06 - Intro to {Scripting,Customizing,Text Editors}

CS 2043: Unix Tools and Scripting, Spring 2016 [1]

Stephen McDowell February 8th, 2016

Cornell University

Table of contents

- 1. Scripting
- 2. Text Editors
- 3. Customizing

Some Logistics

· (poll) The **assignments** repository on GitHub

Some Logistics

- (poll) The **assignments** repository on GitHub
- Drop deadline is Wednesday 2/10/2016

Scripting

The high-level story is: nothing special

- The high-level story is: nothing special.
- Executable filetype.

- The high-level story is: nothing special.
- Executable filetype.
- Shebang (later).

- The high-level story is: nothing special.
- Executable filetype.
- · Shebang (later).
- Runs from top to bottom

 The Shebang[5] is used to tell the thing executing the script how (by what program) it should be executed.

- The Shebang[5] is used to tell the thing executing the script how (by what program) it should be executed.
- The only time that you technically do not need it is when these two are the same.

- The Shebang[5] is used to tell the thing executing the script how (by what program) it should be executed.
- The only time that you technically do not need it is when these two are the same.
 - E.g. you are using a **bash** shell, and could execute a **bash** script and be safe.

- The Shebang[5] is used to tell the thing executing the script how (by what program) it should be executed.
- The only time that you technically do not need it is when these two are the same.
 - E.g. you are using a bash shell, and could execute a bash script and be safe.
- You should always include the shebang.

- The Shebang[5] is used to tell the thing executing the script how (by what program) it should be executed.
- The only time that you technically do not need it is when these two are the same.
 - E.g. you are using a **bash** shell, and could execute a **bash** script and be safe.
- You should always include the shebang.
- If you are executing using a non-standard program, just include the executable name

- The Shebang[5] is used to tell the thing executing the script how (by what program) it should be executed.
- The only time that you technically do not need it is when these two are the same.
 - E.g. you are using a bash shell, and could execute a bash script and be safe.
- You should always include the shebang.
- If you are executing using a non-standard program, just include the executable name
 - Other users may have installed this elsewhere

- The Shebang[5] is used to tell the thing executing the script how (by what program) it should be executed.
- The only time that you technically do not need it is when these two are the same.
 - E.g. you are using a bash shell, and could execute a bash script and be safe.
- You should always include the shebang.
- If you are executing using a non-standard program, just include the executable name
 - · Other users may have installed this elsewhere
- With the shebang, I don't have to do python script.py, I can just do ./script.py.

Scripts execute from top to bottom

- · Scripts execute from top to bottom.
- This is just like Python, for those of you who know it already.

- · Scripts execute from top to bottom.
- This is just like Python, for those of you who know it already.
- · Bad code inside an **if** statement?

- · Scripts execute from top to bottom.
- This is just like Python, for those of you who know it already.
- Bad code inside an if statement?
 - You may only realize it when that if statement executes.

Use the shebang #!/bin/bash

```
= id -u
if [[ $MSK 1D -eq 0 ]]; then
   echo "Executing as root.'
for n in {1..11}; do
```

- Use the shebang:#!/bin/bash
- · Declare variables

```
= id -u
if [[ SMSK ID -ea 0 ]]: then
   echo "Executing as root.'
for n in {1..11}; do
```

- Use the shebang:#!/bin/bash
- Declare variables
 - · no spaces

```
= id -u
if [[ SMSK ID -ea 0 ]]: then
   echo "Executing as root.'
for n in {1..11}; do
```

- Use the shebang:#!/bin/bash
- Declare variables
 - · no spaces!
- Use variables

```
= id -u
if [[ SMSK ID -ea 0 ]]: then
for n in {1..11}; do
```

- Use the shebang:#!/bin/bash
- Declare variables
 - no spaces!
- · Use variables
 - · dereference with \$

```
= id -u
       MSK ID -ea 0 ll: then
for n in {1..11}; do
```

- Use the shebang:#!/bin/bash
- Declare variables
 - · no spaces!
- · Use variables
 - dereference with \$
- Store/use commands executed

```
= id -u
       MSK ID -ea 0 ll: then
   echo "Executing as root.'
for n in {1..11}; do
```

- Use the shebang:#!/bin/bash
- Declare variables
 - no spaces!
- · Use variables
 - dereference with \$
- Store/use commands executed

```
= id -u
       ISK ID -ea 0 11: then
for n in {1..11}; do
```

- Use the shebang:#!/bin/bash
- Declare variables
 - no spaces!
- · Use variables
 - dereference with \$
- Store/use commands executed
 - \cdot \$(command \dots)
 - `command ...`

```
= id -u
       MSK ID -ea 0 ll: then
   echo "Executing as root.'
for n in {1..11}; do
```

