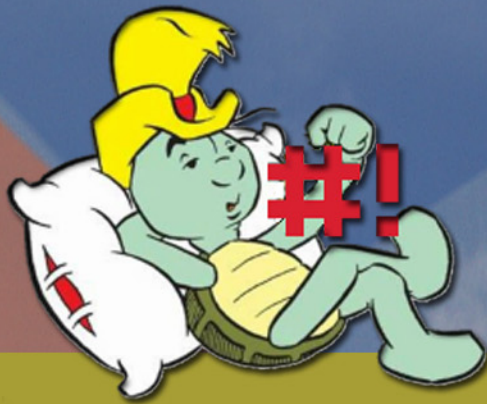


Shellman



#!BASH **SCRIPTING**



Remisa Yousefvand

Shellman Bash Scripting

Remisa Yousefvand

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To my mom and daddy. Thank you for your unconditional support and for being the source of passion and inspiration in my life.

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Preface

[Shellman](#)¹ is a [vscode](#)² snippet extension and is made to provide a high level interface for writing shell scripts. That means easy way to accomplish the job without worrying about the details. As long as you understand the interface and how it is organized, you are good. The trade-off is you miss the details and it is also a good thing. After all that's the purpose of abstraction. When you need more control you can dig deeper and deal with details but before that stay at high ground as much as you can.

When I started shell scripting, even with the best tools available I found it unorganized. I couldn't find easily how to do file, string, array... related operations. I didn't care how a string is reversed in shell scripting as long as it works (I know about best practices, performance, compatibility... but they are not my primary concerns in a new field). Give some code the string `abc` which transforms it to `cba`. If you are coming from a OOP background you expect³ such a function in `String` class. So `Shellman` organizes such operations under related abstract groups called namespaces and I just searched internet to find most fitting codes that do the job and organized them.

The hard part of *shell scripting* is not *shell scripting* itself, it is understanding Linux and knowing the correct *command* and *switches*, so if you can do it in *terminal*, you can do it easily via shell script too. *Shell scripting* is useful for common tasks automation.

This book is a guide for beginners who want to start shell scripting with **Shellman** effectively. If you are of pragmatic type people then go ahead and read [Basics](#)³ section and desired [namespaces](#). Also the business model of **Shellman** is published on [medium](#)⁴.

Remisa Yousefvand

July 2020

¹<https://marketplace.visualstudio.com/items?itemName=Remisa.shellman>


²<https://code.visualstudio.com>

³From cognitive/statistical point of view, coming from OOP, or at least expecting order, you find `Shellman` convenient because its structure matches your beliefs (prior). The probability distribution curve has the same shape, so you learn fast (little update to your curve is needed). Your wishes about where to find a function just comes true.

⁴<https://medium.com/@remisa.yousefvand/shellman-reborn-f2cc948ce3fc>


Prerequisites

- [vscode](#)⁵ IDE



↓ Windows
Windows 7, 8, 10

User Installer	64 bit	32 bit	ARM
System Installer	64 bit	32 bit	ARM
.zip	64 bit	32 bit	ARM




↓ .deb
Debian, Ubuntu

↓ .rpm
Red Hat, Fedora, SUSE

.deb	64 bit
.rpm	64 bit
.tar.gz	64 bit

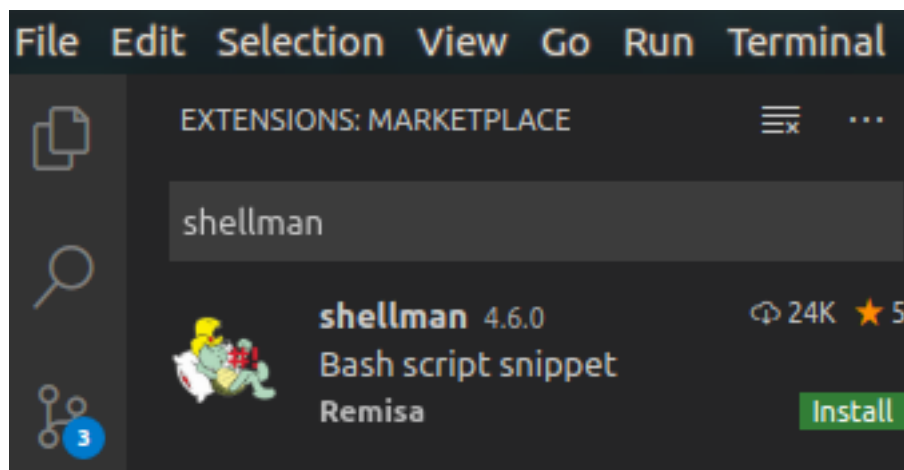
[Snap Store](#)



↓ Mac
macOS 10.10+

vscode download

- [Shellman](#)⁶ snippet



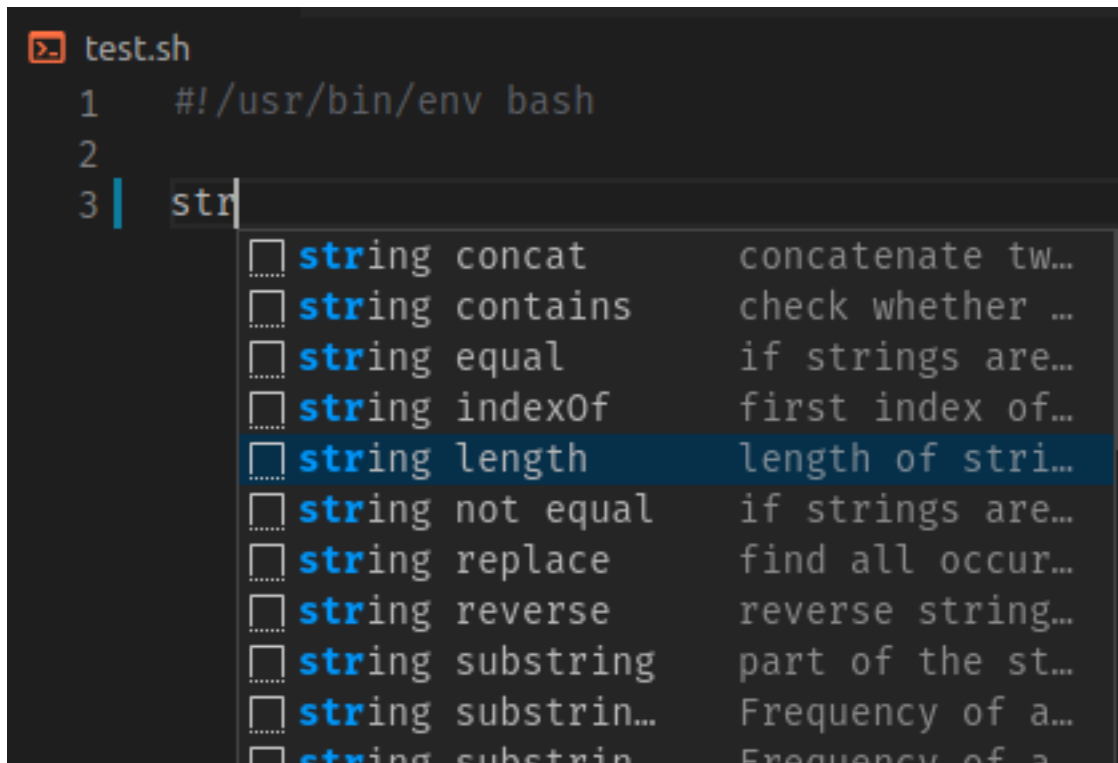
shellman install

⁵<https://code.visualstudio.com>

⁶<https://marketplace.visualstudio.com/items?itemName=Remisa.shellman>

Shellman Structure

Shellman divides its content into semantical categories named **namespace**. The concept is already familiar to programmers, but in simple words it means *keeping related materials together under a generic name*. So if you need to do something with `String` like changing it to upper case then it makes sense to look at `string` namespace.



```
test.sh
1  #!/usr/bin/env bash
2
3  str
```

<input type="checkbox"/>	string concat	concatenate tw...
<input type="checkbox"/>	string contains	check whether ...
<input type="checkbox"/>	string equal	if strings are...
<input type="checkbox"/>	string indexOf	first index of...
<input type="checkbox"/>	string length	length of stri...
<input type="checkbox"/>	string not equal	if strings are...
<input type="checkbox"/>	string replace	find all occur...
<input type="checkbox"/>	string reverse	reverse string...
<input type="checkbox"/>	string substring	part of the st...
<input type="checkbox"/>	string substrin...	Frequency of a...
<input type="checkbox"/>	string substrin...	Frequency of a...

String Namespace

When you press ENTER on an item like above picture, vscode inserts some code into your script which you can move into different parts using TAB key. This is called snippet. To access a snippet you start typing and vscode shows a menu of snippets with matching prefixes.



Snippet Alias

When a snippet can be activated by two or more prefixes, a `|` between prefixes is used to indicate that.

Shellman is structured into [namespaces](#), so it is useful to know supported namespaces and their members. There is no order in learning *namespaces* and you can learn them on need, but before

that, you need to know a few things about *shell scripting*. I will try my best to keep [Basics](#) section short and simple so you can move fast to desired [namespaces](#).

Shell Scripting Basics

Comments

In shell scripts, comments start with `#`. The exception is [shebang](#) which you see as the first line of scripts.

```
1 # This is a comment
```

shebang

This is the first line of most of shell scripts. You may see different versions of it:

- `#!/usr/bin/sh`
- `#!/usr/bin/bash`
- `#!/usr/bin/env bash`
- ...

This line tells the *operating system* which script engine should be used to run the script. Usually you don't need to change the default value **Shellman** provides:

```
1 #!/usr/bin/env bash
```

This is available via shebang | bash snippet.

If a shell script doesn't contain shebang then whoever gonna execute such an script needs to specify the script engine manually and pass the script as an argument to it:

```
1 bash test.sh
```

Run a Shell Script

Shell script files by convention has `.sh` *file extension*⁷. To run a shell script (`test.sh` for example) from terminal you have two options:

- Run it with bash command (pass file path to bash):
 1. `bash test.sh`
- Give it execute permission and run it directly (prefix file name with a `.` / without space):
 1. `chmod +x test.sh`
 2. `./test.sh`

Run a Command from Shell Script

To run a command from your script just write it in your script as you do in terminal:

```
1  #!/usr/bin/env bash
2
3  rm some-file
```

If the command needs **root**⁸ privileges (in *Windows* it is known as *Admin*), prefix the command with **sudo**:

```
1  #!/usr/bin/env bash
2
3  sudo rm some-file
```

If you need the result of the executed command refer to [command substitution](#).

Multiline Command

A single command can be written in multiple lines if each line ends in a backslash.

⁷In *Linux* unlike *Windows*, file extensions has no special meaning to *operating system* but still you can use them to remember which file type you are dealing with. **vscode** uses file extensions to recognize file types (`.sh` for *Shellscript*)

⁸In *Linux/Unix* systems, **root** is the most privileged user (same as *Administrator* in *Windows*).

```
1  #!/usr/bin/env bash
2
3  curl --request GET -sL \
4      --user-agent 'Shellman' \
5      --cookie 'key=value' \
6      --url 'http://example.com'
```

Above script is the same as:

```
1  #!/usr/bin/env bash
2
3  curl --request GET -sL --user-agent 'Shellman' --cookie 'key=value' --url 'http://ex\
4  ample.com'
```

You can write multiple commands in a single line and separate them by semicolon (;).

```
1  #!/usr/bin/env bash
2
3  var1=2; var2=3; var3="hello"
```

Variables

There is a simple difference between when you define a variable and when use its value. In latter case you need to prefix a \$ to the variable name (also you can write \${variable}).

