

Invoke-Expression

Run a PowerShell expression. Accepts a string to be executed as code. It is essential that any user input is carefully validated.

Syntax

```
Invoke-Expression [-command] string [CommonParameters]
```

Key

-command *string*

A literal string (or variable that contains a string) that is a valid PowerShell expression.

Standard **Aliases** for Invoke-Expression: **iex**

Invoke-Expression accepts a *string* and treats it as PowerShell code which allows the construction of dynamic code, this means that you have to be very careful about the string input.

You will have **learned** that PowerShell treats single and double quoted strings differently, with single quoted strings being interpreted literally, however `Invoke-Expression` will strip the quotes from `-command` completely, meaning this will work:

```
$a='Hello'
PS C:\> iex '$a'
Hello
```

If input is accepted from a user or any third party source, there is a possibility that they could inject unwanted additional PowerShell commands into the script with undesirable effects.

The `-command` run by Invoke-Expression can be a simple string, or a more complex **scriptblock** or a **Dot Sourced** Scriptblock.

Invoke-Expression performs string expansion, so for example `iex "echo '$PsHome'"` will output
Hello World C:\System32\WindowsPowerShell\v1.0

If the result of the expression is an empty array, `invoke-expression` will output `$null`

Using **Invoke-Expression** to run a set of commands is similar to using the **& call operator** but has a key difference in that `invoke-expression` does not create an additional **scope**, so any changes to variables made by the script block will remain visible.

Some examples to demonstrate the difference between `Invoke-Expression` and `Call`:

```
PS C:\> $program = "Get-ChildItem"
PS C:\> Invoke-expression $program
> Directory listing...

PS C:\> $program = "Get-ChildItem"
PS C:\> & $program
> Directory listing...
```

So far so good, they both work and appear to do the same thing, now lets add a parameter to filter the results:

```
PS C:\> $program = "Get-ChildItem *.txt"
PS C:\> Invoke-expression $program
> Directory listing

PS C:\> & $program
> & : The term 'Get-ChildItem *.txt' is not recognized as...
```

So using Call fails, but this is a good failure because we generally want to be specific about which command/cmdlet is being called and which parameters are being passed to it.

The correct way to do this with Call is passing the parameter as a separate string:

```
PS C:\> $program = "Get-ChildItem"
PS C:\> $progfilter = "*.txt"
PS C:\> & $program $progfilter
> Directory listing
```

Imagine a situation where you **prompt the user** for a file extension expecting that they will enter .txt or .doc, but instead they enter a semicolon ; **command**

Separator followed by ;Remove-Item C:\Important folder\

If you use Invoke-Item in this situation, both commands will be executed, but if you use **Call (&)** then "Get-ChildItem" is passed a parameter which won't make much sense, but nothing gets deleted.

Example

Create variables named \$sorting and \$MyExpr and use them to store the text of an expression, then use invoke-expression to actually run the expression:

```
PS C:\> $sorting = "sort-object Name"
PS C:\> $myExpr = "get-process | $sorting"
PS C:\> invoke-expression $myExpr
```

"Innovation is the distinction between a leader and a follower" ~ Steve Jobs

Related PowerShell Cmdlets:

Get-Command - Retrieve basic information about a command.

Invoke-Command - Run commands on local and remote computers.

Invoke-Item - Invoke an executable or open a file (START).

Invoke-History - Invoke a previously executed Cmdlet.

Start-Process - Start one or more processes, optionally as a specific user.

Trace-Command - Trace an expression or command.

--% - Stop parsing input as PowerShell commands.

.(source) - Run a command script in the current shell (persist variables and functions.)

& (call) - Run a command script.

Invoke-Expression considered harmful - PowerShell Team / devblogs.microsoft.com.