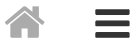


🕒 Sunday, March 05, 2017



# LIKE GEEKS



LINUX

## Expect Command And How To Automate Shell Scripts Like Magic

📅 February 27, 2017 👤 admin 💬 0 Comments

In the previous post we've talked about writing **practical shell scripts** and we've seen how it is easy to write a shell script and we've used most of our knowledge we've discussed on the previous posts, today we are going to talk about a tool that does magic to our shell scripts, that tool is expect command or expect programming language. Expect command or **expect programming language** is a language that talks with your interactive programs or scripts that require user interaction for input. Expect works by expecting input, and upon receiving the expected input, the Expect script will send the response without any user interaction, just like magic.

**Expect command** or expect programming language is a language that talks with your interactive programs or scripts that require user interaction for input. Expect works by expecting input, and upon receiving the expected input, the Expect script will send a response without any user interaction, just like magic.

You can say that this tool is your robot who will automate some of your daily tasks

If expect command is not installed on your system you can install it using the following command

```
$ apt-get install expect
```

Or on Red Hat based systems like CentOS

```
$ yum install expect
```

**Our main points are:**

**Expect command**

**Using autoexpect to Automatically Create an Expect Script**

**Working with Variables**

**Conditional Tests**

**If else conditions**

**While Loops**

**For Loops**

**User-defined functions**

## Interact command

# Expect command

Before we talk about expect command, we need to look at the basic commands that Expect uses to interact with a program or script

spawn	Starts a process or program
send	Sends a reply to a process or program
expect	Waits for output from a process or program
interact	Allows you in interact with a process or program

- The spawn command is used to start up a process or application, such as the shell, FTP, telnet, ssh, scp, and so on.
- The send command to send a reply to a process or program. This works like echo in our shell scripts. You must specify the proper cursor control when talking with an interactive application, using `\r` for carriage return and `\n` for each new line. Carriage returns and line feeds are not automatically implied.
- The expect command is used to wait for specific output from a process or program, just as read waits for input in a shell script
- The interact command, which enables us to program a predefined user interaction point in our Expect scripts. For example, we might want to have an Expect script that will log us into an FTP site and then turn control over to the end user.

Don't worry we are going to use those commands one by one.

We are going to type a shell script that asks some questions and we will make an expect script that will answer those questions

First, the shell script will look like this

```
#!/bin/bash
echo "Hello, who are you?"
read $REPLY
echo "Can I ask you some questions?"
read $REPLY
echo "What is your favorite topic?"
read $REPLY
```

Now we will write the expect scripts that will answer this automatically

```
#!/usr/bin/expect -f
set timeout -1
spawn ./questions
expect "Hello, who are you?\r"
send -- "Im Adam\r"
expect "Can I ask you some questions?\r"
send -- "Sure\r"
expect "What is your favorite topic?\r"
send -- "Technology\r"
expect eof
```

The first line defines the executing shell, but in this case `#!/usr /bin/expect` we specifies the path to Expect command because those lines will be interpreted by expect command.

On the first line of code, we disable timeout by setting the Expect timeout variable to `-1`. Next, we start our interactive script

We can use spawn to run any program we want or any other interactive script

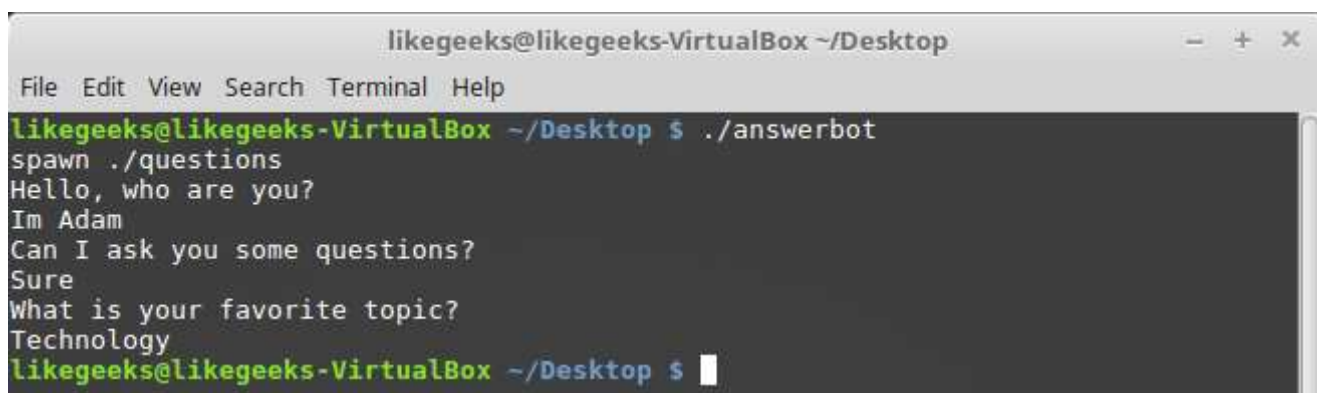
The remaining lines are the expect script that interacts with our shell script