Define a variable named `firstName` and set its value to `Remisa`:

```
1  firstName=Remisa
```



Variable Assignment Rule

Spaces are not allowed over equal sign = in variable assignment.

Now if we want to read our variable value and print in on screen with `echo` command we can write:

```
1 firstName=Remisa
2 echo $firstName
3 # or
4 echo ${firstName}
```



Variable Access Rule

To access a variable value prefix it with \$

Variables are case sensitive (like Linux filesystem):

```
1 #!/usr/bin/env bash
2
3 var=1
4 Var=2
5
6 echo "$var" # 1
7 echo "$Var" # 2
```

As you may guessed in assignment rule, *space* has a special meaning in *shell scripting*. With *space* over = shell assumes variable is a command and = and variable value are parameters to that command.

```
1 firstName = Remisa
2 # firstName: command not found
```

We should take care of where a *space* may appear. For example our variable value may contains *space*:

```
1 fullName=Remisa Yousefvand
```

Now when we want to use `fullName` value we put a \$ before it and use `$fullName` instead. But it contains *space* and we need to take care of that. To do so, simply surround wherever whitespace may appear in "":

```
1 fullName="Remisa Yousefvand"
2 echo "$fullName"
```

Consider you want to delete a file named some `file.txt` and you have save its name in a variable like:

```
1 fileName="some file.txt"
2 rm $fileName
```

With above script instead of deleting `some file.txt` you are telling `rm` to delete two files named `some` and `file.txt` and you will get an error (No such file or directory).



Handling whitespace in variables

Always surround variables in `"` when accessing their values if they may contain white space(s).

To concat multiple variables put them in `"` in desired order:

```
1 a="Hello"
2 b="world"
3 c="!"
4 echo "$a $b$c"
5 # Hello world!
```

The whitespace between `$a` and `$b` is the whitespace between `Hello` and `world` in the output.

If you need adding more characters between variables then use `"${variable}"` syntax (this syntax is recommended by many sources as the default syntax):

```
1 a="abc"
2 b="def"
3 c="ghi"
4 echo "${a}a ${b}b ${c}c"
5 # abca defb ghic
```

If we want to assign a variable if and only if it has no value currently, then we can use [default value snippet](#):

```
1 #!/usr/bin/env bash
2
3 : "${variable:=default}"
```

In above example `variable` is set only if it is *empty*. We will use this snippet later after [argument parsing](#) to assign default values to variables when they are not passed (optional parameters) to script.

Variable Types

There are three variable types in shell scripting: **String**, **Integer** and **Array**. Most of the time you only need **String**. Even when working with numbers they are strings you pass to commands which take care of converting those strings to numbers, do calculations, and return String back to you. Although you can define variables using `declare` keyword, in this book we define variables literally.

```
1  # Number or Sting:
2  var1=1234
3  var2=12.56
4  var3="some text" # use double quote when there is a space in string
5
6  # Array:
7  myArray=("one" "two" "three")
8  # or
9  myArray2=(
10     "four"
11     "five"
12     "six"
13 )
14
15 echo "$var1"          # 1234
16 echo "$var2"          # 12.56
17 echo "$var3"          # some text
18 echo "${myArray[@]}"  # one two three
19 echo "${myArray2[@]}" # four five six
```

Function

Function in shell script is not what you expect from a function in other languages. They are like commands defined in your script just like `echo` and `ls`. To define a function named `myfunc` simply (there is a `func` snippet for that):

```
1  #!/usr/bin/env bash
2  function myfunc () {
3      echo "$1"
4  }
```

Function definition should precedes its usage. `function` keyword is optional and can be omitted:

```
1  #!/usr/bin/env bash
2  myfunc () {
3      echo "$1"
4  }
```

To access function arguments we use \$1, \$2, \$3... or access all of them at once through an array:

```
1  #!/usr/bin/env bash
2  function myfunc () {
3      arguments=("$@")
4      # arguments is the array variable containing all function parameters
5  }
```

If you need to return some value from a function use `echo`. There is a `return` keyword in bash but you cannot use it for returning values from functions most of the time (unless your function return an integer between 0 and 255) also it has its own meaning (0 for success and 1-255 for error codes). If you want to terminate a function execution at some point use `return` (for example inside an `if` statement).

```
1  #!/usr/bin/env bash
2  function myfunc () {
3      echo "this is the result"
4      # we don't need "return" here because function already reaches its end
5  }
```

On the caller side we capture this result with [command substitution](#).

```
1  function myfunc () {
2      echo "this is the result"
3  }
4
5  result=`myfunc`
6  echo "$result"
```

For more function related operations see [function snippets](#).

Commands

Command substitution

It is common practice to store the output of commands inside variables for further processing in script. The process is known as *command substitution* and can be done in two syntaxes:

1. `output=`command``
2. `output=$(command)`

In most references method two is recommended because it is the only one that works with nested command substitutions. For the sake of brevity and consistency, we will use method one (backtick) in this book unless we need nested command substitutions (Also to be able to read and understand shell scripts written by others).

To store results of `ls` command in a variable named `output`:

```
1 output=`ls` # store ls results in a variable named output
2 # same as: output=$(ls)
3
4 echo "$output" # print output value (ls result)
```

There is a more advance technique for using a command output as another command input, namely **piping** (`|`), which is beyond the scope of this book (if you have functional programming background you are already familiar with the idea).

Command success/failure check

It happens when you are interested to know if a previous command succeeded or failed. In Linux every program returns a number to *operating system* on exit⁹. If the return value is *zero*, it means no error happened and other values indicate command **failure** (1-255).



Command success/failure

Programs return 0 in case of **success** and non zero if **failure** occurs.

To check that, you can read *last command return value* via `$?`. There is a snippet at [func namespace](#) for retrieving last command return value as `func ret val`:

```
1 echo "$?"
```

Shellman supports checking **failure** of last command via [cmd namespace](#) as `cmd failure check` snippet:

⁹This number is between 0 and 255 (one byte). If you have ever programmed in C/C++, you may notice a return 0 as a default behavior, that is the code your program is returning to OS, here 0 as success.

```

1  # following command will fail due to lack of permission
2  touch /not-enough-permission-to-create-file

```

touch command creates an empty file.

We are trying to create the empty file not-enough-permission-to-create-file at the root of your file system (/). Without **sudo** normally (unless user is root) this command will fail due to lack of enough permissions.

```

1  touch /not-enough-permission-to-create-file
2
3  # check last command (touch) success/failure
4  if [[ $? != 0 ]]; then
5      echo "command failed"
6  fi

```

To check **success**, use cmd success check snippet from [cmd namespace](#):

```

1  echo "Hello World!"
2
3  # check last command (echo) success/failure
4  if [[ $? == 0 ]]; then
5      echo command succeed
6  fi

```

Check *command exit code* **immediately** after that command or you may get wrong result:

```

1  #!/usr/bin/env bash
2
3  touch /not-enough-permission-to-create-file
4
5  echo "checking operation..."
6
7  # check last command (echo) success/failure
8  if [[ $? != 0 ]]; then
9      echo "command failed"
10 fi

```

In above example your **if** statement won't print the command failed message since last command is echo and not touch.

Exit

It is a good practice to inform script caller (in case other scripts use yours) about success or failure of your script. To indicate success:

```
1 exit 0
```

And if an error happens use an exit code. Document exit codes at the top of of your script:

```
1 exit 5 # documented as "no internet connection"
```

Argument parsing

By convention most Linux commands/programs supports a long and short version for the same flag/switch. Short version is usually the first letter of the long version (unless it is taken, like adding version to following list). Some examples:

short	long
-v	-verbose
-s	-silent
-f	-force
-o	-output

You may want to support different *switches/flags* by your script and act differently based on them. Suppose your script name is `backup.sh`. With supporting flags someone can run it as:

```
1 ./backup.sh -v
```

So your script works different with `-v`. For example you print verbose information. We need to know if user has run our script with or without `-v` flag. **Shellman** makes it easy for you, keep reading.

If your script supports *switches*, it means user is passing some information to your script via that switch. For example where to save the backup in our example:

```
1 ./backup.sh -o ~/my_backups
```

In above code we are telling the script to save the output in `~/my_backups`¹⁰ directory. Here `-o` is a *switch* which takes one parameter (a path).



Flag vs Switch

Flag is used for boolean values and its presence means **True** while **Switch** accepts argument(s).

Shellman has a `parse args` snippet. It looks like this:

¹⁰~ is a shorthand for current user, *home directory*, which usually is `/home/username`. This path is also accessible via `$HOME` global variable.

```

1 POSITIONAL=( )
2 while [[ $# > 0 ]]; do # while arguments count > 0
3     case "$1" in
4         -f|--flag)
5             echo flag: $1
6             shift # shift once since flags have no values
7             ;;
8         -s|--switch)
9             echo switch $1 with value: $2
10            shift 2 # shift twice to bypass switch and its value
11            ;;
12        *) # unknown flag/switch
13            POSITIONAL+=("$1")
14            shift
15            ;;
16        esac # end of case. "case" word in reverse!
17    done
18
19    set -- "${POSITIONAL[@]}" # restore positional params

```

The *while* loop keeps looping until there is no more arguments to process. Although the passed arguments to your script would not disappear themselves, we trim them from left using `shift` command. So if your script is executed like:

```

1 ./greet.sh -m --name Remisa

```

Input arguments are `-m --name Remisa`. After a `shift` they become `--name Remisa` and so on. So if you need to process a switch with two arguments `shift 3`.

This snippet will take care of **Flags** and **Switches** of your script. For implementing your own flag(s) replace `-f|--flag` with desired flag, i.e. `-v|--verbose` and on the next lines (before `shift`) do whatever you need. It is recommended to define a variable and set it here to keep track of the flag or store the value of switch parameter(s):

```

1 -v|--verbose)
2     verbose=true

```

Repeat above procedure for more flags.

To implement a **switch** like `-o/--output`:

```
1 -o|--output)
2 outputPath=$2
```

In above example we are saving the switch value in `outputPath` for using later. We refer to first switch parameter with `$2` and the second with `$3` and so on because the `$1` refers to the switch itself. Then shift properly.

Repeat above procedure for more switches.



Argument Parsing Exercise

Write a shell script to greet. Script receives the name via `--name` or `-n` switch to print good night name and if `-m` flag is set, it should print good morning name. name is what value passed to script via `--name` flag. If `--name` or `-n` is not passed default value would be everyone. Example outputs:

```
1 ./greet.sh
2 # good night everyone
3
4 ./greet.sh -m
5 # good morning everyone
6
7 ./greet.sh --name Remisa
8 # good night Remisa
9
10 ./greet.sh -n Remisa
11 # good night Remisa
12
13 ./greet.sh -m --name Remisa
14 # good morning Remisa
15
16 ./greet.sh -m -n Remisa
17 # good morning Remisa
```

For the answer check [solutions](#) section.