- Use the shebang:#!/bin/bash
- · Declare variables
 - no spaces!
- · Use variables
 - dereference with \$
- Store/use commands executed
 - \cdot \$(command \dots)
 - · `command ...`
- If statements and loops.

```
= id -u
       MSK ID -ea 0 ll: then
   echo "Executing as root.'
for n in {1..11}; do
```

- Use the shebang:#!/bin/bash
- · Declare variables
 - · no spaces!
- · Use variables
 - dereference with \$
- Store/use commands executed
 - ◆ \$(command ...)
 - · `command ...`
- If statements and loops.
- NEVER use aliases in bash scripts. EVER.

```
= id -u
      MSK ID -eq 0 ]]; then
   echo "Executing as root.
for n in {1..11}; do
```

 The shebang must be the first line. It must be a valic command.

- The shebang must be the first line. It must be a valid command.
 - If you expect a custom executable for some reason, then you should only provide the executable name

- The shebang must be the first line. It must be a valid command.
 - If you expect a custom executable for some reason, then you should only provide the executable name
 - e.g. superAwesome is the executable name, then don't specify the path to your own superAwesome executable as the user of the script likely did not install it there.

- The shebang must be the first line. It must be a valid command.
 - If you expect a custom executable for some reason, then you should only provide the executable name
 - e.g. superAwesome is the executable name, then don't specify the path to your own superAwesome executable as the user of the script likely did not install it there.
 - Instead, use #! /usr/bin/env superAwesome, making the assumption that your user has properly set the their \$PATH variable to include superAwesome.

- The shebang must be the first line. It must be a valid command.
 - If you expect a custom executable for some reason, then you should only provide the executable name
 - e.g. superAwesome is the executable name, then don't specify the path to your own superAwesome executable as the user of the script likely did not install it there.
 - Instead, use #! /usr/bin/env superAwesome, making the assumption that your user has properly set the their \$PATH variable to include superAwesome.
 - This is different than what I said in lecture, but a much better approach. This is also suggested for how to do it for python.

- The shebang must be the first line. It must be a valid command.
 - If you expect a custom executable for some reason, then you should only provide the executable name
 - e.g. superAwesome is the executable name, then don't specify the path to your own superAwesome executable as the user of the script likely did not install it there.
 - Instead, use #! /usr/bin/env superAwesome, making the assumption that your user has properly set the their \$PATH variable to include superAwesome.
 - This is different than what I said in lecture, but a much better approach. This is also suggested for how to do it for python.
- Not a # commentable language?

Caution

- The shebang must be the first line. It must be a valid command.
 - If you expect a custom executable for some reason, then you should only provide the executable name
 - e.g. superAwesome is the executable name, then don't specify the path to your own superAwesome executable as the user of the script likely did not install it there.
 - Instead, use #! /usr/bin/env superAwesome, making the assumption that your user has properly set the their \$PATH variable to include superAwesome.
 - This is different than what I said in lecture, but a much better approach. This is also suggested for how to do it for python.
- · Not a # commentable language?
 - · Official answer: just don't use a shebang

Caution

- The shebang must be the first line. It must be a valid command.
 - If you expect a custom executable for some reason, then you should only provide the executable name
 - e.g. superAwesome is the executable name, then don't specify the path to your own superAwesome executable as the user of the script likely did not install it there.
 - Instead, use #! /usr/bin/env superAwesome, making the assumption that your user has properly set the their \$PATH variable to include superAwesome.
 - This is different than what I said in lecture, but a much better approach. This is also suggested for how to do it for python.
- Not a # commentable language?
 - · Official answer: just don't use a shebang.
 - Unofficial answer: technically it doesn't matter, since the shebang is a hack on the first 8 bits, but this would render the file useless except for when it is executed by a shell.

Text Editors

· If you have a GUI, I encourage Sublime

- If you have a GUI, I encourage Sublime.
- You do not always get one, so knowing VIM is essential

- If you have a GUI, I encourage Sublime.
- · You do not always get one, so knowing VIM is essential.
 - You are almost guaranteed VIM will exist if you don't have a GUI.

- If you have a GUI, I encourage Sublime.
- · You do not always get one, so knowing VIM is essential.
 - You are almost guaranteed VIM will exist if you don't have a GUI.
- VIM has a LARGE number of shortcuts, you will only learn them with practice.

VIM is a powerful "lightweight" text editor.

- · VIM is a powerful "lightweight" text editor.
- VIM actually stands for "Vi IMporoved", where vi is the predecessor.