The last Expect statement tells Expect the end of file is expected and the script ends

Now Showtime, let's run our answerbot and make sure you make it executable

```
$ chmod +x ./answerbot
```

```
$ ./answerbot
```



```
likegeeks@likegeeks-VirtualBox ~/Desktop
File Edit View Search Terminal Help
likegeeks@likegeeks-VirtualBox ~/Desktop $ ./answerbot
spawn ./questions
Hello, who are you?
Im Adam
Can I ask you some questions?
Sure
What is your favorite topic?
Technology
likegeeks@likegeeks-VirtualBox ~/Desktop $
```

Cool!! All questions are answered as we expect.

if you get errors about the location of expect command you can get the location using which command

```
$ which expect
```

We did not interact with our script at all, the expect program do the job for us

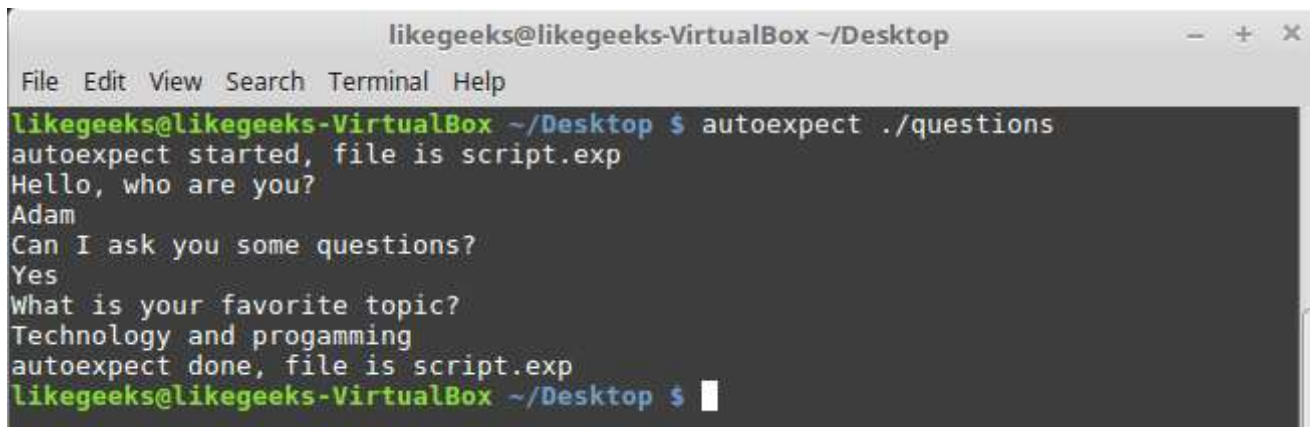
The above method can be applied to any interactive script or program. Although the above expect script is very easy to write but you maybe want to speed the automation, well you have it.

## Using autoexpect to Automatically Create an Expect Script

To create an Expect script quickly and automatically, we can use `autoexpect` command.

`autoexpect` works the same way the `script` command works. We enter `autoexpect` on the command line, and a new session is started that saves all the keystrokes in a file until the application ends.