As you have noticed, first argument can be accessed via `$1`, second argument via `$2`...

And yes, `$0` refers to script name itself at the time of execution.

Same is true inside the body of a function to access passed arguments to the function.

Organizing your Shell Script

An organized script is easy to understand and maintain. Recommended structure of `script.sh` from top to bottom is:

1. shebang (shebang | bash snippet)
2. summary (summary snippet)
3. handler functions region (if any, see [event](#) namespace)
4. event handlers region (if any, see [event](#) namespace)
5. animation frames region (if any, see [animation](#) namespace)
6. functions region
7. argument parsing
8. setting default variable values
9. rest of code (minimize it to function calls)

Usually you only need 1, 2, 6, 9 from above list. *argument parsing* and *setting default variable values* can be done in reverse order. In that case create a [variables region](#) after [summary](#) and set default values. Later if argument parsing overrides some of your variables (passed as flag/switch) the rest of variables contain default values.

In *summary* you provide some information about script.

```
1  #!/usr/bin/env bash
2
3  # Title:          test
4  # Description:    a test script
5  # Author:         Remisa <remisa.yousefvand@gmail.com>
6  # Date:           2019-01-06
7  # Version:        1.0.0
8
9  # Exit codes
10 # =====
11 # 0   no error
12 # 1   script interrupted
13 # 2   error description
```

Event handling

If you need to run a set of specific tasks before your script exits or in case user terminates your script (pressing CTRL + C) you need to assign a handler function to appropriate event. The problem with

event handlers is we use functions to run if a certain event happens so before assigning an event to a function we need to write the function. To capture events as soon as possible we need to assign event handlers early in our script. That's why I have separated functions into two parts, event handlers, at the top of the script just before binding events to them and the rest of functions which are not needed so early. See [event](#) namespace for more information.

Use `region` snippet to define a functions region and put all of your functions there. Remember you need to define functions before you can use them. If function B calls function A, then function A definition should precede definition of function B.

[illegible]

Double Quote vs Single Quote vs Backtick

Use *double quotation* where you have a variable that contains *whitespace*. Any variable inside a double quotation will be replaced by its value:

```
1 var1="Hello World!"
2 echo "$var1"    # Hello World!
3 # OR
4 echo "${var1}"  # Hello World!
```



Double Quote

By default use Double Quote " when defining variable or trying to access a variable value.

Use *single quotation* where you need to define a variable that contains special characters. Anything inside a single quotation will remain exact the same:

```
1 var1="Hello World!"
2 echo "$var1" # Hello World!
3
4 var2='$var1'
5 echo "$var2" # $var1
6
7 var3=' "&$*'
8 echo "$var3" # "&$*
```

backtick is used for [command substitution](#)

```
1 directoryList=`ls | xargs echo`
2 echo "$directoryList"
```

Sample scripts

Apart from some examples in this book there is a [samples directory](#)¹¹ in project repository which contains the steps and reasoning behind writing some shell scripts using Shellman.

¹¹<https://github.com/yousefvand/shellman/tree/master/samples>

Namespaces

Namespaces are semantic categories to hold related items together. *Folders* play the same role in keeping related *files* together on a *file system*.

There is a length limitation to namespaces in a snippet so some of them doesn't exist under exact namespace I write in this book. Fortunately they are few.

It happens when a single snippet is not enough to do the job and a function is needed. Such functions available in `Shellman`. See [lib](#) for more information.

loop

Contains `while`, `until` and `for`. Actually `for` doesn't have `loop` prefix so by typing `loop` you won't see it. That's because of readability limitations so if you need any kind of `for` type `for`.

while

`while` condition.

For arithmetic comparison use `(())`.

```
1  #!/usr/bin/env bash
2
3  a=3
4  while (( a > 0 )); do
5      echo "$a"
6      ((a--))
7  done
8  # 3
9  # 2
10 # 1
```

For string comparison use `[]`.

```
1  #!/usr/bin/env bash
2
3  str="s"
4  while [ "$str" != "end" ]; do
5      echo "start"
6      str="end"
7  done
8  # start
```

Also `loop infinite` snippet is available:

```
1  #!/usr/bin/env bash
2
3  while true; do
4      echo "message every 2 seconds"
5      sleep 2s
6  done
```

until

until condition (opposite of while).

For arithmetic comparison use (()).

```
1  #!/usr/bin/env bash
2
3  a=3
4  until (( a <= 0 )); do
5      echo "$a"
6      ((a--))
7  done
8  # 3
9  # 2
10 # 1
```

For string comparison use [].

```
1  #!/usr/bin/env bash
2
3  str="s"
4  until [ "$str" == "end" ]; do
5      echo "start"
6      str="end"
7  done
8  # start
```

for i

for loop.

```
1  #!/usr/bin/env bash
2
3  for((i=0;i<5;i++)); do
4      echo "$i"
5  done
6  # 0
7  # 1
8  # 2
9  # 3
10 # 4
```

for i j

Nested for loop.

```
1  #!/usr/bin/env bash
2
3  for((i=0;i<3;i++)); do
4      for((j=0;j<2;j++)); do
5          echo "$i, $j"
6      done
7  done
8  # 0, 0
9  # 0, 1
10 # 1, 0
11 # 1, 1
12 # 2, 0
13 # 2, 1
```

for in

Iterate over ranges. Range can be numerical or alphabetical and can be defined as {start..end}.

Numerical range:

```

1  #!/usr/bin/env bash
2
3  for item in {1..5}; do
4      echo "$item"
5  done
6  # 1
7  # 2
8  # 3
9  # 4
10 # 5

```

alphabetical range:

```

1  #!/usr/bin/env bash
2
3  for item in {A..D}; do
4      echo "$item"
5  done
6  # A
7  # B
8  # C
9  # D

```

for in column

Sometimes output is arranged in multiple columns while we are interested in one or few of them. For example output of `docker images` command:

REPOSITORY	TAG	IMAGE ID	CREATED	SIZE
sonatype/nexus3	3.13.0	777b20c20405	3 months ago	505MB
sonatype/nexus3	latest	777b20c20405	3 months ago	505MB
busybox	glibc	c041448940c8	4 months ago	4.42MB
busybox	latest	c041448940c8	4 months ago	4.42MB

What if we are just interested in column one?

```

1  #!/usr/bin/env bash
2
3  for col in `docker images | awk '{ print $1}'`; do
4      echo "$col"
5  done

```

Output of above script is:

```
1 REPOSITORY
2 sonatype/nexus3
3 sonatype/nexus3
4 busybox
5 busybox
```

If you need column two you can *pipe* (`()`) output of `docker images` to `awk '{ print $2}':`

```
1 #!/usr/bin/env bash
2
3 for col in `docker images | awk '{ print $2}'`; do
4     echo "$col"
5 done
```

Output would be:

```
1 TAG
2 3.13.0
3 latest
4 glibc
5 latest
```

logic

You can find logical related commands here under `if` namespace.

if

`if`, `else` condition.

For arithmetic comparison use `(())`.

```
1  #!/usr/bin/env bash
2
3  var1=32
4  var2=33
5
6  if (( $var1 == $var2 )); then
7      echo "equal"
8  elif (( $var1 >= $var2 )); then
9      echo "bigger"
10 else
11     echo "smaller"
12 fi
13 # smaller
```

For string comparison use [].

elif part can be repeated as much as necessary.

```
1  #!/usr/bin/env bash
2
3  str1="bye"
4  str2="hello"
5  str3="bye"
6
7  if [ "$str1" = "$str2" ]; then
8      echo "1 = 2"
9  elif [ "$str1" = "$str3" ]; then
10     echo "1 = 3"
11 elif [ "$str2" = "$str3" ]; then
12     echo "2 = 3"
13 else
14     echo "no equal pair"
15 fi
16 # 1 = 3
```

Simpler forms of if:

```
1  #!/usr/bin/env bash
2
3  str1="bye"
4  str2="hello"
5
6  if [ "$str1" = "$str2" ]; then
7      echo "equal"
8  fi
```

or if/else:

```
1  #!/usr/bin/env bash
2
3  str1="bye"
4  str2="hello"
5
6  if [ "$str1" = "$str2" ]; then
7      echo "equal"
8  else
9      echo "NOT equal"
10 fi
11 # NOT equal
```

iff

If condition is true then run command (short circuit).

For arithmetic comparison use (()).

```
1  #!/usr/bin/env bash
2
3  var=5
4  (( var > 3 )) && echo "greater than 3"
5  # greater than 3
```

For string comparison use [].


```
1  #!/usr/bin/env bash
2
3  var="hi"
4  [ "$var" = "hi" ] && echo "hi"
5  # hi
```

iff not

If condition is false then run command (short circuit).

For arithmetic comparison use `(())`.

```
1  #!/usr/bin/env bash
2
3  var=5
4  (( var > 8 )) || echo "less than 8"
5  # less than 8
```

For string comparison use `[]`.

```
1  #!/usr/bin/env bash
2
3  var="hi"
4  [ "$var" = "bye" ] || echo "hi"
5  # hi
```

if int =

Check if two integers are equal.

```
1  #!/usr/bin/env bash
2
3  int1=67
4  int2=67
5
6  if (( int1 == int2 )); then
7      echo equal
8  fi
```

if int !=

Check if two integers are not equal.

```
1  #!/usr/bin/env bash
2
3  int1=12
4  int2=13
5
6  if (( int1 != int2 )); then
7      echo not equal
8  fi
```

if int <

Check if the first integer is smaller than the second.

```
1  #!/usr/bin/env bash
2
3  int1=12
4  int2=13
5
6  if (( int1 < int2 )); then
7      echo lesser
8  fi
```

if int <=

Check if the first integer is smaller or equal to the second one.

```
1  #!/usr/bin/env bash
2
3  int1=12
4  int2=13
5
6  if (( int1 <= int2 )); then
7      echo less or equal
8  fi
```

if int >

Check if the first integer is greater than the second.

```
1  #!/usr/bin/env bash
2
3  int1=15
4  int2=13
5
6  if (( int1 > int2 )); then
7      echo greater
8  fi
```

if int >=

Check if the first integer is greater or equal to the second one.

```
1  #!/usr/bin/env bash
2
3  int1=12
4  int2=13
5
6  if (( int1 >= int2 )); then
7      echo greater or equal
8  fi
```

if string empty

Check if string is empty.

```
1  #!/usr/bin/env bash
2
3  str=""
4  if [ -z "$str" ]; then
5      echo "Empty string"
6  fi
7  # Empty string
```

if string not empty

Check if string is not empty.

```
1  #!/usr/bin/env bash
2
3  str="a"
4  if [ -n "$str" ]; then
5      echo "String is not empty"
6  fi
7  # String is not empty
```

string equal | if string =

Check if strings are equal.

```
1  #!/usr/bin/env bash
2
3  str1="hello"
4  str2="hello"
5  if [ "$str1" = "$str2" ]; then
6      echo "equal"
7  fi
8  # equal
```

string not equal | if string !=

Check if strings are not equal.

```
1  #!/usr/bin/env bash
2
3  str1="hi"
4  str2="hello"
5  if [ "$str1" != "$str2" ]; then
6      echo "not equal"
7  fi
8  # not equal
```

