

bash

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Objectives:

- Describe purpose of bash shell
- bash shell startup files
- Using control structures
- Create shell variables
- Understand shell history

Introduction

- What is a kernel?

- What is a shell?

- Shell history

→ Ken Thompson creates original system shell (sh)

- 1977 Unix replaced (sh) with the Bourne shell

-



- No... not that Bourne,

- Steve Bourne of Bell Labs

- Bourne shell is standard on all unix ~~Linux~~ systems

- sh added

- Control flow (while)

- Environment variables

- Signal handling (what happens when T. hit ctrl+c?)

- At same time Bill Joy (1978)
 - vi Bill Joy
 - Created C shell (csh or tcsh)



- C shell was improved over sh (bourne)
 - History
 - Aliases
 - tilde notation
 - It used the "C" language syntax
 - Which made sense? why?
- 1980's → Bell labs David Korn → Korn shell (ksh)

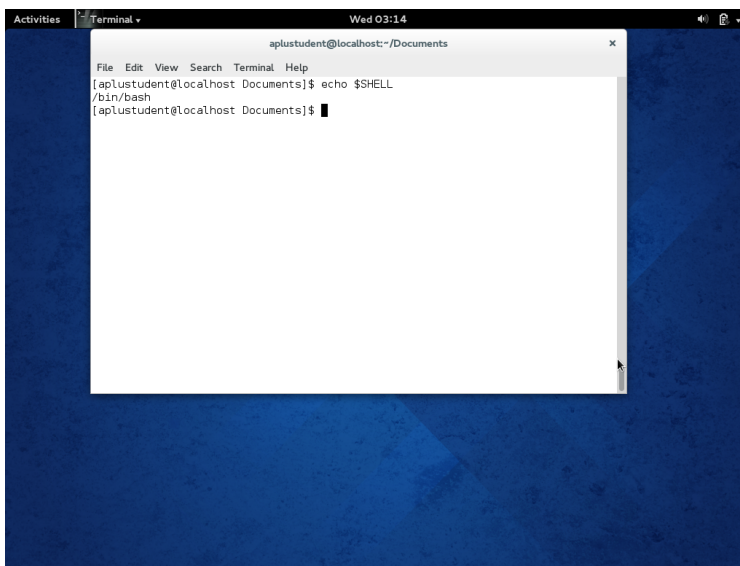


- Basically combined (Csh + sh) into ksh
- Since this was Bell Labs AT&T property
 - remained proprietary until 2000.
 - All shells ksh, sh, csh were owned and not free and open
 - must a problem when UNIX was only available on mainframes

- but (RMS)... had an issue

- BASH (Bourne Again Shell)

- Play on words
- RMS disdain for religion notwithstanding
- 1989 Brian Fox of the GNU project
- Basically "bashed" together sh + csh + ksh
- But opened source.... GPL
- Linux adopted BASH as its default shell
- That is what you are using now



Bash start up files

- When your system first boots it processes various "default" shell variables
- When a new terminal launches, various shell variables are processed.

/etc/profile

- Your shell always executes this file upon boot

- Let's see what is in it
- Less /etc/profile
- What do you see?
- This file handles settings for ALL users (systemwide)

Next...

~/.bash_profile or ~/.bash_login or ~/.profile

- Note the "." what does it mean?
- Note the "~" what does it mean?
- Where are these files located?
- Lets check, ls -la ~, then ^{compare} less each file (if it exists) (Ubuntu and FreeBSD)

Exit

~/.bash_logout

Non login (when you open a new terminal window or tab)

~/.bashrc

Each users ~/.bashrc is built from /etc/bashrc

PATH

- PATH additions should be added to .bash-profile
- Let's try it
 - First take Virtualbox snapshot.... just in case
 - ↳ point in time "backup" under "Machine"
 - echo \$PATH
 - vi ~/.bash-profile
 - remove the portion of the PATH that says ":\$HOME/bin"

- logout user and log back in

<https://ask.fedoraproject.org/en/question/30783/how-do-i-enable-the-logout-option-in-gnome-shell/>

(GNOME3 disables logout by default)

- Reinitialize without logout or reboot
 - just use a "."
 - . ~ /.bashrc

Writing and Executing a Shell Script

- Let's try it
- vi whoson
 - date
 - echo "Users Currently Logged in"
 - who
- Now try ./whoson
 - What happens?
 - Why?
 - how to fix?
 - Each shell script needs "x"
 - Be careful who you give "x" to
 - In your "ls" output scripts marked executable will appear green.

#! → Shell specification

- In a shell script it will be executed by the value of \$SHELL or CSH or ksh

can override this by placing `#!/bin/bash` (no spaces) on the first line of your shell script

- Scripts don't have to always be shell scripts
 - Perl, Python, Ruby, even C++!