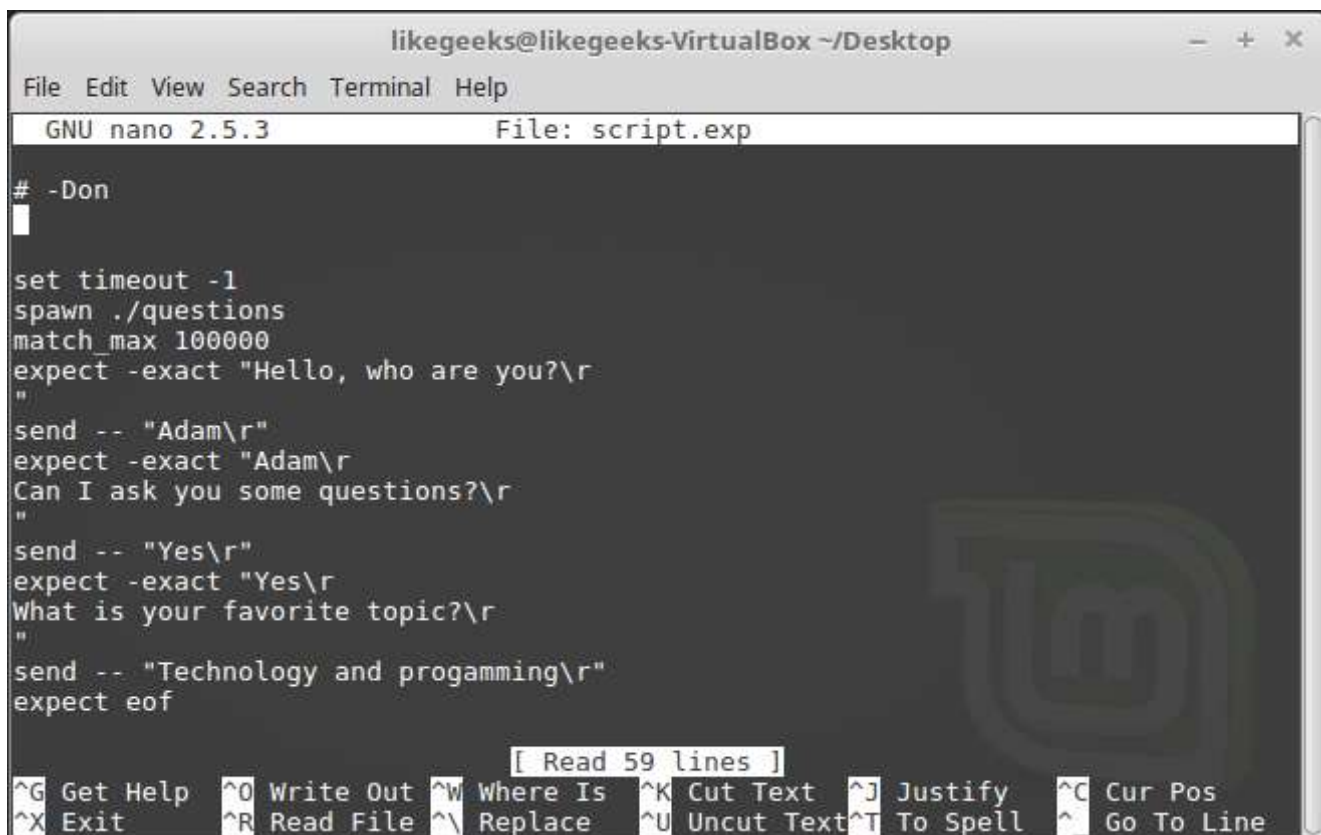
```
$ autoexpect ./questions
```



A terminal window titled 'likegeeks@likegeeks-VirtualBox ~/Desktop' with a menu bar (File, Edit, View, Search, Terminal, Help). The terminal shows the command `autoexpect ./questions` being executed. The output is as follows:

```
likegeeks@likegeeks-VirtualBox ~/Desktop $ autoexpect ./questions
autoexpect started, file is script.exp
Hello, who are you?
Adam
Can I ask you some questions?
Yes
What is your favorite topic?
Technology and programming
autoexpect done, file is script.exp
likegeeks@likegeeks-VirtualBox ~/Desktop $
```

A file generated called `script.exp` contains the same code we did above with some additions that we will leave it for now.