if string contains

Check if string contains given substring.

```
1  #!/usr/bin/env bash
2
3  str="hello world!"
4
5  if [[ "$str" = *world* ]]; then
6      echo contains world
7  fi
8  # contains world
```

if directory exists

Check if given *path* is a *directory*.

```
1  #!/usr/bin/env bash
2
3  if [ -d ~/backup ]; then
4      echo "backup exists"
5  fi
```

if cmd exists

Read `cmd`

if exists

If *path* exists.

```
1  #!/usr/bin/env bash
2
3  path=~/.bashrc
4  if [ -e "$path" ]; then
5      echo exists
6  fi
```

if file exists

If given *file* exists.

```
1  #!/usr/bin/env bash
2
3  filepath="/path/to/file"
4
5  file if [ -f "$filepath" ]; then
6      echo file exists
7  fi
```

if file =

Check if two files are equal.

```
1  #!/usr/bin/env bash
2
3  file1=~ /some_file
4  file2=~ /another_file
5
6  if [ "$file1" -ef "$file2" ]; then
7      echo files are equal
8  fi
```

if file executable

Check if file is executable.

```
1  #!/usr/bin/env bash
2
3  if [ -x /bin/ls ]; then
4      echo file is executable
5  fi
```

if file link

If given *path* is a *symbolic link*.

```
1  #!/usr/bin/env bash
2
3  if [ -h /vmlinuz ]; then
4      echo symbolic link
5  fi
```

if file newer

Check if first file is newer than the second.

```
1  #!/usr/bin/env bash
2
3  file1=~/.bashrc
4  file2=~/.profile
5
6  if [ "$file1" -nt "$file2" ]; then
7      echo file1 is newer than file2
8  fi
```

if file not empty

Check if file is not empty (file size > 0).

```
1  #!/usr/bin/env bash
2
3  if [ -s ~/.profile ]; then
4      echo file not empty
5  fi
```

if file older

Check if first file is older than the second.

```
1  #!/usr/bin/env bash
2
3  file1=~/.bashrc
4  file2=~/.profile
5
6  if [ "$file1" -ot "$file2" ]; then
7      echo file1 is older than file2
8  fi
```

if file readable

Check if file is readable.

```
1  #!/usr/bin/env bash
2
3  if [ -r ~/.profile ]; then
4      echo file is readable
5  fi
```

if file writable

Check if file is writable.

```
1  #!/usr/bin/env bash
2
3  if [ -w ~/.profile ]; then
4      echo file is writable
5  fi
```

function

Contains function related operations available through **func** namespace. A function can return a number between 0 to 255 which can be retrieved through `$?` (available as `func ret val snippet`).

func

Define a function to be called later. Function definition must precede its usage.


```
1  #!/usr/bin/env bash
2
3  function myFunction () {
4      echo "$1"
5      echo "$2"
6  }
7
8  myFunction "some argument" "another argument"
9  # some argument
10 # another argument
```

func args

Access to function arguments.

```
1  #!/usr/bin/env bash
2
3  function myFunction () {
4      echo "$@"
5  }
6
7  myFunction "some argument" "another argument"
8  # some argument another argument
```

func args count

Number of function arguments.

```
1  #!/usr/bin/env bash
2
3  function myFunction () {
4      echo $#
5  }
6
7  myFunction "some argument" "another argument"
8  # 2
```

func ret val

Check the value last function call has returned (0-255). By convention, zero is returned if no error occurs, otherwise a non-zero value is returned.

```
1  #!/usr/bin/env bash
2
3  function test () {
4      echo "$1"
5      return 25
6  }
7
8  test "return value"
9  echo "$?"
10 # return value
11 # 25
```

string

Contains String related operations.

string concat

concatenates two strings

```
1  #!/usr/bin/env bash
2
3  str1="a"
4  str2="b"
5  str="${str1}y${str2}z"
6  echo "$str" # aybz
```

string contains | if string contains

Checks if a String contains another String (substring).

```
1  #!/usr/bin/env bash
2
3  var="hello world!"
4
5  if [ [ "$var" = *world* ] ]; then
6      echo "substring found"
7  else
8      echo "substring NOT found"
9  fi
```

string equal | if string =

Checks if two Strings are the same.

```
1  #!/usr/bin/env bash
2
3  string1='This is a string!'
4  string2='This is a string!'
5
6  if [ "$string1" = "$string2" ]; then
7      echo 'Strings are equal'
8  fi
```

string not equal | if string !=

Checks if two strings are not equal.

```
1  #!/usr/bin/env bash
2
3  str1="shellman"
4  str2="shellmen"
5  if [ "$str1" != "$str2" ]; then
6      echo "Strings are NOT equal"
7  fi
```

string indexOf

Returns index of substring inside a string.

```
1  #!/usr/bin/env bash
2
3  myString="Hello World!"
4  temp=${myString%%"or"*} && indexOf=`echo ${myString%%"or"*} | echo ${#temp}`
5  echo $indexOf # 7
```

if string empty

Check if variable is an empty string.

```
1  #!/usr/bin/env bash
2
3  var=""
4  if [ -z "$var" ]; then
5      echo "Variable is empty string."
6  fi
7  # Variable is empty string.
```

if string not empty

Check if variable is not an empty string.

```
1  #!/usr/bin/env bash
2
3  var="something"
4  if [ -n "$var" ]; then
5      echo "Variable is not an empty string."
6  fi
7  # Variable is not an empty string.
```

string length

Returns *length* of given string.

```
1  #!/usr/bin/env bash
2
3  var="abcdefg"
4  length=${#var}
5  echo "$length"
```

string replace

Replace a substring with given string in another string.

```
1  #!/usr/bin/env bash
2
3  str1="Hello World!"
4  replaced=`echo -e "${str1}" | sed -e 's/World/Everyone/g'`
5  echo "$replaced" # Hello Everyone!
```

string reverse

Reverse given string.

```
1  #!/usr/bin/env bash
2
3  str1="abcd"
4  reversed=`echo -e "${str1}" | rev`
5  echo "$reversed" # dcba
```

string substring

Returns a substring from given string starting at *index* and with the length of *length*.

```
1  #!/usr/bin/env bash
2
3  str1="abcdefg"
4  substring=`echo -e "${str1:2:3}"`
5  echo "$substring" # cde
```

In above example we want a substring starting at *index* 2 to the *length* of 3. In abcdefg index 2 is c (index starts at zero) and length of 3 will end up cde.

string substring count | string substring frequency

Finds the frequency of a substring in a string (may need character escaping).

```

1  #!/usr/bin/env bash
2
3  frequency=`sed -E 's/(.)\1\n/g' <<<"a!bc!def!" | grep -c "!"`
4  echo "${frequency}" # 3

```

string toLower

Returns lowercase of given string.

```

1  #!/usr/bin/env bash
2
3  str1="AbCdE"
4  toLower=`echo -e "${str1}" | tr '[:upper:]' '[:lower:]'`
5  echo "$toLower" # abcde

```

string toUpper

Returns uppercase of given string.

```

1  #!/usr/bin/env bash
2
3  str1="AbCdE"
4  toLower=`echo -e "${str1}" | tr '[:upper:]' '[:lower:]'`
5  echo "$toLower" # abcde

```

string trim

Removes leading and trailing whitespace(s).

```

1  #!/usr/bin/env bash
2
3  str1="  result  "
4  result=`echo -e "${str1}" | sed -e 's/^[[:space:]]*//' | sed -e 's/[[:space:]]*$//`
5  echo "Variable $result contains no leading and trailing space as you see"
6  # Variable result contains no leading and trailing space as you see

```

string trim all

Removes all whitespace(s) from given string (leading, inside, trailing).

```
1  #!/usr/bin/env bash
2
3  str1="  ab c de  "
4  result=`echo -e "${str1}" | tr -d '[:space:]'`
5  echo "All whitespaces are removed from $result as you see"
6  # All whitespaces are removed from abcde as you see
```

string trim left

Removes all whitespace(s) from left of given string (leading).

```
1  #!/usr/bin/env bash
2
3  str1="  whitespace on left"
4  result=`echo -e "${str1}" | sed -e 's/^[[:space:]]*//`
5  echo "There is no $result as you see"
6  # There is no whitespace on left as you see
```

string trim right

Removes all whitespace(s) from right of given string (trailing).

```
1  #!/usr/bin/env bash
2
3  str1="whitespace on right  "
4  result=`echo -e "${str1}" | sed -e 's/[[:space:]]*$//`
5  echo "There is no $result as you see"
6  # There is no whitespace on right as you see
```

array

Contains Array related operations.

array declare

Declare a literal array.

```
1  #!/usr/bin/env bash
2
3  myArray=("Alice" "Bob" "Eve")
4
5  for item in ${myArray[@]}; do
6      echo "$item"
7  done
8
9  # Alice
10 # Bob
11 # Eve
```

array add | array push

Add a new item to the array.

```
1  #!/usr/bin/env bash
2
3  myArray=("Alice" "Bob" "Eve")
4  myArray+=("Shellman")
5
6  for item in ${myArray[@]}; do
7      echo "$item"
8  done
9
10 # Alice
11 # Bob
12 # Eve
13 # Shellman
```

array all

All items of array.

```
1  #!/usr/bin/env bash
2
3  myArray=("Alice" "Bob" "Eve")
4  echo ${myArray[@]} # Alice Bob Eve
```

array at index

Returns item Nth from array (N = index).


```
1  #!/usr/bin/env bash
2
3  myArray=("Alice" "Bob" "Eve" "Shellman")
4  echo ${myArray[2]} # Eve
```

array concat

Returns an array made of concatenation of two given arrays.

```
1  #!/usr/bin/env bash
2
3  array1=("Alice" "Bob" "Eve")
4  array2=("1" "2" "3")
5  newArray=("${array1[@]}" "${array2[@]}")
6  echo ${newArray[@]} # Alice Bob Eve 1 2 3
```

array delete

Delete entire array.

```
1  #!/usr/bin/env bash
2
3  myArray=("Alice" "Bob" "Eve")
4  unset myArray
5  echo ${myArray[@]}
6  #
```

array delete at

Delete Nth item in array (N = index)

```
1  #!/usr/bin/env bash
2
3  myArray=("Alice" "Bob" "Eve")
4  unset myArray[1]
5  echo ${myArray[@]} # Alice Eve
```

array filter

Filter elements of an array based on given pattern.

```
1  #!/usr/bin/env bash
2
3  myArray=('Alice' '22' 'Bob' '16' 'Eve')
4  filtered=(`for i in ${myArray[@]} ; do echo $i; done | grep [0-9]`)
5  echo ${filtered[@]} # 22 16
```

```
1  #!/usr/bin/env bash
2
3  myArray=("Alice" "Bob" "Eve")
4  echo ${myArray[@]/e/} # Alice Eve
```

array iterate | array forEach

Iterate over array items.

```
1  #!/usr/bin/env bash
2
3  myArray=("Alice" "Bob" "Eve")
4
5  for item in ${myArray[@]}; do
6      echo "$item"
7  done
8
9  # Alice
10 # Bob
11 # Eve
```

array length

Returns length of array.

```
1  #!/usr/bin/env bash
2
3  myArray=("Alice" "Bob" "Eve")
4  echo ${#myArray[@]} # 3
```

array replace

Find and replace items in array based on regex.

```
1  #!/usr/bin/env bash
2
3  myArray=("Alice" "Bob" "Eve")
4  echo ${myArray[@]//e/9} # Alic9 Bob Ev9
```

array slice | array range

Return items from *index* up to the *count*.

```
1  #!/usr/bin/env bash
2
3  myArray=("Alice" "Bob" "Eve" "Shellman" "Remisa")
4  echo ${myArray[@]:1:3} # Bob Eve Shellman
```