- · VIM is a powerful "lightweight" text editor.
- VIM actually stands for "Vi IMporoved", where vi is the predecessor.
- · VIM can be installed on pretty much every OS these days.

- · VIM is a powerful "lightweight" text editor.
- VIM actually stands for "Vi IMporoved", where vi is the predecessor.
- VIM can be installed on pretty much every OS these days.
- Allows you to edit things quickly, after the initial learning curve.

· Normal Mode

- · Normal Mode
 - Launching pad to issue commands or go into other modes

- · Normal Mode
 - · Launching pad to issue commands or go into other modes.
 - Allows you to view the text, but not edit it directly (only through commands).

- · Normal Mode
 - · Launching pad to issue commands or go into other modes.
 - Allows you to view the text, but not edit it directly (only through commands).
 - You can jump to normal mode by pressing ESCAPE.

- · Normal Mode
 - · Launching pad to issue commands or go into other modes.
 - Allows you to view the text, but not edit it directly (only through commands).
 - You can jump to normal mode by pressing ESCAPE.
- Visual Mode

- · Normal Mode
 - Launching pad to issue commands or go into other modes.
 - Allows you to view the text, but not edit it directly (only through commands).
 - You can jump to normal mode by pressing ESCAPE.
- Visual Mode
 - Used to highlight text and perform block operations.

- · Normal Mode
 - Launching pad to issue commands or go into other modes.
 - Allows you to view the text, but not edit it directly (only through commands).
 - You can jump to normal mode by pressing ESCAPE.
- · Visual Mode
 - Used to highlight text and perform block operations.
 - Enter visual mode from normal mode by pressing v on your keyboard.

- · Normal Mode
 - Launching pad to issue commands or go into other modes.
 - Allows you to view the text, but not edit it directly (only through commands).
 - You can jump to normal mode by pressing ESCAPE.
- · Visual Mode
 - Used to highlight text and perform block operations.
 - Enter visual mode from normal mode by pressing v on your keyboard.
 - Visual Line: shift+v

- · Normal Mode
 - Launching pad to issue commands or go into other modes.
 - Allows you to view the text, but not edit it directly (only through commands).
 - You can jump to normal mode by pressing ESCAPE.
- · Visual Mode
 - Used to highlight text and perform block operations.
 - Enter visual mode from normal mode by pressing v on your keyboard.

Visual Line: shift+v

Visual Block: ctl+v

- · Normal Mode
 - · Launching pad to issue commands or go into other modes.
 - Allows you to view the text, but not edit it directly (only through commands).
 - You can jump to normal mode by pressing ESCAPE.
- · Visual Mode
 - Used to highlight text and perform block operations.
 - Enter visual mode from normal mode by pressing v on your keyboard.
 - Visual Line shift+v
 - Visual Block: ctl+v
 - Explanation: try them all out and move your cursor around, you'll see it.

- · Normal Mode
 - · Launching pad to issue commands or go into other modes.
 - Allows you to view the text, but not edit it directly (only through commands).
 - · You can jump to normal mode by pressing ESCAPE.
- · Visual Mode
 - Used to highlight text and perform block operations.
 - Enter visual mode from normal mode by pressing v on your keyboard.
 - Visual Line: shift+v
 - Visual Block: ctl+v
 - Explanation: try them all out and move your cursor around, you'll see it.
- Insert Mode

- · Normal Mode
 - Launching pad to issue commands or go into other modes.
 - Allows you to view the text, but not edit it directly (only through commands).
 - · You can jump to normal mode by pressing ESCAPE.
- · Visual Mode
 - Used to highlight text and perform block operations.
 - Enter visual mode from normal mode by pressing v on your keyboard.
 - Visual Line: shift+v
 - Visual Block: ctl+v
 - Explanation: try them all out and move your cursor around, you'll see it.
- · Insert Mode
 - Used to type text into the buffer (file).

- · Normal Mode
 - Launching pad to issue commands or go into other modes.
 - Allows you to view the text, but not edit it directly (only through commands).
 - You can jump to normal mode by pressing ESCAPE.
- · Visual Mode
 - Used to highlight text and perform block operations.
 - Enter visual mode from normal mode by pressing v on your keyboard.
 - Visual Line: shift+v
 - · Visual Block: ctl+v
 - Explanation: try them all out and move your cursor around, you'll see it.
- · Insert Mode
 - Used to type text into the buffer (file).
 - · Like any regular text-editor you've seen before.