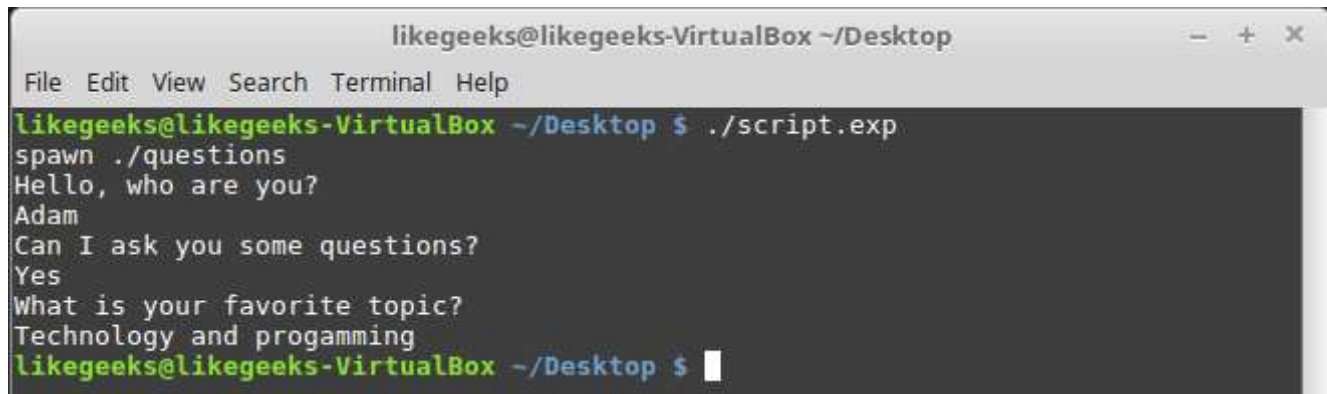
A terminal window titled 'likegeeks@likegeeks-VirtualBox ~/Desktop' with a menu bar (File, Edit, View, Search, Terminal, Help). The window shows the GNU nano 2.5.3 editor editing the file `script.exp`. The content of the file is:

```
# -Don

set timeout -1
spawn ./questions
match_max 100000
expect -exact "Hello, who are you?\r"
"
send -- "Adam\r"
expect -exact "Adam\r"
Can I ask you some questions?\r
"
send -- "Yes\r"
expect -exact "Yes\r"
What is your favorite topic?\r
"
send -- "Technology and programming\r"
expect eof
```

At the bottom of the editor, there is a status bar with the text `[ Read 59 lines ]` and a row of keyboard shortcuts: `^G Get Help`, `^O Write Out`, `^W Where Is`, `^K Cut Text`, `^J Justify`, `^C Cur Pos`, `^X Exit`, `^R Read File`, `^_ Replace`, `^U Uncut Text`, `^T To Spell`, and `^_ Go To Line`.

If you run the auto generated file script.exp you will see the same result

A screenshot of a terminal window titled 'likegeeks@likegeeks-VirtualBox ~/Desktop'. The window has a menu bar with 'File', 'Edit', 'View', 'Search', 'Terminal', and 'Help'. The terminal shows the following interaction: the user runs './script.exp', which outputs 'spawn ./questions', 'Hello, who are you?', and 'Adam'. Then it asks 'Can I ask you some questions?' and 'What is your favorite topic?'. The user responds 'Yes' and 'Technology and programming' respectively. The prompt returns to 'likegeeks@likegeeks-VirtualBox ~/Desktop \$'.

Awesome!! That super easy.

There are many commands that use timestamps in output or show transfer statistics or any changeable output, as in the case with FTP programs, the Expect script can fail or stuck. If you get this type of output when using autoexpect, either delete the data that changes from the Expect script or use wildcards to represent the data.

## Working with Variables

The Expect command set is used to define variables and assign values. For example, to assign the value 5 to the variable VAR1, we use the following syntax

```
set VAR1 5
```

To access the variable, we use the same technique as we do in a normal shell script —add a \$ in front of the variable name \$VAR1

To define command-line arguments to Expect script variables, we use the following syntax:

```
set VAR [lindex $argv 0]
```

The set command defines the variable VAR as a pointer to the first command-line argument \$argv 0.

For our shell script, we want to define the first argument as the name, `my_name`. The second command-line argument is assigned to the favorite, `my_favorite`. So the variables definition will look like this

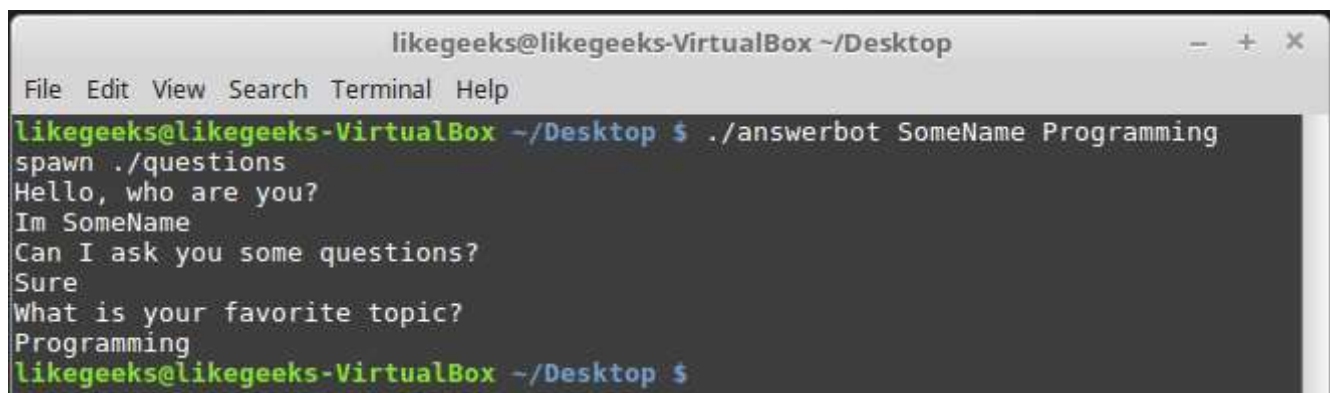
```
set my_name [lindex $argv 0]
set my_favorite [lindex $argv 1]
```