In above example we are interested in 3 items of array starting at index 1 (arrays are zero base indexed)

array set element

Set element given value as Nth element.

```
1  #!/usr/bin/env bash
2
3  myArray=("Alice" "Bob" "Eve")
4  myArray[1]="Shellman"
5  echo ${myArray[@]} # Alice Shellman Eve
```

cmd

Contains command execution related operations.

cmd

To run a command and use the returned value is named [command substitution](#).

```
1  #!/usr/bin/env bash
2
3  response=`curl -s http://example.com`
4  echo "$response"
```

In above example using `curl` we retrieve the content of `http://example.com` and store it in `response` variable (`-s` flag tells `curl` to work in silent mode).

cmd success check

Check if last command has succeeded.

```
1  #!/usr/bin/env bash
2
3  ls # this command will succeed
4
5  if [[ $? == 0 ]]; then
6      echo "command succeeded"
7  else
8      echo "command failed"
9  fi
10 # command succeeded
```

cmd failure check

Check if last command has failed.

```
1  #!/usr/bin/env bash
2
3  touch /file.txt # this command will fail without sudo
4
5  if [[ $? == 0 ]]; then
6      echo "command succeeded"
7  else
8      echo "command failed"
9  fi
10 # command failed
```

cmd nice

Run a command with modified scheduling priority. Niceness values range from `-20` (highest priority) to `19` (lowest priority) and default value is `0`.

```

1  #!/usr/bin/env bash
2
3  sudo nice -n 19 cp ~/file ~/tmp

```

In above example we are copying a file from *home* to *tmp* folder, and schedule minimum CPU time to cp.

cmd renice

Change a running process priority. Niceness values range from -20 (highest priority) to 19 (lowest priority) and default value is 0.

```

1  #!/usr/bin/env bash
2
3  for p in $(pidof "chrome"); do sudo renice -n -5 -p "$p"; done

```

In above example we are changing priority of chrome process and its child processes to higher than normal.

if cmd exists

Check if a desired command exists (program is installed).

```

1  #!/usr/bin/env bash
2
3  if [ `command -v docker` ]; then
4      echo "docker is installed"
5  else
6      echo "docker is NOT installed"
7  fi

```

In above example we are checking if docker program is available on the system.

math

Contains Math related operations. Math functions are available under `fn math ... namespace`.

math % (modulus)

Given two variables, returns reminder of dividing the first variable to the second.

```
1  #!/usr/bin/env bash
2
3  var1=17
4  var2=5
5  reminder=$((var1 % var2))
6  echo "$reminder" # 2
```

math %= (modulus assign)

Given two variables, calculates remainder of dividing the first variable to the second and assigns the result to the first variable.

```
1  #!/usr/bin/env bash
2
3  var1=13
4  var2=5
5  ((var1 %= var2))
6  echo "$var1" # 3
```

math * (multiply)

Given two variables, returns product of them.

```
1  #!/usr/bin/env bash
2
3  var1=3
4  var2=4
5  result=$((var1 * var2))
6  echo "$result" # 12
```

math *= (multiply assign)

Given two variables, calculates product of them and assigns the result to the first variable.

```
1  #!/usr/bin/env bash
2
3  var1=2
4  var2=3
5  ((var1 *= var2))
6  echo "$var1" # 6
```



Factorial

Write a function which gets a number N and prints N!.

For the answer refer to [Solutions](#) section, [factorial](#).

math + (add)

Given two variables, returns sum of them.

```
1  #!/usr/bin/env bash
2
3  var1=2
4  var2=3
5  result=$((var1 + var2))
6  echo "$result" # 5
```

math ++ (increase)

Given a variables, adds one to it.

```
1  #!/usr/bin/env bash
2
3  var=7
4  echo $((++var)) # 8
```

math += (add assign)

Given two variables, calculates sum of them and assigns the result to the first variable.

```
1  #!/usr/bin/env bash
2
3  var1=2
4  var2=3
5  ((var1 += var2))
6  echo "$var1" # 5
```

math - (subtract)

Given two variables, returns first minus second.

```
1  #!/usr/bin/env bash
2
3  var1=7
4  var2=5
5  result=$((var1 - var2))
6  echo "$result" # 2
```

math - (decrease)

Given a variable, subtracts one from it.

```
1  #!/usr/bin/env bash
2
3  var=8
4  echo $((--var)) # 7
```

math -= (subtract assign)

Given two variables, calculates first variable minus the second and assigns the result to the first variable.

```
1  #!/usr/bin/env bash
2
3  var1=19
4  var2=15
5  ((var1 -= var2))
6  echo "$var1" # 4
```

math / (divide)

Given two variables, returns first divided by the second.


```
1  #!/usr/bin/env bash
2
3  var1=12
4  var2=4
5  result=$((var1 / var2))
6  echo "$result" # 3
```

math /= (divide assign)

Given two variables, divides first variable by second and assigns the result to the first.

```
1  #!/usr/bin/env bash
2
3  var1=12
4  var2=4
5  ((var1 /= var2))
6  echo "$var1" # 3
```

math 0.00 (precision)

Math operations with x decimal point precision.

Multiply example:

```
1  #!/usr/bin/env bash
2
3  var1="2.13"
4  var2=""2
5  result=`echo "scale=2;($var1 * $var2)" | bc`
6  echo "$result" # 4.26
```

Division example:

```
1  #!/usr/bin/env bash
2
3  var1=7
4  var2=2
5  result=`echo "scale=2;($var1 / $var2)" | bc`
6  echo "$result" # 3.50
```

math ^ (power)

Exponentiate *base* to the *power*.

```

1  #!/usr/bin/env bash
2
3  echo $((2 ** 4)) # 16
4  echo $((3 ** 3)) # 27

```

math âˆš (square root)

Returns square root of given number up to given *precision*.

Calculate square root of 2 up to 7 decimal points.

```

1  #!/usr/bin/env bash
2
3  var=2
4  result=`echo "scale=7;sqrt($var)" | bc`
5  echo "$result" # 1.4142135

```

math random

Generate random number between *min* and *max*

```

1  #!/usr/bin/env bash
2
3  echo $((5000 + RANDOM % $((65535-5000)))) # 27502

```

math constants

Some useful math constants.

- π = 3.14159265358979323846264338327950288
- e = 2.71828182845904523536028747135266249
- $\frac{\sqrt{5}-1}{2}$ = 0.57721566490153286060651209008240243
- $\frac{1}{\sqrt{2}}$ = 0.56714329040978387299996866221035554
- $\sqrt{2}$ = 1.61803398874989484820458683436563811

color

Write text in color. `color` namespace contains commands to write in different foreground colors. To write in color we use `tput setaf` command followed by *color code*. Here is color code table:

Color	Code	Snippet
Black	0	<code>color black</code>
Red	1	<code>color red</code>
Green	2	<code>color green</code>
Yellow	3	<code>color yellow</code>
Blue	4	<code>color blue</code>
Magenta	5	<code>color magenta</code>
Cyan	6	<code>color cyan</code>
White	7	<code>color white</code>

To set *foreground color* to red we use `tput setaf 1` command and after some output we use `tput sgr0` command to set everything to default. You don't need to memorize codes, there is a snippet for every color. So for writing *hello world* in red, use `color red` snippet:

```
1  #!/usr/bin/env bash
2
3  echo `tput setaf 1`hello world`tput sgr0`
```



Colorful Text

Write a shell script that prints *Hello World!* in all 8 colors using a *for loop*.

For the answer refer to [Solutions](#) section, [colorful text](#).

format

Write text in italic, bold, dim or reverse contrast.

```
normal text
bold text
italic text
dimmed text
reversed text
```

formatted text

format bold

Write in bold.

```
1  #!/usr/bin/env bash
2
3  echo `tput bold`bold text`tput sgr0`
```

format italic

Write in *italic*.

```
1  #!/usr/bin/env bash
2
3  echo `tput sitm`italic text`tput sgr0`
```

format dim

Write dim text.

```
1  #!/usr/bin/env bash
2
3  echo `tput dim`dimmed text`tput sgr0`
```

format reverse

Write text in reverse contrast.

```
1  #!/usr/bin/env bash
2
3  echo `tput rev`reversed text`tput sgr0`
```

date

Contains Date related operations.

date now short

Short version of current system *date*.

```
1  #!/usr/bin/env bash
2
3  dateShort=`date -I`
4  echo "$dateShort" # 2019-01-06
```

date now UTC

Returns current system time in *Coordinated Universal Time* format.

```
1  #!/usr/bin/env bash
2
3  dateUTC=`date -u`
4  echo "$dateUTC" # Sunday, January 06, 2019
```

date now year

Current year.

```
1  #!/usr/bin/env bash
2
3  year=`date +%Y`
4  echo "$year" # 2019
```

date now monthNumber

Current month number.

```
1  #!/usr/bin/env bash
2
3  monthNumber=`date +%m`
4  echo "$monthNumber" # 01
```

date now monthName

Current month name.

```
1  #!/usr/bin/env bash
2
3  monthName=`date +%B` # %B for full month name, %b for abbreviated month name
4  echo "$monthName" # January
```

date now dayOfMonth

Current day of month.

```
1  #!/usr/bin/env bash
2
3  dayOfMonth=`date +%d`
4  echo "$dayOfMonth" # 06
```

date now dayOfWeek

Current weekday name.

```
1  #!/usr/bin/env bash
2
3  dayOfWeek=`date +%A` # %A for full weekday name, %a for abbreviated weekday name
4  echo "$dayOfWeek" # Sunday
```

date now dayOfYear

Current day of year (1-366).

```
1  #!/usr/bin/env bash
2
3  dayOfYear=`date +%j`
4  echo "$dayOfYear" # 006
```

time

Contains Time related operations.

time now local

Current local time.

```
1  #!/usr/bin/env bash
2
3  timeNowLocal=`date +%R` # %R for 24 hrs
4  echo "$timeNowLocal" # 13:23
5
6  timeNowLocal=`date +%r` # %r for 12 hrs
7  echo "$timeNowLocal" # 01:23:45
```

time now UTC

Current UTC time.

```
1  #!/usr/bin/env bash
2
3  timeNowUTC=`date -u +%R`
4  echo "$timeNowUTC" # 12:56
```

time seconds epoch

Seconds from 01-01-1970 00:00.

```
1  #!/usr/bin/env bash
2
3  timeNowSecondsEpoch=`date +%s`
4  echo "$timeNowSecondsEpoch" # 1545223678
```

file

Contains `File` related operations. For logical operations about `file` like if a given file is writable see [logic](#) section.

file delete | file remove

Delete given file.

```
1  #!/usr/bin/env bash
2
3  rm -f ~/test.txt
```

In above example `test.txt` will be deleted from *home*.

file find

Find files or directories based on criteria in given path.

```
1  #!/usr/bin/env bash
2
3  result=`find ~ -maxdepth 5 -type f -name "*.txt"`
4  echo "$result"
```

In above example all files (`-type f`) with `txt` extension in *home* (`~`) path up to 5 level of depth will be found. To search for directories use `-type d`.

file search | search in files | find in files

Find files which contain the search criteria.

```
1  #!/usr/bin/env bash
2
3  result=`find ~ -maxdepth 1 -type f -exec grep "ls" {} +`
4  echo "$result"
```

In above example we will search all files in *home* (`~`) directory up to 1 depth level, and find the ones which contain text `ls`.

file read

Read contents of a file line by line.

```
1  #!/usr/bin/env bash
2
3  cat ~/test.txt | while read line; do
4      echo "$line"
5  done
```

In above example we read contents of `test.txt` which is in user *home* directory, and print it line by line.

file write

Write to a file.


```
1  #!/usr/bin/env bash
2
3  lines=`docker images`
4  echo "sample header" > ~/test.txt
5  for line in ${lines}; do
6      echo "$line" >> ~/test.txt
7  done
```

In above example we store result of `docker images` command in `lines` variable then send sample header text to `test.txt` file in *home* (`~`) directory. Inside for loop we send each line of lines to `test.txt`.

