# 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

 $\boldsymbol{\cdot}$  (poll) The  $\boldsymbol{assignments}$  repository on GitHub.

## **Some Logistics**

- $\cdot$  (poll) The  ${\it assignments}$  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

```
#! /bin/bash
 declare some variables
NAME="Sven Nevs"
MSK ID=`id -u`
# A simple if statement
if [[ $MSK ID -eq 0 ]]; then
    echo "Executing as root."
else
    echo "Executing as normal user."
fi
#
# A simple string concat
# Note the $ works regardless
echo "You are: $NAME"
# A simple for loop using a {} range
for n in {1..11}; do
    echo $n
done
# recall that $ needs to be escaped
# with \ to get the actual symbol: \$
```

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

```
#! /bin/bash
# declare some variables
NAME="Sven Nevs"
MSK ID=`id -u`
# A simple if statement
if [[ $MSK ID -eq 0 ]]; then
    echo "Executing as root."
else
    echo "Executing as normal user."
fi
#
# A simple string concat
# Note the $ works regardless
echo "You are: $NAME"
# A simple for loop using a {} range
for n in {1..11}; do
    echo $n
done
# recall that $ needs to be escaped
# with \ to get the actual symbol: \$
```

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

...no spaces!

```
#! /bin/bash
# declare some variables
NAME="Sven Nevs"
MSK ID=`id -u`
# A simple if statement
if [[ $MSK ID -eq 0 ]]; then
    echo "Executing as root."
else
    echo "Executing as normal user."
fi
#
# A simple string concat
# Note the $ works regardless
echo "You are: $NAME"
# A simple for loop using a {} range
for n in {1..11}; do
    echo $n
done
# recall that $ needs to be escaped
# with \ to get the actual symbol: \$
```

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

```
#! /bin/bash
 declare some variables
NAME="Sven Nevs"
MSK ID=`id -u`
# A simple if statement
if [[ $MSK ID -eq 0 ]]; then
    echo "Executing as root."
else
    echo "Executing as normal user."
fi
#
# A simple string concat
# Note the $ works regardless
echo "You are: $NAME"
# A simple for loop using a {} range
for n in {1..11}; do
    echo $n
done
# recall that $ needs to be escaped
# with \ to get the actual symbol: \$
```

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

...dereference with \$

```
#! /bin/bash
 declare some variables
NAME="Sven Nevs"
MSK ID= id -u
# A simple if statement
if [[ $MSK ID -eq 0 ]]: then
    echo "Executing as root."
else
    echo "Executing as normal user."
fi
#
# A simple string concat
# Note the $ works regardless
echo "You are: $NAME"
# A simple for loop using a {} range
for n in {1..11}; do
    echo $n
done
# recall that $ needs to be escaped
# with \ to get the actual symbol: \$
```

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

```
#! /bin/bash
  declare some variables
NAME="Sven Nevs'
MSK ID= id -u
# A simple if statement
if [[ $MSK ID -ea 0 1]: then
    echo "Executing as root."
else
    echo "Executing as normal user."
fi.
# A simple string concat
# Note the $ works regardless
echo "You are: $NAME"
# A simple for loop using a {} range
for n in {1..11}; do
    echo $n
done
# recall that $ needs to be escaped
# with \ to get the actual symbol: \$
```

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

```
#! /bin/bash
  declare some variables
NAME="Sven Nevs'
MSK ID= id -u
# A simple if statement
if [[ $MSK ID -ea 0 1]: then
    echo "Executing as root."
else
    echo "Executing as normal user."
fi.
# A simple string concat
# Note the $ works regardless
echo "You are: $NAME"
# A simple for loop using a {} range
for n in {1..11}; do
    echo $n
done
# recall that $ needs to be escaped
# with \ to get the actual symbol: \$
```

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

```
#! /bin/bash
  declare some variables
NAME="Sven Nevs"
MSK ID= id -u
# A simple if statement
if [[ $MSK ID -ea 0 1]: then
    echo "Executing as root."
else
    echo "Executing as normal user."
fi.
# A simple string concat
# Note the $ works regardless
echo "You are: $NAME"
# A simple for loop using a {} range
for n in {1..11}; do
    echo $n
done
# recall that $ needs to be escaped
# with \ to get the actual symbol: \$
```

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

```
#! /bin/bash
  declare some variables
NAME="Sven Nevs"
MSK ID= id -u
# A simple if statement
if [[ $MSK ID -ea 0 1]: then
    echo "Executing as root."
else
    echo "Executing as normal user."
fi
 A simple string concat
# Note the $ works regardless
echo "You are: $NAME"
# A simple for loop using a {} range
for n in {1..11}; do
    echo $n
done
# recall that $ needs to be escaped
# with \ to get the actual symbol: \$
```

- 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.

```
#! /bin/bash
  declare some variables
NAME="Sven Nevs"
MSK ID= id -u
# A simple if statement
if [[ $MSK ID -ea 0 1]: then
    echo "Executing as root."
else
    echo "Executing as normal user."
fi
 A simple string concat
# Note the $ works regardless
echo "You are: $NAME"
# A simple for loop using a {} range
for n in {1..11}; do
    echo $n
done
# recall that $ needs to be escaped
# with \ to get the actual symbol: \$
```

• The shebang must be the first line. It must be a valid 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 out, 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 out, 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 out, 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 out, 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 out, 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.
  - $\cdot$  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 <b>z</b> twice: alias for <b>:wq</b> |

### 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.

# Customizing

 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="\u@\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 .." means you can just type .. to go up one directory.
- Think of it as copy-pasting. You type **new-name** and your terminal pastes **old-name**.
- Should not ever be used in scripts.

### 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 .." means you can just type .. to go up one directory.
- 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 .." means you can just type .. to go up one directory.
- 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 \$P\$1 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 \$P\$1 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.

- You may want to quickly change your \$P\$1 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 \$P\$1 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.

https:

Graphical vi-vim cheat sheet and tutorial.

http://www.viemu.com/a\_vi\_vim\_graphical\_
cheat\_sheet\_tutorial.html.

[5] Wikipedia.
Shebang (unix).

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