Let's modify our script with the new variables.

```
#!/usr/bin/expect -f
set my_name [lindex $argv 0]
set my_favorite [lindex $argv 1]
set timeout -1
spawn ./questions
expect "Hello, who are you?\r"
send -- "Im $my_name\r"
expect "Can I ask you some questions?\r"
send -- "Sure\r"
expect "What is your favorite topic?\r"
send -- "$my_favorite\r"
expect eof
```

now try to run the expect script with some parameters to see the output

```
$ ./answerbot SomeName Programming
```

A screenshot of a terminal window titled 'likegeeks@likegeeks-VirtualBox ~/Desktop'. The terminal shows the execution of the script './answerbot SomeName Programming'. The script's output is: 'spawn ./questions', 'Hello, who are you?', 'Im SomeName', 'Can I ask you some questions?', 'Sure', 'What is your favorite topic?', 'Programming'. The prompt returns to the user as 'likegeeks@likegeeks-VirtualBox ~/Desktop \$'.



Awesome!! Now our automated expect script is more dynamic.

## Conditional Tests

Sometimes what we are expecting varies. Based on the output so your expect script must be ready for those conditions. Expect handles this type of conditional test by using braces like this.

```
expect {  
    "something" { send -- "send this\r" }  
    "*another" { send -- "send another\r" }  
}
```

We are going to change our script to return different conditions and we will change our expect script to handle those conditions.

We are going to emulate different expects with the following script

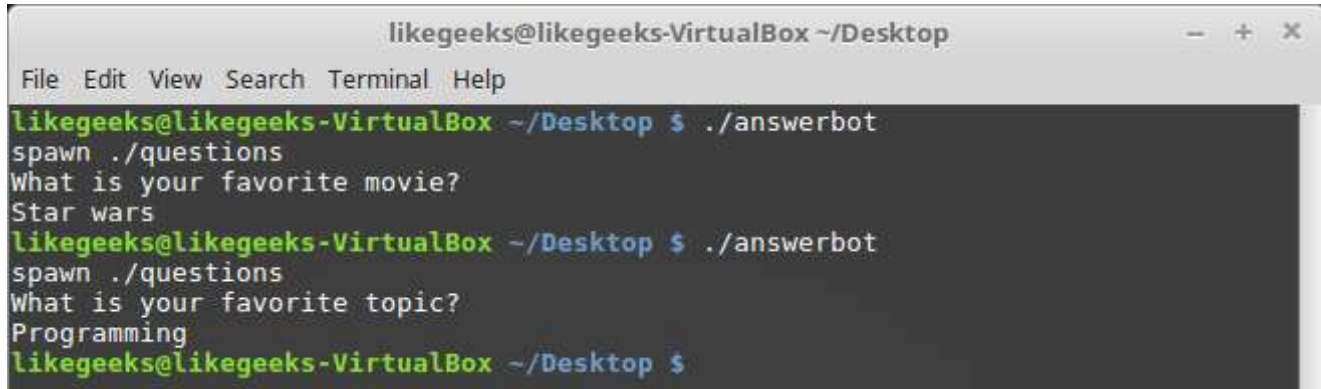
```
#!/bin/bash  
  
let number=$RANDOM  
if [ $number -gt 25000 ]  
then  
    echo "What is your favorite topic?"  
else  
    echo "What is your favorite movie?"  
fi  
  
read $REPLY
```

A random number is generated every time you run the script and based on that number we put a condition to return different expects. So the script is ready.