Operator `>` redirects output to a file and overwrite its content while operator `>>` will append to the end of the file (previous contents remain there).

file write multiline

Write multiple lines into file.

```
1  #!/usr/bin/env bash
2
3  cat >~/test.txt <<EOL
4  Header
5
6  first line
7  second line
8  EOL
```

file write multiline sudo

Write multiple lines into a file which needs root permission.

```
1  #!/usr/bin/env bash
2
3  cat << EOL | sudo tee /test.txt
4  Header
5
6  first line
7  second line
8  EOL
```

remove files older than

Remove files older than x days.

```
1  #!/usr/bin/env bash
2
3  find ~/backup -mtime +14 | xargs rm -f
```

Above example removes files from ~/backup directory which are older than two weeks.

directory

Contains directory related operations. For logical operations about directory like if a given directory exists see [logic](#) section.

directory create

Creates a directory.

```
1  mkdir "test dir"
```

Creates test directory at the current path.

directory create nested

Create directories as required.

```
1  #!/usr/bin/env bash
2
3  mkdir -p "parent dir"/"child dir"
```



Nested Directories

Write a shell script to create a test directory containing 26 directories named from a to z each containing 100 directories from 1 to 100 with a single command.

Directory structure should look like:

```

1  — test
2  |   └─ a
3  |   |   └─ 1
4  |   |   └─ 2
5  |   .   .   .
6  |   .   .   .
7  |   |   └─ 100
8  |   └─ b
9  |   |   └─ 1
10 |   |   └─ 2
11 |   .   .   .
12 |   .   .   .
13 |   |   └─ 100
14 |   └─ c
15 |   .   .
16 |   .   .

```

For the answer refer to [Solutions](#) section, [nested directories](#).

directory delete nested | directory remove nested

Delete directory and all contents. Use with caution.

```

1  #!/usr/bin/env bash
2
3  rm -rf /home/remisa/backups

```

In above example backups directory and all contents (files and directories) will be deleted from /home/remisa path (home directory for user remisa).

directory find | file find

Find files or directories based on *criteria* in the given path up to N level depth.

```

1  #!/usr/bin/env bash
2
3  result=`find . -maxdepth 3 -type d -name "backup*"`
4  echo "$result"

```

Above example finds all directories (-type d) up to 3 level depth (-maxdepth 3) in the current directory (.) where their names start with backup (-name "backup*"). To search for files use -type f.

event

Contains event related operations available via **event** namespace. There are two events supported by Shellman, EXIT and CTRL+C. Be careful about registering events multiple times. The last one you register takes control of what happens when event fires. If you have multiple things to do, move them all to a single function and register that function once.

event EXIT

If you need to run some commands before your script exits, you can put them in a function and call it everywhere your script may exits. But there is an easier way to do that. Register an EXIT handler function and it would be executed when your script execution is finished:

```
1  # Exit event handler
2  function on_exit() {
3      tput cnorm # Show cursor. You need this if animation is used.
4      # i.e. clean-up code here
5      exit 0 # Exit gracefully.
6  }
7
8  # Put this line at the beginning of your script (after functions used by event handlers).
9
10 # Register exit event handler.
11 trap on_exit EXIT
```

The `trap on_exit EXIT` part registers `on_exit` function to EXIT event. You need to register events as soon as possible in your script. But since it needs `on_exit` function, you need to define that function before registering the event.

The `tput cnorm` part ensures we have a visible cursor when script exits. If you are using [animation](#) feature of Shellman don't remove it. Anyway it is harmless and you can leave it there even if no animation is used.

event CTRL+C | event terminated

Available as CTRL+C | terminated under event namespace. If you need to do something in case your script gets interrupted (like when user presses CTRL and C keys on keyboard) you can register a handler function for it:

```

1  # CTRL+C event handler
2  function on_ctrl_c() {
3      echo # Set cursor to the next line of '^C'
4      tput cnorm # show cursor. You need this if animation is used.
5      # i.e. clean-up code here
6      exit 1 # Don't remove. Use a number (1-255) for error code.
7  }
8
9  # Put this line at the beginning of your script (after functions used by event handl\
10 ers).
11 # Register CTRL+C event handler
12 trap on_ctrl_c SIGINT

```

The `trap on_ctrl_c SIGINT` part registers `on_ctrl_c` function to SIGINT event. You need to register events as soon as possible in your script. But since it needs `on_ctrl_c` function, you need to define that function before registering the event.

The `tput cnorm` part ensures we have a visible cursor when script exits. If you are using [animation](#) feature of Shellman don't remove it. Anyway it is harmless and you can leave it there even if no animation is used.

archive

Contains archive related operations like compressing and decompressing files/directories. In Linux, `tar` combines files/folders into a single file without compression and mixing it with some compression utilities gives us for example `archive.tar.gz`. Looking at this file's extension the `tar` part tells us this file is a collection of other files/folders and `gz` part tells us this collection is compressed using `gzip`.

archive compress tar.gz

Compress file(s)/director(ies) into a compressed archive file (`.tar.gz`)

```

1  #!/usr/bin/env bash
2
3  tar -czvf ~/archive.tar.gz ~/some-directory

```

In above example we are compressing and archiving a directory (`some-directory`) from our *home* directory (denoted by `~`) into `archive.tar.gz` file in our *home* directory. This is useful for example if we are interested to backup `some-directory`.

archive decompress tar.gz

Decompress an archive file (`.tar.gz`) into a path.

```
1  #!/usr/bin/env bash
2
3  tar -C ~/ -xvzf ~/archive.tar.gz
```

In above example we are decompressing `archive.tar.gz` file from our *home* directory into our *home* directory.

archive compress tar.xz

If you need more compression than previous method, use `tar.xz`:

Compress file(s)/director(ies) into a compressed archive file (`.tar.xz`)

```
1  #!/usr/bin/env bash
2
3  tar -cJf ~/archive.tar.xz ~/some-directory
```

In above example we are compressing and archiving a directory (`some-directory`) from our *home* directory (denoted by `~`) into `archive.tar.xz` file in our *home* directory. This file usually is smaller than its equivalent `archive.tar.gz` and the compression process is slower.

archive decompress tar.xz

Decompress an archive file (`.tar.xz`) into a path.

```
1  #!/usr/bin/env bash
2
3  tar -C ~/Documents -xf ~/archive.tar.xz
```

In above example we are decompressing `archive.tar.xz` file from our *home* directory into `Documents` directory inside our *home* directory.

http

Contains HTTP related operations.

http GET

Send a *GET* request to specified *URL*.

```
1  #!/usr/bin/env bash
2
3  curl --request GET -sL \
4      --user-agent 'Shellman' \
5      --url 'http://example.com'
```

Above example sends a *HTTP GET* request to <http://example.com> with desire *User Agent*¹².

http DELETE

Send a *DELETE* request to specified *URL*.

```
1  #!/usr/bin/env bash
2
3  curl --request DELETE -sL \
4      --user-agent 'Shellman' \
5      --url 'http://example.com'
```

http POST

Send a *POST* request to specified *URL*.

```
1  #!/usr/bin/env bash
2
3  curl --request POST -sL \
4      --user-agent 'Shellman' \
5      --url 'http://example.com' \
6      --data 'key1=value1' \
7      --data 'key2=value2'
```

http POST file

Send file with *http POST*.

¹²https://en.wikipedia.org/wiki/User_agent

```
1  #!/usr/bin/env bash
2
3  curl --request POST -sL \
4      --user-agent 'Shellman' \
5      --url 'http://example.com' \
6      --form 'key=value' \
7      --form 'file=@~/image.jpg'
```

Above example sends `image.jpg` to <http://example.com> via *POST* method.

http header

Send http request with custom header(s).

```
1  #!/usr/bin/env bash
2
3  curl --request GET -sL \
4      --user-agent 'Shellman' \
5      --header 'key: value' \
6      --url 'http://example.com'
```

http cookie

Send http request with desired cookies.

```
1  #!/usr/bin/env bash
2
3  curl --request GET -sL \
4      --user-agent 'Shellman' \
5      --cookie 'key=value' \
6      --url 'http://example.com'
```

http download

Download from url and save to desired *path*.


```
1  #!/usr/bin/env bash
2
3  curl --request GET -sL \
4      --user-agent 'Shellman' \
5      --output '~/downloaded-file.zip' \
6      --url 'http://example.com/file.zip'
```

ftp

Contains FTP related operations.

ftp list

Get the list of files on the ftp server at specific path.

```
1  #!/usr/bin/env bash
2
3  curl ftp://remisa:1234@mydomain/backup/
```

ftp download

Download specified file from ftp server.

```
1  #!/usr/bin/env bash
2
3  curl ftp://remisa:1234@mydomain/backup/latest.zip
```

ftp upload

Upload specified file to ftp server at desired path.

```
1  #!/usr/bin/env bash
2
3  curl -T test.zip ftp://remisa:1234@mydomain/backup/
```

ftp delete file

Delete specified file from ftp server.

```
1  #!/usr/bin/env bash
2
3  curl ftp://remisa:1234@mydomain/backup/test.zip -Q "DELE test.zip"
```

ftp rename

Rename specified file/directory on ftp server.

```
1  #!/usr/bin/env bash
2
3  curl ftp://remisa:1234@mydomain/backup/ -Q "-RNFR backup/test.zip" -Q "-RNT0 backup/\
4  renamed.zip"
```

ip

Contains ip related operations.

ip local IPs

Array of local IPs.

```
1  #!/usr/bin/env bash
2
3  IPS=`hostname -I`
4  echo "$IPS"
```

ip info

public ip information (ip, city, region, country, location, postal code, organization).

```
1  #!/usr/bin/env bash
2
3  echo `curl -s ipinfo.io/country`
4  # U.K
```

ip public

Find public ip address via different services.

