

# ULI101

Week 03

# Week Overview

- Absolute and relative pathnames
- File name expansion
- Shell basics
- Command execution in detail
- Recalling and editing previous commands
- Quoting

# *Pathnames*

- A pathname is a list of names that will lead to a file.
  - Essentially they are directories, but a file name itself is a path as well
- The concept of a pathname relates to every operating system including Unix, Linux, MS-DOS, MS-Windows, Apple-Macintosh, etc.!
- Examples:
  - Directory pathname:  
`/home/username/ics124/assignments/`
  - File pathname:  
`/home/username/ops224/assignments/assn1.txt`

# ***Absolute vs Relative Pathnames***

## Absolute Pathname

- A pathname that begins from root.
- The pathname begins with a forward slash  
eg. `/home/someuser/unx122`

## Relative Pathname

- A pathname that is "relative" to the location of the current or "working" directory.
- For example, if we are in your home directory, issuing the command `mkdir uli101` will create the uli101 directory in your home directory!

# *Relative Pathnames*

## Rules:

- A relative pathname does NOT begin with a slash.
- Following symbols can be used at the beginning:
  - .. parent directory (up one directory level)
  - current directory
- Not all relative pathnames begin with “..”!

### Warning:

When using relative pathname, always make certain you know your present working directory!

# *Relative Pathnames*

Examples:

- Change to another directory branch from parent directory:  
`cd ../ipc144`
- copy sample.c file from joe.professor's home directory to your current directory:  
`cp ../joe.professor/uli101/sample.c .`

# Relative-to-Home Pathnames

- You can specify a pathname as relative-to-home by using a tilde and slash at the start, e.g.,

`~/uli101/notes.html`

- The tilde `~` is replaced by your home directory (typically `/home/your.account/`) to make the pathname absolute.
- You can immediately place a username after the tilde to represent another user's home directory. For example:  
`~jane.somebody` = `/home/jane.somebody`  
but `~` = `/home/your_home_dir`

# Which Type of Pathname to Use?

So far, we have been given many different types of pathnames that we can use for regular files and directories:

- **Absolute pathname** (starts with / )
- **Relative pathname** (doesn't start with /)
- **Relative-to-home pathname** (starts with ~)

You can decide which pathname type to use to make it more convenient (eg relative – usually less typing or absolute if you don't know what directory you are currently located in...)



# ***Making Directories***

Building directories is similar in approach to building a house

- Begins from a foundation (eg home directory).
- Need to build in proper order (add on addition to house in right location). Use a logical scheme.
- When building directories from different locations, must provide proper **absolute** or **relative pathname!!**

# *Planning Directories*

Good directory organization requires planning:

- Group information together logically.
- Plan for the future: use dated directories where appropriate (`~/christmas/2001`, `/christmas/2002`)
- Too few directories = excessive number of files in each; too many directories = long pathnames.

# Where to build directories?

- Want to build a directory called `tmp` that branches off of your home directory?
- Verify which directory you are located (either look at directory from command prompt or issue the command `pwd` )
- Type `mkdir tmp` at the Unix prompt, followed by ENTER
- Optionally you can verify that directory has been created using `ls` or `ls -ld` commands)

# *Creating Parent Directories*

By default, a directory cannot be created in a non-existent location – it needs a parent directory

To create directory paths with parent directories that do not exist (using a single command) use the -p option for the mkdir command

**mkdir -p *pathname***

eg. mkdir -p mur/dir1

(This would create the parent directory **mur** and then the child directory **dir1**. The -p means "create all the directories in the Path").

# *Removing Directories*

Removing directories is reverse order of building directories

- Issue command `rmdir directory`
- `rmdir` cannot remove directories containing files or other subdirectories.
- `rmdir` cannot remove directories that are anyone's current directory.
- Need to step back to at least parent directory to remove an empty directory.

# *Removing Sub-trees*

- To remove a sub-tree (a directory and all of its contents including sub-directories) use `rm -r directory` (or `rm -R directory`).
- The can use the `rm -rf` command (-f = force) to complete delete files and directories recursively, even if they are protected from delete
- **Caution!**  
**Remove files only if you are absolutely sure what you are doing!**
- **Caution! `rm -r` can erase large numbers of files very quickly. Use with extreme care!**
- Backup is a very good idea!