Let's make our expect script that will deal with that.

```
#!/usr/bin/expect -f  
  
set timeout -1
```

```
spawn ./questions
expect {
    "*topic?" { send -- "Programming\r" }
    "*movie?" { send -- "Star wars\r" }
}
expect eof
```

A screenshot of a terminal window titled 'likegeeks@likegeeks-VirtualBox ~/Desktop'. The terminal shows the execution of a script named 'answerbot'. The first run shows the prompt 'What is your favorite movie?' followed by the input 'Star wars'. The second run shows the prompt 'What is your favorite topic?' followed by the input 'Programming'. The terminal window has a menu bar with 'File', 'Edit', 'View', 'Search', 'Terminal', and 'Help'.

very clear to you that if the script hits the topic output, the expect script will send programming and if the script hits movie output the expect script will send star wars. Isn't cool?

## If else conditions

Expect also provides if else and other basic control structures you can write it like this

```
#!/usr/bin/expect -f
set TOTAL 1
if { $TOTAL < 5 } {
    puts "\nTOTAL is less than 5\n"
} elseif { $TOTAL > 5 } {
    puts "\nTOTAL greater than 5\n"
} else {
    puts "\nTOTAL is equal to 5\n"
}
```

A terminal window titled 'likegeeks@likegeeks-VirtualBox ~/Desktop' with a menu bar (File, Edit, View, Search, Terminal, Help). The prompt is 'likegeeks@likegeeks-VirtualBox ~/Desktop \$'. The command './answerbot' has been entered, and the output is 'TOTAL is less than 5'. The prompt is now 'likegeeks@likegeeks-VirtualBox ~/Desktop \$' with a cursor.

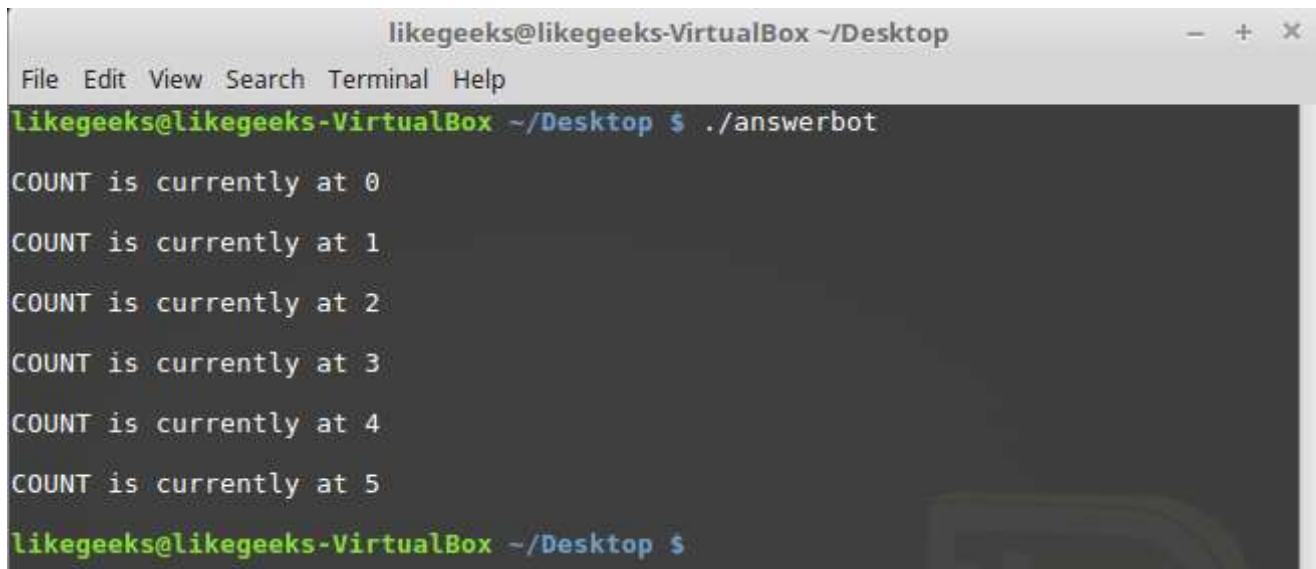
```
likegeeks@likegeeks-VirtualBox ~/Desktop
File Edit View Search Terminal Help
likegeeks@likegeeks-VirtualBox ~/Desktop $ ./answerbot
TOTAL is less than 5
likegeeks@likegeeks-VirtualBox ~/Desktop $
```

Note: The opening brace must be on the same line.