- · Normal Mode
 - Launching pad to issue commands or go into other modes.
 - Allows you to view the text, but not edit it directly (only through commands).
 - You can jump to normal mode by pressing ESCAPE.
- · Visual Mode
 - Used to highlight text and perform block operations.
 - Enter visual mode from normal mode by pressing v on your keyboard.
 - Visual Line: shift+v
 - Visual Block: ctl+v
 - Explanation: try them all out and move your cursor around, you'll see it.
- · Insert Mode
 - Used to type text into the buffer (file).
 - · Like any regular text-editor you've seen before.
 - · Enter from normal mode with the i key.

 Most of the time (these days at least), you can scroll with your mouse / trackpad.

- Most of the time (these days at least), you can scroll with your mouse / trackpad.
- You can also use your arrow keys.

- Most of the time (these days at least), you can scroll with your mouse / trackpad.
- You can also use your arrow keys.
- By design, VIM shortcuts exist to avoid moving your hands at all. Use

- Most of the time (these days at least), you can scroll with your mouse / trackpad.
- · You can also use your arrow keys.
- By design, VIM shortcuts exist to avoid moving your hands at all. Use
 - · h to go left

- Most of the time (these days at least), you can scroll with your mouse / trackpad.
- · You can also use your arrow keys.
- By design, VIM shortcuts exist to avoid moving your hands at all. Use
 - · h to go left
 - j to go down

- Most of the time (these days at least), you can scroll with your mouse / trackpad.
- · You can also use your arrow keys.
- By design, VIM shortcuts exist to avoid moving your hands at all. Use
 - · h to go left
 - j to go down
 - · k to go up

- Most of the time (these days at least), you can scroll with your mouse / trackpad.
- · You can also use your arrow keys.
- By design, VIM shortcuts exist to avoid moving your hands at all. Use
 - h to go left
 - · j to go down
 - · k to go up
 - 1 to go right

- Most of the time (these days at least), you can scroll with your mouse / trackpad.
- · You can also use your arrow keys.
- By design, VIM shortcuts exist to avoid moving your hands at all. Use
 - h to go left
 - · j to go down
 - · k to go up
 - l to go right
- With that in mind, the true VIM folk usually map left caps-lock to be ESCAPE.

Useful Commands

:help	help menu, e.g. specify :help v
: u	undo
: q	exit
: q!	exit without saving
:e [filename]	open a different file
:syntax [on/off]	enable / disable syntax highlighting
:set number	turn line numbering on
:set spell	turn spell checking on
:sp	split screen horizontally
:vsp	split screen vertically
<ctrl+w> <w></w></ctrl+w>	rotate between split regions
:W	save file
:wq	save file and exit
<shift>+<z><z></z></z></shift>	hold shift and hit z twice: alias for :wq

What?

 VIM is very complicated to start out, but when you memorize the shortcuts it will become crazy fast.

What?

- VIM is very complicated to start out, but when you memorize the shortcuts it will become crazy fast.
- I suggest you complete the OpenVIM tutorial at [3]

What?

- VIM is very complicated to start out, but when you memorize the shortcuts it will become crazy fast.
- · I suggest you complete the OpenVIM tutorial at [3].
- You can then begin learning the commands, keeping your cheat-sheet[4] handy.

What?

- VIM is very complicated to start out, but when you memorize the shortcuts it will become crazy fast.
- I suggest you complete the OpenVIM tutorial at [3].
- You can then begin learning the commands, keeping your cheat-sheet[4] handy.
 - The author of [2] made a convenient pdf of that

What?

- VIM is very complicated to start out, but when you memorize the shortcuts it will become crazy fast.
- I suggest you complete the OpenVIM tutorial at [3].
- You can then begin learning the commands, keeping your cheat-sheet[4] handy.
 - The author of [2] made a convenient pdf of that.
 - Start with lesson 1. When you are ready for more, continue forward.

 The \$PS1 variable controls what shows up when you type in your terminal.

- The \$PS1 variable controls what shows up when you type in your terminal.
- · List of all options here:

- The \$PS1 variable controls what shows up when you type in your terminal.
- · List of all options here:

http://www.gnu.org/software/bash/manual/bashref.html#Controlling-the-Prompt

· Common: export PS1="\ua\h:\w> "

- The \$PS1 variable controls what shows up when you type in your terminal.
- · List of all options here:

- · Common: export PS1="\u∂\h:\w> "
 - "usr@hostname:current/working/directory>"

- The \$PS1 variable controls what shows up when you type in your terminal.
- · List of all options here:

- · Common: export PS1="\u@\h:\w> "
 - "usr@hostname:current/working/directory>"
- Try changing your \$PS1 using export right now to see how you can modify it.