- bot.whatismyipaddress.com
- ident.me
- ipecho.net/plain
- icanhazip.com
- ifconfig.me
- api.ipify.org
- ipinfo.io/ip

```
1  #!/usr/bin/env bash
2
3  PUBLIC_IP=`curl -s api.ipify.org`
4  echo "$PUBLIC_IP"
```

crypto

Contains Cryptography related operations like encryption, decryption and hashing.

crypto base64 encode

Encode variable content into *base64*.



Base64

This encoding is used to transform *binary* data into *string* usually to save in a file or transfer over network.

```
1  #!/usr/bin/env bash
2
3  base64Encoded=`echo -n "$variableToEncode" | base64`
```

crypto base64 decode

Decode String from *base64* into Binary.

```
1  #!/usr/bin/env bash
2
3  base64Decoded=`echo -n "$variableToDecode" | base64 -d`
```

crypto hash

Hash variable content with desired algorithm.

```
1  #!/usr/bin/env bash
2
3  hash=`echo -n "$variableToHash" | md5sum | cut -f1 -d ' '`
4  echo "$hash"
```

Supported algorithms:

- md5
- sha
- sha1
- sha224
- sha256
- sha384
- sha512

process

Contains Process related information and operations.

process list

List all system processes.

```

1  #!/usr/bin/env bash
2
3  ps -A
4  #   PID TTY          TIME       CMD
5  #    1   ?        00:00:03 systemd
6  #    2   ?        00:00:00 kthreadd
7  #    3   ?        00:00:01 ksoftirqd/0
8  #    5   ?        00:00:00 kworker/0:0H
9  #    7   ?        00:01:46 rcu_sched
10 # ...

```

process ID

Get process ID by its name. Many Linux commands need *process id* (PID).

```

1  #!/usr/bin/env bash
2
3  firefoxPID=`pgrep firefox`
4  echo $firefoxPID

```

process Kill

Kill a process by its name. `kill` command needs a *PID* (process ID) which we can find by `pgrep` command via [command substitution](#).

```

1  #!/usr/bin/env bash
2
3  sudo kill -9 `pgrep firefox`

```

In above example we find *firefox* PID and pass it to `kill` command. Here `-9` is a switch of `kill` command (kill signal). You can see a list of all signals by typing `kill -l` in terminal.

system

Contains System related information and operations.

system uptime

System uptime (hh:mm:ss).

```
1  #!/usr/bin/env bash
2
3  sys_uptime=`uptime | cut -d ' ' -f2`
4  echo "$sys_uptime" # 03:26:47
```

system memory info

System memory information in kilobytes (KB). Available memory information:

- MemTotal
- MemFree
- MemAvailable
- Cached
- Buffers
- Active
- Inactive
- SwapTotal
- SwapFree
- SwapCached

```
1  #!/usr/bin/env bash
2
3  sysMemoryMemTotal=`cat /proc/meminfo | grep 'MemTotal' | awk '{print $2}' | head -n \
4  1`
5  echo "$sysMemoryMemTotal" # total system memory in KB
```

system distro name

Operating System ID (i.e. Ubuntu).

```
1  #!/usr/bin/env bash
2
3  distroName=`lsb_release -i | awk '{print $3}'`
4  echo "$distroName"
```

system distro version

Operating System release version (i.e. 16.04).

```
1  #!/usr/bin/env bash
2
3  distroName=`lsb_release -r | awk '{print $2}'`
4  echo "$distroName"
```

system distro codename

Operating System codename (i.e. xenial).

```
1  #!/usr/bin/env bash
2
3  distroName=`lsb_release -c | awk '{print $2}'`
4  echo "$distroName"
```

system kernel name

Operating System kernel name (i.e. Linux).

```
1  #!/usr/bin/env bash
2
3  kernelName=`uname -s`
4  echo "$kernelName" # Linux
```

system kernel release

Operating System kernel release (i.e. 4.4.0-140-generic).

```
1  #!/usr/bin/env bash
2
3  kernelRelease=`uname -r`
4  echo "$kernelRelease" # 4.4.0-140-generic
```

system processor type

Operating System processor type (i.e. x86_64).

```
1  #!/usr/bin/env bash
2
3  processorType=`uname -p`
4  echo "$processorType" # x86_64
```

system processor count

Number of processors (cores).

```
1  #!/usr/bin/env bash
2
3  processorCount=`lscpu | grep 'CPU(s)' | awk '{print $2}' | head -n 1`
4  echo "$processorCount" # 4
```

system processor architecture

Processor architecture (i.e. x86_64).

```
1  #!/usr/bin/env bash
2
3  processorArchitecture=`lscpu | grep 'Architecture' | awk '{print $2}' | head -n 1`
4  echo "$processorArchitecture" # x86_64
```

system processor model

Processor model name (i.e. Intel(R) Core(TM) i5-5200U CPU @ 2.20GHz).

```
1  #!/usr/bin/env bash
2
3  processorModel=`lscpu | grep 'Model name' | cut -d ' ' -f 3- | sed -e 's/^[[:space:]]\`
4  *//'`
5  echo "$processorModel" # Intel(R) Core(TM) i5-5200U CPU @ 2.20GHz
```


system service manage

Manage service (daemon) operations.

- enable
- disable
- start
- stop
- reload
- restart
- status

```
1 sudo systemctl status network-manager
```

git

Contains git commands. You may need to install git on your system. Git is a version control system for tracking changes of projects.

Install git:

- Debian-based linux systems
 - `sudo apt install git`
- Red Hat-based linux systems
 - `sudo yum install git`
- Archlinux
 - `sudo pacman -S git`
- Mac
 - `brew install git`
- Windows
 - Download from <https://gitforwindows.org/>

git clone

Clone a repository to local machine.

```
1  #!/usr/bin/env bash
2
3  git clone https://github.com/user/repository.git
4  cd repository
```

git clone branch

Clone a repository to local machine and switch to a specific branch.

```
1  #!/usr/bin/env bash
2
3  git clone -b develop https://github.com/user/repository.git
4  cd repository
```

git config list

List git configurations.

```
1  #!/usr/bin/env bash
2
3  git config --list
```

git config set

Set a *git* configuration.

```
1  #!/usr/bin/env bash
2
3  git config --global user.name "Remisa"
```

git commit

Commit changes.

```
1  #!/usr/bin/env bash
2
3  git commit -m "fixed typo"
```

git commit search

Search for a commit which contains searchCriteria.

```
1  #!/usr/bin/env bash
2
3  git log --all --grep='typo'
```

git commit undo

Undo last N commits. **soft** preserve local changes. **hard** delete local changes.

```
1  #!/usr/bin/env bash
2
3  git reset --soft HEAD~1 # undo last local change but don't delete them
```

git commit list notPushed

List non pushed commits.

```
1  #!/usr/bin/env bash
2
3  git log origin/master..HEAD
```

git branch create

Create a local branch and switch into it.

```
1  #!/usr/bin/env bash
2
3  git checkout -b develop
```

git branch list

List all branches.

```
1 #!/usr/bin/env bash
2
3 git branch
```

git branch push

Push branch to remote.

```
1 #!/usr/bin/env bash
2
3 git push origin develop
```

git branch rename

Rename current branch.

```
1 #!/usr/bin/env bash
2
3 git branch -m newName
```

git branch delete local

Delete local branch.

```
1 #!/usr/bin/env bash
2
3 git branch --delete localBranch
```

git branch delete remote

Delete remote branch.

```
1 #!/usr/bin/env bash
2
3 git push origin --delete remoteBranch
```

git changes revert

Revert tracked changes.

```
1  #!/usr/bin/env bash
2
3  git checkout .
```

git patch create

Create a patch from changes.

```
1  #!/usr/bin/env bash
2
3  git diff > patch1.patch
```

git patch apply

Apply a patch from file.

```
1  #!/usr/bin/env bash
2
3  git apply < patch1.patch
```

git remote list

List all remotes.

```
1  #!/usr/bin/env bash
2
3  git remote
```

git remote urlAdd

Add remote url.

```
1  #!/usr/bin/env bash
2
3  git remote add origin https://github.com/user/repository.git
```

git remote urlChange

Change remote url.

```
1 #!/usr/bin/env bash
2
3 git remote set-url origin https://github.com/user/repository.git
```

git tag list

List all tags.

```
1 #!/usr/bin/env bash
2
3 git tag
```

git tag commit

Tag a commit.

```
1 #!/usr/bin/env bash
2
3 git tag -a release/1.0.0 -m "1.0.0 release"
```

git tag remote delete

Delete tag from remote.

```
1 #!/usr/bin/env bash
2
3 git push --delete origin tagName && git push origin :tagName
```

git tag remote push

Push tag to remote.

```
1 #!/usr/bin/env bash
2
3 git push origin tagName
```



```
1  #!/usr/bin/env bash
2
3  # Title:          title
4  # Description:    description
5  # Author:         author <email>
6  # Date:           yyyy-mm-dd
7  # Version:        1.0.0
8
9  # Exit codes
10 # =====
11 # 0    no error
12 # 1    script interrupted
13 # 2    error description
```

Document your script error codes under `Exit codes` section. These are code you have used in script when it exits due to an error (i.e. `exit 5` for lack of permission to do the job).

let

`let` is used for mathematic operations.

```
1  #!/usr/bin/env bash
2
3  let a=2+3
4  echo $a # 5
5  let "a = 2 + 3"
6  echo $a # 5
7  let a++ # increase a
8  echo $a # 6
9  let "a = 2 * 3"
10 echo $a # 6
```

assign if empty | variable default value

Assigns a value to a variable if and only if the variable is empty. Useful for assigning default values.


```
1  #!/usr/bin/env bash
2
3  var=""
4  : "${var:=default}"
5  echo "$var" # default
6
7  var="something"
8  : "${var:=default}"
9  echo "$var" # something
```

expr

It is an old command for doing *arithmetic operations*. Use `$(())` instead.

```
1  #!/usr/bin/env bash
2
3  result=`expr 2 \* 3`
4  echo "$result" # 6
```

Equivalent to:

```
1  #!/usr/bin/env bash
2
3  result=$((2 * 3))
4  echo "$result" # 6
```

ask question

Ask a question from user and receive its answer from input. It is possible to provide a default answer to the question.

```
1  #!/usr/bin/env bash
2
3  read -ep "What is your name? " -i Remisa ANSWER
4  echo "$ANSWER" # print user's answer
```

timeout

Run a command within a time frame.

```
1  #!/usr/bin/env bash
2
3  timeout 5 curl -s http://example.com
4  echo "at most 5 seconds later"
```

service manager

Commands related to *services*. A *service* is a program which runs in background and doesn't need any user to login to be started (i.e. ssh).

```
1  #!/usr/bin/env bash
2
3  sudo systemctl restart service
```

sleep

Halt script for desired period in seconds *s*, minutes *m*, hours *h*, days *d*.

```
1  #!/usr/bin/env bash
2
3  sleep 2m
4  # halts script for 2 minutes
```

stopwatch

Use *stopwatch* to calculate script running time. There are three snippets related to stopwatch, use at the given order:

1. `stopwatch start`: Starts stopwatch.
2. `stopwatch stop`: Stops stopwatch.
3. `stopwatch elapsed`: Calculates total time.

```
1  #!/usr/bin/env bash
2
3  # beginning of script
4  STOPWATCH_START_TIME=$(date +%s)
5
6  # script
7  sleep 30s
8
9
10 # end of script
11 STOPWATCH_END_TIME=$(date +%s)
12
13 # print elapsed time
14 STOPWATCH_ELAPSED_TOTAL_SECONDS=$((STOPWATCH_END_TIME - STOPWATCH_START_TIME))
15 STOPWATCH_ELAPSED_MINUTES=$((STOPWATCH_ELAPSED_TOTAL_SECONDS / 60))
16 STOPWATCH_ELAPSED_SECONDS=$((STOPWATCH_ELAPSED_TOTAL_SECONDS % 60))
17 echo elapsed $STOPWATCH_ELAPSED_MINUTES minutes and $STOPWATCH_ELAPSED_SECONDS second\
18 ds
```

lib

Contains a set of library functions under `fn` / `fx` namespaces. Functions can be accessed through `fn...` and their usage through `fx...`

Math

Math related functions.

math sum

Calculates sum of given integers. Available as `fn math sum` snippet.