## While Loops

Expect uses similar syntax for a while loop as our shell scripts use. But again, you must use braces to contain the expression

```
#!/usr/bin/expect -f
set COUNT 0
while { $COUNT <= 5 } {
puts "\nCOUNT is currently at $COUNT"
set COUNT [ expr $COUNT + 1 ]
}
puts ""
```

A terminal window titled 'likegeeks@likegeeks-VirtualBox ~/Desktop' with a menu bar (File, Edit, View, Search, Terminal, Help). The prompt is 'likegeeks@likegeeks-VirtualBox ~/Desktop \$'. The command './answerbot' has been entered, and the output is a series of lines: 'COUNT is currently at 0', 'COUNT is currently at 1', 'COUNT is currently at 2', 'COUNT is currently at 3', 'COUNT is currently at 4', and 'COUNT is currently at 5'. The prompt is now 'likegeeks@likegeeks-VirtualBox ~/Desktop \$' with a cursor.

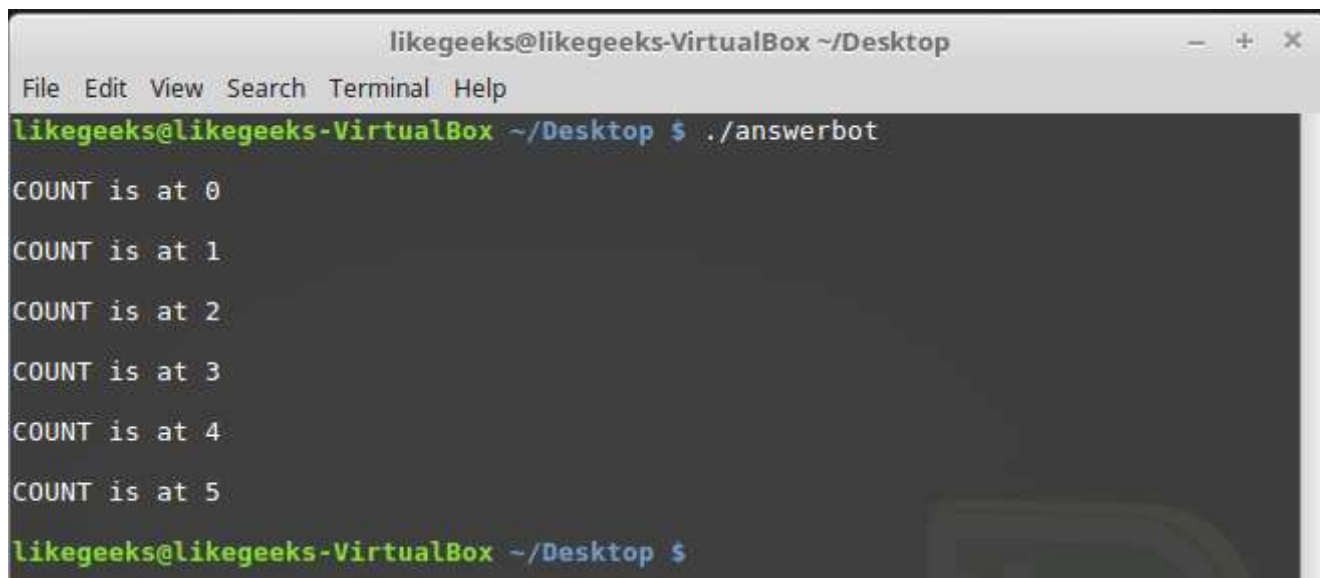
```
likegeeks@likegeeks-VirtualBox ~/Desktop
File Edit View Search Terminal Help
likegeeks@likegeeks-VirtualBox ~/Desktop $ ./answerbot
COUNT is currently at 0
COUNT is currently at 1
COUNT is currently at 2
COUNT is currently at 3
COUNT is currently at 4
COUNT is currently at 5
likegeeks@likegeeks-VirtualBox ~/Desktop $
```

## For Loops

The for loop in Expect works a little differently from a for loop in a shell script.

