has an error that causes the loop to not execute the statements within

```
1  #!/bin/bash
2
3  while true; do
4      echo 'Use CTRL+C to escape infinite loop'
5      sleep 1
6  done
```

OUTPUT TERMINAL DEBUG CONSOLE PROBLEMS

```
vbrown@LAPTOP-N6EFE714: ~/CSI6203/workshop/week6$ ./inf.sh
Use CTRL+C to escape infinite loop
Use CTRL+C to escape infinite loop
Use CTRL+C to escape infinite loop
Use CTRL+C to escape infinite loop
Use CTRL+C to escape infinite loop
Use CTRL+C to escape infinite loop
```

Infinite Loop Example

- Write a script that when run, prompts the user to enter a three-digit integer that is **> 1000** but **< 2000**
- In this case, an infinite loop structure is used to ensure user cannot proceed until a valid input is provided
- The **break** keyword allows the loop to be escaped when a valid value has been provided

```
1  #!/bin/bash
2
3  # infinite loop wrapper to ensure usr cannot proceed unless valid int provided
4  while true; do
5      # prompt for input from user, being clear in what is required and assign to variable
6      read -p 'Enter a three-digit integer greater than 1000 and less than 2000: ' usrint
7      # test that user inout value is an int within the required range
8      if [[ $usrint -gt 1000 ]] && [[ $usrint -lt 2000 ]]; then
9          break # if yes, break out of infinte loop and proceed to next logic block
10     else
11         # if no, inform user of issue then loop them back to original prompt
12         echo "Invalid input! Please try again."
13     fi
14 done
15 # once valid int is provided, inform user of such
16 echo "Success. You have entered a valid integer - $usrint"
17 # exit the program with success code
18 exit 0
```

PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE

```
vbrown@LAPTOP-4E3P6J7N:~/scrlang/workshops/ws5$ ./validint.sh
Enter a three-digit integer greater than 1000 and less than 2000: 2000
Invalid input! Please try again.
Enter a three-digit integer greater than 1000 and less than 2000: 1000
Invalid input! Please try again.
Enter a three-digit integer greater than 1000 and less than 2000: 999
Invalid input! Please try again.
Enter a three-digit integer greater than 1000 and less than 2000: 2001
Invalid input! Please try again.
Enter a three-digit integer greater than 1000 and less than 2000: helloworld
Invalid input! Please try again.
Enter a three-digit integer greater than 1000 and less than 2000: Just pressed Enter
Invalid input! Please try again.
Enter a three-digit integer greater than 1000 and less than 2000: 1500
Success. You have entered a valid integer - 1500
```

References and Further Reading

Ebrahim, M. and Mallet, A. (2018) *Mastering Linux Based Scripting* (2nd Ed), Chapter 6, pp 102-120

- Iteration
- For Loops
- C-Style Loops
- While Loops
- Until Loops
- Break and Continue
- Nested Loops
- Infinite Loops