# Filename Expansion

- Many of the commands discussed so far make reference to a specific filename – e.g. and regular file to store data, or a directory.
- Sometimes the user may not know the exact name of a file, or the user wants to use a command to apply to a number of files that have a similar name

For example: `work.txt`, `work2.txt`, `work3.txt`



# Filename Expansion

- Special characters can be used to expand a general filename and use them if they match. You may have heard about “Wildcard Characters” – this is a similar concept.
- File name expansion Symbols:
  - \* (star/asterisk) – Represents zero or more of any characters.
  - ? (question mark) – Represents any single character
  - [ ] (character class) – Represents a single character, any of the list inside of the brackets. Placing a ! Symbol after first square bracket means “opposite”). Ranges such as [a-z] or [0-3] are supported.



# Filename Expansion

- To demonstrate filename expansion, let's assume the following regular files are contained in our current directory:

```
work1.txt  work2.txt  work3.txt  work4.c  worka.txt  
working.txt
```

- Note the results from using filename expansion:

```
ls work*
```

```
work1.txt  work2.txt  work3.txt  work4.c  
worka.txt  working.txt
```

```
ls work?.txt
```

```
work1.txt  work2.txt  work3.txt  worka.txt
```

```
ls work[1-3].txt
```

```
work1.txt  work2.txt  work3.txt
```

```
ls work[!1-3].txt
```

```
worka.txt
```

# UNIX shell

- Command interpreter for UNIX
- Acts as a mediator between user and UNIX kernel
- Processes and/or executes user commands
- More than one command can be executed on one command line when separated by a semi-colon
- You will be learning approx. 30 Unix commands in this course
  - This is a small, compared to the the 1000+ Unix commands out there
- The term **command** and **utility** mean the same in Unix

# UNIX shell

- There are several kinds of shells available for UNIX
- Most popular shells are:
  - C shell (this is not the C programming language)
  - Korn shell – used with Unix
  - Linux machines most often use the BASH shell (Bourne-Again Shell)
- Each user on one machine can run a different shell
- UNIX scripting = UNIX shell programming

# Why command line?

- Why don't we just use the GUI (KDE, Gnome or some other window manager)?
  - GUI may not always be available
    - What if something is broken?
    - What if you are connecting through a terminal remotely?
  - GUI is for regular users
    - Many administrative tools are hard to find in the menus
  - Command line is more efficient
    - Tasks are completed faster
    - Less system resources are wasted
  - Command line allows you to automate repeating tasks through scripting
    - Writing scripts requires you to know commands

# Command Execution

- While command is being executed the shell waits for it to finish
- This state is called **sleep**
- When the command finishes executing the shell brings back the prompt
- It is possible to get the command prompt before the command finishes
- This requires executing a process in the **background**

# Command Line Syntax

- A line which includes UNIX commands, program and shell script names and their arguments is called a **command line**
- Typical command line execution would include:
  - Command line parsing
  - Breaking it up into tokens
  - Executing tokens
- Command line tokens are separated by whitespace
- Command line is actually executed when the **Enter key** is pressed

# Command Editing

- Previously executed commands can be recalled
  - The Bourne shell uses the up/down arrow keys to accomplish that
  - Other shells may use some other mechanism, for example Korn shell uses vi-style command editing
  - Recalled commands can be easily edited before re-executing
- Useful BASH keyboard shortcuts:
  - Go to the beginning of the line: **CTRL+A**
  - Go to the end of the line: **CTRL+E**
  - Erase Characters: **Backspace** or **CTRL-Backspace** or **CTRL-h**
  - Delete a word before the cursor: **CTRL-w**
  - Delete everything from to the beginning of line: **CTRL-u**
  - Clear Screen: **CTRL-I**
  - Search for a keyword in previous commands: **CTRL+R**
  - Auto complete file/directory names: **Tab**



# Quoting in UNIX

- Sometimes it may be necessary to use characters that have special meaning to the shell
- In such cases such characters may need to be quoted
- There are several ways of quoting special characters in UNIX, including:
  - Backslash (\) – quotes one character that follows
  - Double quotes (“ ”) – quote a group of characters
  - Single quotes (‘ ’) – quote a group of characters



# \ Quote

- Quotes one character, that immediately follows
- Can prevent variable substitution when the `$` character is quoted
- Example:  
`echo *` - will show files in your pwd, but  
`echo \*` - will show `*`
- To quote a `\`, another `\` is used (`\\`)

# ‘ ‘ Quotes

- Forward single quote – different than the back tick (backward single quote)
- Quotes all that is inside, preventing wildcard and variable substitution
- Example:  
`echo .*` – will show all hidden files in pwd, while  
`echo '.*'` – will show `.*`

# Double Quoting

- Commands such as echo can have their arguments quoted using double quotes
- Such quoting can preserve and/or include whitespace
- Variable substitution takes place
- Double quotes do not:
  - Prevent shell variable substitution
  - Stop escape characters interpretation