- The \$PS1 variable controls what shows up when you type in your terminal.
- · List of all options here:

- · Common: export PS1="\u@\h:\w> "
 - "usr@hostname:current/working/directory>"
- Try changing your \$PS1 using export right now to see how you can modify it.
- Play with colors after, since they are tedious to type in the format needed.

Modifying your Prompt: Aliases

Creating Aliases

alias <new-name> <old-name>

- Used to create alternative ways of entering things, usually commands
- · e.g. alias ..="cd .."
- Think of it as copy-pasting. You type new-name and your terminal pastes old-name.
- · Should not ever be used in scripts.
- Usually stored in the ~/.bashrc file, though
 ~/.bash_aliases is slowly gaining traction.

Modifying your Prompt: Aliases

Creating Aliases

alias <new-name> <old-name>

- Used to create alternative ways of entering things, usually commands
- · e.g. alias ..="cd .."
- Think of it as copy-pasting. You type new-name and your terminal pastes old-name.
- · Should not ever be used in scripts.
- Usually stored in the ~/.bashrc file, though
 ~/.bash_aliases is slowly gaining traction.
- · Make your own!

 There are many such places that people put things, but generally speaking...

- There are many such places that people put things, but generally speaking...
- Your bashrc should have things like aliases and functions. Limit the export calls to just things related to coloring the terminal.

- There are many such places that people put things, but generally speaking...
- Your bashrc should have things like aliases and functions. Limit the export calls to just things related to coloring the terminal.
- Your bash_profile should contain any special environment variables you need to define.

- There are many such places that people put things, but generally speaking...
- Your bashrc should have things like aliases and functions. Limit the export calls to just things related to coloring the terminal.
- Your bash_profile should contain any special environment variables you need to define.
 - Typically when you are exporting things like \$PATH or \$LD_LIBRARY_PATH for something you have installed on your own.

- There are many such places that people put things, but generally speaking...
- Your bashrc should have things like aliases and functions. Limit the export calls to just things related to coloring the terminal.
- Your bash_profile should contain any special environment variables you need to define.
 - Typically when you are exporting things like \$PATH or \$LD_LIBRARY_PATH for something you have installed on your own.
- You should source your bash_profile from your profile, and you should source your bashrc from your bash_profile.

 You may want to quickly change your \$PS1 or something and see what it looks like immediately.

- You may want to quickly change your \$PS1 or something and see what it looks like immediately.
- Open your text editor and make the changes you want to see. Flip back to your terminal.

- You may want to quickly change your \$PS1 or something and see what it looks like immediately.
- Open your text editor and make the changes you want to see. Flip back to your terminal.
- To reload changes immediately, use the source command (e.g. source ~/.bashrc).

- You may want to quickly change your \$PS1 or something and see what it looks like immediately.
- Open your text editor and make the changes you want to see. Flip back to your terminal.
- To reload changes immediately, use the source command (e.g. source ~/.bashrc).
 - $\boldsymbol{\cdot}$ The bashrc is reloaded when you open a new terminal.

- You may want to quickly change your \$PS1 or something and see what it looks like immediately.
- Open your text editor and make the changes you want to see. Flip back to your terminal.
- To reload changes immediately, use the source command (e.g. source ~/.bashrc).
 - The **bashrc** is reloaded when you open a new terminal.
 - The profile (and therefore bash_profile) is reloaded when you log in.

- You may want to quickly change your \$PS1 or something and see what it looks like immediately.
- Open your text editor and make the changes you want to see. Flip back to your terminal.
- To reload changes immediately, use the source command (e.g. source ~/.bashrc).
 - The **bashrc** is reloaded when you open a new terminal.
 - The profile (and therefore bash_profile) is reloaded when you log in.
- You can source the bash_profile, but that will only
 affect the current terminal. In order for all new terminals
 to get it, you need to log out and log back in.

Customize!!!

Follow the instructions in today's lecture demo: https://github.com/cs2043-sp16/lecture-demos/tree/master/lec06

References I

[1] B. Abrahao, H. Abu-Libdeh, N. Savva, D. Slater, and others over the years.

Previous cornell cs 2043 course slides.

[2] B. Kidwell.

vi-vim-cheat-sheet-and-tutorial-pdf.

```
http://www.glump.net/files/2012/08/
vi-vim-cheat-sheet-and-tutorial.pdf.
```

[3] Openvim.

Interactive vim tutorial.

http://www.openvim.com/tutorial.html.

References II

[4] S. Systems.

Shebang (unix).

Graphical vi-vim cheat sheet and tutorial.

http://www.viemu.com/a_vi_vim_graphical_
cheat_sheet_tutorial.html.

[5] Wikipedia.

//en.wikipedia.org/wiki/Shebang_%28Unix%29.

24