- Try it

`perl_script.pl`

```
#!/usr/bin/perl -w
perl "\n";
print "This is";
print reverse <>;
```

`./perl_script.pl`

- Otherwise `#` is a line comment in BASH, KSH, SH

Control operators (Magic)

`;` separator

- allows you to "chain" commands

`date; ls; date`

Note Lemmings mode

- command will execute regardless of previous command
- each

- `&&` `&` `|` (test ~~failure~~ ~~success~~)

- This lets you chain commands similar to `;`

`&&` checks for command success

then executes following command

`||` executes following command based on failure

`\` is a continuation

Line wrap

Parameters and Values

You can create shell variable -

- They only "live" for the length of the shell

- So if you exit - those variables disappear
Cannot share variables across shells

- Can't start with a number or include punctuation

- Assigning

Use ^{no} \$ sign

VAR=myvalue

Note by convention variable is all caps
^{space}

Also ^{no} in assigning

- Access

echo \$VAR

- use \$ when referencing the variable contents

- Unset

- will remove content of variable

Variable types

-a ^{array}
make variable an

- i integer (never really want to do this)

- r read only

- x makes it a system wide environment variable

Processes

- Every process started (`ps -ef`) descends from (PID) 1
- Hence every process is a child of PID 1
- Note on `ps -ef` each process has a PID and PPI (Parent PID)
- Process ID
- Parent ID
- All but PID 1 (Like Adam and Eve I guess)
- Parent Processes fork
- Parent call
- `fork` is a system call that copies a parent but is separate
 - Think children to real parents.
 - Whenever you execute a command (`ls, cat, ps...`)
 - A new shell is "forked" and the command runs in that shell.
 - Shell exists and value is returned to parent.
- In Redhat / Ubuntu / Debian / OpenSUSE Linux
 - PID is systemd
 - A ~~object~~ executable that contains a bunch of processes to start User Interface.
 - Violates the "UNIX" philosophy of "Do 1 thing well"
 - Replaced SysV Init and Free BSD
 - Load up do `ps -ef`
 - This has lead to a linux civil war
 - Debian has split into two camps
 - Devuan

- (Italian) is anti-systemd distribution
- They are forking the Debian ^{Major} undertaking

- Run `ps tree -p` to see it ^{systemd's} "claws"

Shell - and what ^{processes} built in commands
 - does not fork in commands
 (cd, pwd, jobs etc etc)

story As you know as you execute commands you accumulate history

Just system to command line and hit "up" arrow
 - variables to control how much history you keep

`$HISTSIZE`

`~/.bash-history` location of history file
`history | tail` (see last 10 commands executed)

create a alias:

alias `'h=history | tail'`
 fc command to
 allows you "reexecute" a series of commands
 from your history.

!! on bash will execute previous command

!n executes event in history

! ? letter? can use shell metacharacters to search history

history 10 will execute what?

- Command Completion

[TAB] try it!

Summary of chapter 9

- Executes ^{is both interpreter and a programming language} scripts
- Scripts must be executable
- BASH is the default Linux shell
- SHELLs handle variables, processes, history

Chapter 27 - Programming Bash

Objectives:

- Use Control Structures (If else, while, for)
- in shell scripts
- Handle input/output
- Apply the use of shell variables
- Understand the script best practices

Note - Don't name a shell script test - there is a bash tool called test

Control Structures

Most scripts or programs for that matter need a "control"

→ Decision logic

IF statement

- Similar to C and Java, but syntax is different!

! C 1. 1 1

17 TEST-command
then

fi commands

note use of "fi" instead of { } ; or end

? previous condition check

- Done with [con]

- now Bash contains test

- But out test is a "bashism" may not work in other shells

```
$ cat chkargs
if test $# -eq 0
then
    echo "You must supply at least one argument."
    exit 1
fi
echo "Program running."
$ ./chkargs
You must supply at least one argument.
$ ./chkargs abc
Program running.
```

• Remember the \$
is not typed its a
visual indicator of a
prompt of a
command

From <<http://my.safaribooksonline.com/9780133477443/ch09lev1sec19?percentage=0.0&reader=html>>

• For a shell script there are positional argument identifiers

• ls -la /etc or (bash). /list /etc
\$1 \$2

cat ./list
ls -la \$1 ← same

defines a BASH variable

Values

are accessed via \$1, \$2, \$3, etc, etc

asn

also includes "pre-made" conditional tests

Criterion	Tests file to see if it
-d	Exists and is a directory file
-e	Exists
-f	Exists and is an ordinary file (not a directory)
-r	Exists and is readable
-s	Exists and has a size greater than 0 bytes
-w	Exists and is writable
-x	Exists and is executable

use our options allow you to write parameter checks so shell script doesn't do anything illegal or generate errors.

```
chkargs2
# -eq 0 ]
en
echo "Usage: chkargs2 argument..." 1>&2
exit 1

"Program running."
0

chkargs2
ge: chkargs2 argument...
chkargs2 abc
ram running.

<http://my.safaribooksonline.com/9780133477443/ch09lev1sec19?
ntage=0.0&reader=html>
```

Note: different use of

implied test

Note the 1>&2

what is that doing?
Redirecting output to stdout
and stderr!

