



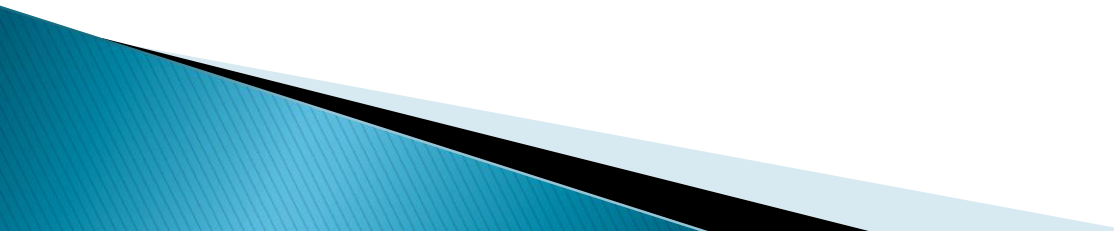
Informatics on High-throughput Sequencing Data

(Summer Course 2020)

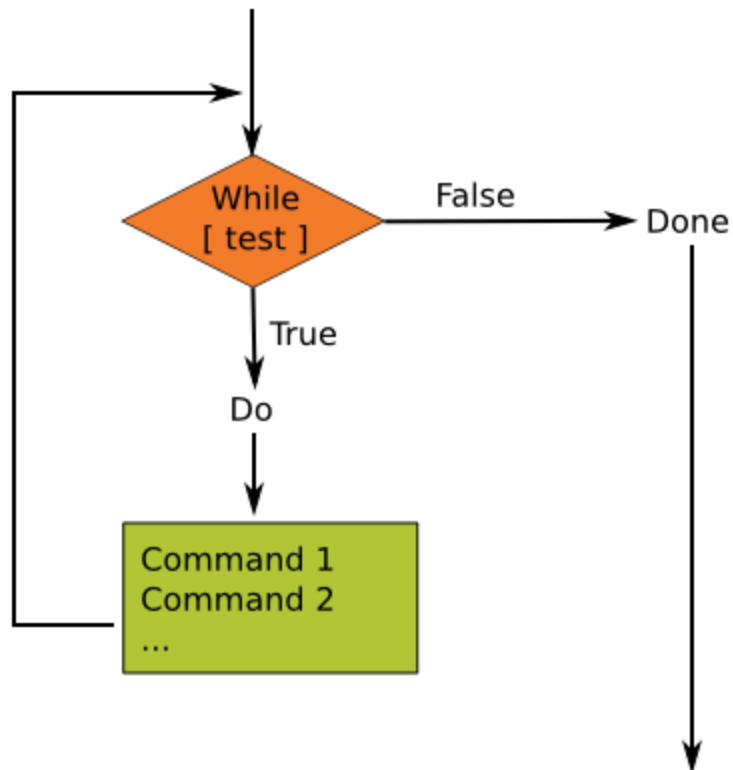
Day 9



Agenda

- ▶ **Shell Scripting**
 - ▶ **Variables**
 - ▶ **User Inputs**
 - ▶ **Arithmetic**
 - ▶ **Functions**
 - ▶ **IF statements**
 - ▶ **Loops**
- 

While Loops



```
while [ <some test> ]  
do  
    <commands>  
done
```

While Loops

while_loop.sh

```
1. #!/bin/bash
2. # Basic while loop
3.
4. counter=1
5. while [ $counter -le 10 ]
6. do
7.     echo $counter
8.     ((counter++))
9. done
10.
11. echo All done
```

Until Loops

until_loop.sh

```
1. #!/bin/bash
2. # Basic until loop
3.
4. counter=1
5. until [ $counter -gt 10 ]
6. do
7.     echo $counter
8.     ((counter++))
9. done
10.
11. echo All done
```

```
until [ <some test> ]
do
    <commands>
done
```

For Loops

for_loop.sh

```
1. #!/bin/bash
2. # Basic for loop
3.
4. names='Stan Kyle Cartman'
5.
6. for name in $names
7. do
8.     echo $name
9. done
10.
11. echo All done
```

```
for var in <list>
do
    <commands>
done
```

Ranges

for_loop_series.sh

```
1. #!/bin/bash
2. # Basic range in for loop
3.
4. for value in {1..5}
5. do
6.     echo $value
7. done
8.
9. echo All done
```

Ranges

```
for_loop_stepping.sh
1. #!/bin/bash
2. # Basic range with steps for loop
3.
4. for value in {10..0..2}
5. do
6.     echo $value
7. done
8.
9. echo All done
```

- ❑ The **break** statement tells Bash to leave the loop straight away.
- ❑ The **continue** statement tells Bash to stop running through this iteration of the loop and begin the next iteration.

Select

- ❑ The select mechanism allows you to create a simple menu system.

```
select_example.sh

1. #!/bin/bash
2. # A simple menu system
3.
4. names='Kyle Cartman Stan Quit'
5.
6. PS3='Select character: '
7.
8. select name in $names
9. do
10.     if [ $name == 'Quit' ]
11.     then
12.         break
13.     fi
14.     echo Hello $name
15. done
16.
17. echo Bye
```

```
select var in <list>
do
    <commands>
done
```

Functions

- ▶ Either of the below methods of specifying a function is valid.
- ▶ In other programming languages it is common to have arguments passed to the function listed inside the brackets ().
- ▶ In Bash they are there only for decoration and you never put anything inside them.
- ▶ The function definition (the actual function itself) must appear in the script before any calls to the function.

```
function_name () {  
    <commands>  
}
```

```
function function_name {  
    <commands>  
}
```

<https://ryanstutorials.net/bash-scripting-tutorial/bash-functions.php>

Functions

function_example.sh

```
1. #!/bin/bash
2. # Basic function
3.
4. print_something () {
5.     echo Hello I am a function
6. }
7.
8. print_something
9. print_something
```

<https://ryanstutorials.net/bash-scripting-tutorial/bash-functions.php>

Functions

- ▶ We may send data to the function in a similar way to passing command line arguments to a script.
- ▶ We supply the arguments directly after the function name. Within the function they are accessible as \$1, \$2, etc.

arguments_example.sh

```
1. #!/bin/bash
2. # Passing arguments to a function
3.
4. print_something () {
5.     echo Hello $1
6. }
7.
8. print_something Mars
9. print_something Jupiter
```

Functions

- ▶ Bash functions don't allow us to return a value.
- ▶ They do however allow us to set a return status.
- ▶ Typically a return status of 0 indicates that everything went successfully. A non zero value indicates an error occurred.

return_status_example.sh

```
1. #!/bin/bash
2. # Setting a return status for a function
3.
4. print_something () {
5.     echo Hello $1
6.     return 5
7. }
8.
9. print_something Mars
10. print_something Jupiter
11. echo The previous function has a return value of $?
```

Remember that the variable `$?` contains the return status of the previously run command or function.

Functions

return_hack.sh

```
1. #!/bin/bash
2. # Setting a return value to a function
3.
4. lines_in_file () {
5.     cat $1 | wc -l
6. }
7.
8. num_lines=$( lines_in_file $1 )
9.
10. echo The file $1 has $num_lines lines in it.
```

Thanks!

// | ?