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# 三剑客实战抽奖

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# 抽奖基本原理



# 读取文件

- ❖ `a=`cat txt``
- ❖ `a=`while read line; do echo $line;done < wx.txt``



# 数据展示

- ❖ 会把\n转换成空格
  - ❖ echo \$a
- ❖ 双引号会显示原格式
  - ❖ echo "\$a"



# 数据二次处理

去除数据中的空格

❖ `while read line; do echo ${line// /.};done < wx.txt`



# 有空白

- ❖ `seed=`while read line;do echo ${line// /\.}; done < wx.txt``
- ❖ `while [[ $count != 1 ]]`
- ❖ `do`
- ❖ `seed=`for i in $seed`
- ❖ `do`
- ❖ `(($RANDOM%2==0))&&echo $i`
- ❖ `done``
- ❖ `count=`echo "$seed"|wc -l``
- ❖ `done`
- ❖ `echo $seed`



# 利用递归去除空白

- ❖ if [[ \$seed == "" ]]
- ❖ then
- ❖     rand
- ❖ fi
- ❖ if [[ \$seed != "" ]]
- ❖ then
- ❖     echo \$seed
- ❖ fi





# 去重1

- ❖ `for((i=0;i<10;i++));do`
- ❖ `tmp=`sand``
- ❖ `while [[ `is_repeat $tmp` ]];do`
- ❖ `tmp=`sand``
- ❖ `done`
- ❖ `arrs[$i]=$tmp`
- ❖ `done`
- ❖ `echo ${arrs[@]}`



# 去重2

- ❖ is\_repeat() {
- ❖ for tmp in \${arrs[@]};do
- ❖ if [[ \$1 == \$arr ]];then
- ❖ return 0
- ❖ fi
- ❖ done
- ❖ return 1
- ❖ }



# 参数化

- ❖ `for ((i=0;i<$1;i++))`
- ❖ `do`
- ❖ `tmp=`rand``
- ❖ `while [[ `isRepeat ${arr[@]} $tmp` ]]`
- ❖ `do`
- ❖ `tmp=`rand``
- ❖ `done`
- ❖ `arr[i]=$tmp`
- ❖ `done`
- ❖ `echo ${arr[@]}`