If
else

If else elif

multiple tiered decision structures

use -x on a script for verbose debugging

in

p-index in argument-list

ands

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ke for loop

• Incrementor already provided

for **loop-index**
do
commands
done

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• ^{which} implied for arg which will handle all conditionals
is different from C/Java

ile

while **test-command**
do
commands
done

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script uses **test** with the **-lt** argument to perform a numerical test. For numerical comparisons, you must use **-ne** (not equal), **-eq** (equal), **-gt** (greater than), **-ge** (greater than or equal to), **-lt** (less than), or **-le** (less than or equal to). For string comparisons, use **=** (equal) or **!=** (not equal) when you are working with test.

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il test-command

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! 3 18

o

Key: "key_1"

Again: "key_2"

_1" = "\$key_2"]

clear

• Built in **test** for use with
and comparisons

• Note the trap command
"catches" any cancel or kill
process commands so this script
can't be bypassed (you can still
it with a kill -9)

Note until executes in a loop
until you get the correct password

```
[ "$key_3" = "$key_2" ]
```

```
do key_3
```

```
done
```

```
if [ "$key_3" = "$key_2" ] ; then
```

```
fi
```

```
if [ "$key_3" = "$key_2" ] ; then
```

```
do key_3
```

```
done
```

```
if [ "$key_3" = "$key_2" ] ; then
```

```
do key_3
```

```
done
```

```
if [ "$key_3" = "$key_2" ] ; then
```

```
do key_3
```

```
done
```

```
if [ "$key_3" = "$key_2" ] ; then
```

```
do key_3
```

```
done
```

```
if [ "$key_3" = "$key_2" ] ; then
```

```
do key_3
```

```
done
```

```
if [ "$key_3" = "$key_2" ] ; then
```

```
do key_3
```

```
done
```

```
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```

```
do key_3
```

```
done
```

```
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```

```
done
```

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```
done
```

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```

```
do key_3
```

```
done
```

```
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```

```
do key_3
```

```
done
```

```
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```

```
do key_3
```

```
done
```

```
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```

```
do key_3
```

```
done
```

```
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```

```
do key_3
```

```
done
```

```
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```

```
do key_3
```

```
done
```

```
if [ "$key_3" = "$key_2" ] ; then
```

```
do key_3
```

```
done
```

```
if [ "$key_3" = "$key_2" ] ; then
```

```
do key_3
```

```
done
```

```
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```

```
do key_3
```

```
done
```

```
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```

```
do key_3
```

```
done
```

```
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```

```
do key_3
```

```
done
```

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```

```
do key_3
```

```
done
```

```
if [ "$key_3" = "$key_2" ] ; then
```

```
do key_3
```

```
done
```

```
if [ "$key_3" = "$key_2" ] ; then
```

```
do key_3
```

```
done
```

• use case if you find
have an unwieldy if-
else tree.

• Note esac (case backwards)
ends the case statement

A) Different from C/Java
can be a/A)

Left of) is the case to

match
characters can be used

Even [...] ranges can be

placed.

is the catch all

= number of positional parameters

@ = array of all the parameters (useful for for loop)

\$\$ = prints PID of process

\$? = prints exit status (if command successfully executed)

\$_ =

`r` = tells you which `set`
 = optionally you can use the `set` command as well
 - last argument of previous command

```
$ cat last_arg
```

```
echo $_
```

```
echo here I am
```

```
echo $_
```

```
$ ./last_arg
```

```
./last_arg
```

```
here I am
```

```
am
```

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`set` variables are always local
 Shell `Export` command makes them available to the system environment
 ENV prints out what the system has exported

`read` accepts user input

```
$ cat read1
```

```
echo -n "Go ahead: "
```

```
read firstline
```

```
echo "You entered: $firstline"
```

```
$ ./read1
```

```
Go ahead:
```

```
This is a line.
```

```
You entered: This is a line.
```

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LY

When you do not specify a variable to receive `read`'s input, `bash` puts the input into variable named **REPLY**. The following `read1b` script performs the same task as `read1`:

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

```
echo -n "Go ahead: "
```

```
read REPLY
```

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Questions?