Example usage:

```
1  #!/usr/bin/env bash
2
3  function sum () {
4      local result=0
5      for item in $@; do
6          ((result += item))
7      done
8      echo $result
9  }
10
11  var1=2; var2=5; var3=4
12  result=`sum $var1 $var2 $var3`
13  echo $result
```

math product

Calculates product of given integers. Available as fn math product snippet.

Example usage:

```
1  #!/usr/bin/env bash
2
3  function product () {
4      local result=1
5      for item in $@; do
6          ((result *= item))
7      done
8      echo $result
9  }
10
11  var1=2; var2=3; var3=5
12  result=`product $var1 $var2 $var3`
13  echo $result
```

math average

Calculates average of given integers. Available as fn math average snippet.

Example usage:

```
1  #!/usr/bin/env bash
2
3  function average () {
4      local result=0
5      for item in $@; do
6          ((result += item))
7      done
8      echo $((result / $#))
9  }
10
11 var1=2; var2=3; var3=4
12 result=`average $var1 $var2 $var3`
13 echo $result
```

Animation

There are three related snippets in animation namespace:

- `animation frame`: Use to define a frame of your animation.
- `fn animation animate`: A function used to animate frames.
- `fx animation animate`: Calling animate function.

See [animation](#) for more information.

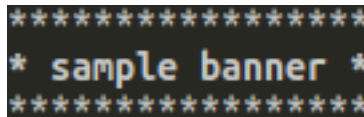
Misc

Other useful functions.

banner simple

A function to print simple banners. To define the function use `fn banner simple` at the top of script so later it can be called via `fx banner simple`:

```
1  #!/usr/bin/env bash
2
3  function banner_simple() {
4      # function body...
5  }
6
7  # call function
8  banner_simple "sample banner"
```

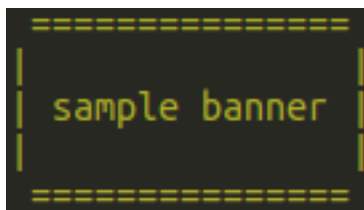


simple banner

banner color

A function to print colorful banners. To define the function use `fn banner color` at the top of script so later it can be called via `fx banner color`:

```
1  #!/usr/bin/env bash
2
3  function banner_color() {
4      # function body...
5  }
6
7  # call function
8  banner_color yellow "sample banner"
```



color banner

import

Use functions defined in other shell script files inside your script. To define the function use `fn import` at the top of script so later it can be called via `fx import`. Default folder for library files is `lib` relative to calling script.

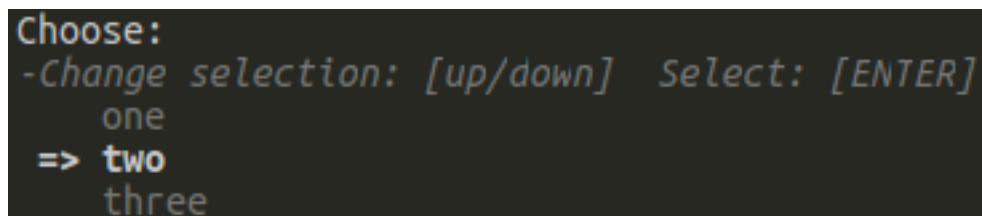
```
1  #!/usr/bin/env bash
2
3  function import() {
4      # function body...
5  }
6
7  import "mylib"
8
9  # Call some function from mylib.sh
```

In above example with `import "mylib"` we are importing functions defined in `lib/mylib.sh`.

options

A function to print multi choice questions. To define the function use `fn options` at the top of script so later it can be called via `fx options` with question and choices. Default choice is zero based so 0 means first option, 1 means second...

```
1  #!/usr/bin/env bash
2
3  function chooseOption() {
4      # function body...
5  }
6
7  options=("one" "two" "three") # array of options
8  chooseOption "Choose:" 1 "${options[@]}; choice=$? # call function
9  echo "${options[$choice]}" selected # print selected item by user
```



```
Choose:
-Change selection: [up/down] Select: [ENTER]
  one
=> two
  three
```

options 1

```
Choose:
-Change selection: [up/down]  Select: [ENTER]
  one
  two
=> three
```

options 2

```
Choose:
-Change selection: [up/down]  Select: [ENTER]
  one
  two
=> three

three selected
```

choice

progress

A dummy progress bar. You can use it as real progress bar with a little change.

```
1  #!/usr/bin/env bash
2
3  function progressBar() {
4      # function body...
5  }
6
7  progressBar .2 "Installing foo..."
```

```
|██████████| 35% [ Installing foo... ]
```

progress

scan

Scan a host port range (tcp/udp).


```

1  #!/usr/bin/env bash
2
3  function scan () {
4      # function body...
5  }
6
7  # scan tcp ports 5000-10000 of localhost
8  scan tcp localhost 5000 10000
9
10 # tcp 8081 => open
11 # tcp 9000 => open

```

version compare | semver compare

There are different versioning standards out there but they are converging to a specific one called [semver](#)¹³ over the last years. If you need to compare two different version strings which comply with semver semantic standard, then there is a ready to use function for it as `fn version compare` | `fn semver compare`. Insert the function into your function [region](#):

```

1  #!/usr/bin/env bash
2
3  # Usage: version_compare "1.2.3" "1.1.7"
4
5  function version_compare () {
6      # function body omitted...
7  }

```

Later call the function according to usage or use `fx version compare` | `fx semver compare` snippet:

```
1  version_compare "major.minor.patch" "major.minor.patch"
```

`version_compare` function returns `>`, `<` or `=` as result. Here are some real example usage and the outputs:

```

1  version_compare "1.2.3" "1.1.7" # >
2  version_compare "1.1.1" "2.1.0" # <
3  version_compare "5.0.2" "5.0.2" # =

```

If the two version strings are not standard semver, `version_compare` function will compare each part (separated by `.`) until the shorter one reaches its end. If until that point both versions look like same it returns `=` as result:

¹³<https://semver.org>

```
1 version_compare "3.2.2.7" "3.2.2" # =
```

animation

Why on earth one may need ASCII animation in a shell script (you can use unicode as well but it may not work the same on all systems). To add some fun!

There are simple steps to make a beautiful animation with Shellman. You define frames and call `animate` function passing it the `frames` array and the interval between frames in seconds. Normally you need an animation at the end of your script, so `animate` function uses an infinite `while` loop of course with enough sleeps.

Your frames need to have the exact same width and height. If they are different in size, fill the unused space with spaces (no TABs).

Define animation frames at the top of your script. Here we make a simple spinner. We need frames `|`, `/`, `-`, `\`. Use `animation` frame snippet:

```
1 IFS=' ' read -r -d ' ' frames[1] <<"EOF"
2 |
3 EOF
4
5 IFS=' ' read -r -d ' ' frames[2] <<"EOF"
6 /
7 EOF
8
9 IFS=' ' read -r -d ' ' frames[3] <<"EOF"
10 -
11 EOF
12
13 IFS=' ' read -r -d ' ' frames[4] <<"EOF"
14 \
15 EOF
```

Now add `animate` function to your script using `fn animation animate` snippet and call it with `frames` array and desired delay between frames in seconds:

```

1  #!/usr/bin/env bash
2
3  IFS=' ' read -r -d ' ' frames[1] <<"EOF"
4  |
5  EOF
6
7  IFS=' ' read -r -d ' ' frames[2] <<"EOF"
8  /
9  EOF
10
11 IFS=' ' read -r -d ' ' frames[3] <<"EOF"
12 -
13 EOF
14
15 IFS=' ' read -r -d ' ' frames[4] <<"EOF"
16 \
17 EOF
18
19 function animate () {
20     local frames=("$@")
21     ((last_index=${#frames[@]} - 1))
22     local interval=${frames[last_index]}
23     unset frames[last_index]
24
25     # Comment out next two lines if you are using CTRL+C event handler.
26     trap 'tput cnorm; echo' EXIT
27     trap 'exit 127' HUP INT TERM
28
29     tput civis # hide cursor
30     tput sc # save cursor position
31
32     while true; do
33         for frame in "${frames[@]}; do
34             tput rc # restore cursor position
35             echo "$frame"
36             sleep "$interval"
37         done
38     done
39 }
40
41 animate "${frames[@]}" 0.2

```

You can find base frames for your animations by searching the web for `ascii art`. For more examples

visit [project repository page](#)¹⁴.

pacman

Using frames is not the best way to make animations but it is simple and straightforward. I have made another ready to use animation function for you which gets an string and eats it up.

Use `fn animation pacman` snippet to insert the function into your script and use `fx animation pacman` to call it:

```
1 function pac_man () {  
2   # Function body here...  
3 }  
4  
5 pac_man "Hello World"
```

¹⁴<https://github.com/yousefvand/shellman/tree/master/samples/animation>

Solutions

Argument Parsing

Contents of `greet.sh`:

Argument Parsing

[illegible]

Nested Directories

Contents of nested-directories.sh:

Nested Directories

```
1  #!/usr/bin/env bash
2
3  mkdir -p test/{a..z}/{1..100}
```

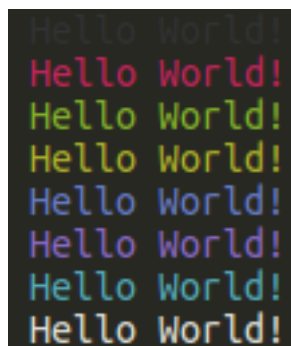
Colorful Text

Contents of colorful-text.sh:

Nested Directories

```
1  #!/usr/bin/env bash
2
3  for((i=0;i<=7;i++)); do
4      echo `tput setaf $i`Hello World!`tput sgr0`
5  done
```

Output:



```
Hello World!
Hello World!
Hello World!
Hello World!
Hello World!
Hello World!
Hello World!
Hello World!
```

colorful text

Factorial

Contents of factorial.sh:

Factorial

```
1  #!/usr/bin/env bash
2
3  function fact () {
4      result=1
5      for((i=2;i<=$1;i++)); do
6          result=$((result * i))
7      done
8      echo $result
9  }
10
11 # example: 4! = 4 * 3 * 2 = 24
12 fact 4
```