Three fields must be specified like the following format

```
#!/usr/bin/expect -f
for {set COUNT 0} {$COUNT <= 5} {incr COUNT} {
puts "\nCOUNT is at $COUNT"
}
puts ""
```

A screenshot of a terminal window titled 'likegeeks@likegeeks-VirtualBox ~/Desktop'. The window has a menu bar with 'File', 'Edit', 'View', 'Search', 'Terminal', and 'Help'. The terminal shows the command './answerbot' being executed. The output is a series of lines: 'COUNT is at 0', 'COUNT is at 1', 'COUNT is at 2', 'COUNT is at 3', 'COUNT is at 4', and 'COUNT is at 5'. The prompt 'likegeeks@likegeeks-VirtualBox ~/Desktop \$' is visible at the bottom.

```
likegeeks@likegeeks-VirtualBox ~/Desktop
File Edit View Search Terminal Help
likegeeks@likegeeks-VirtualBox ~/Desktop $ ./answerbot
COUNT is at 0
COUNT is at 1
COUNT is at 2
COUNT is at 3
COUNT is at 4
COUNT is at 5
likegeeks@likegeeks-VirtualBox ~/Desktop $
```

## User-defined functions

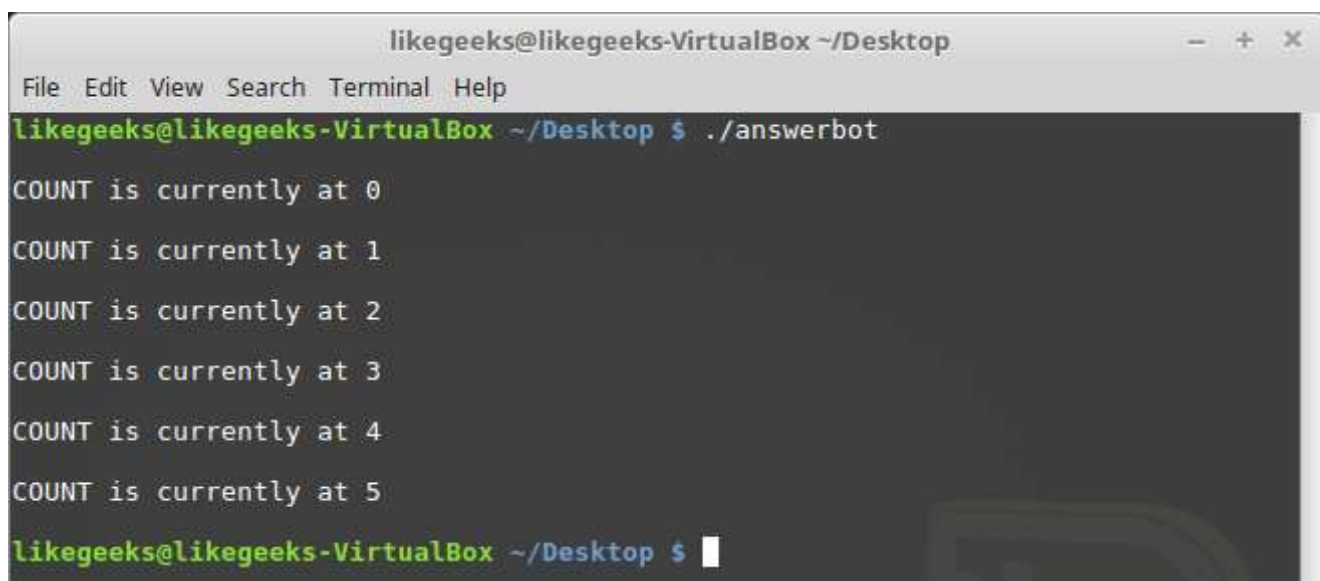
Expect supports functions using the proc Expect operator. You can define function like this

```
proc myfunc { MY_COUNT } {
set MY_COUNT [expr $MY_COUNT + 1]
return "$MY_COUNT"
}
```

And you can use them after that.

```
#!/usr/bin/expect -f
proc myfunc { MY_COUNT } {
set MY_COUNT [expr $MY_COUNT + 1]
```

```
return "$MY_COUNT"
}
set COUNT 0
while {$COUNT <= 5} {
puts "\nCOUNT is currently at $COUNT"
set COUNT [myfunc $COUNT]
}
puts ""
```



```
likegeeks@likegeeks-VirtualBox ~/Desktop
File Edit View Search Terminal Help
likegeeks@likegeeks-VirtualBox ~/Desktop $ ./answerbot
COUNT is currently at 0
COUNT is currently at 1
COUNT is currently at 2
COUNT is currently at 3
COUNT is currently at 4
COUNT is currently at 5
likegeeks@likegeeks-VirtualBox ~/Desktop $
```

## Interact command

Sometimes your expect script contains some sensitive information that you don't want to share with other users who uses your expect scripts like passwords or any other data,so you want your script to take this password from you and continuing automation normally.

expect provides a command that turns control from the spawned script or program to you this command is interact.

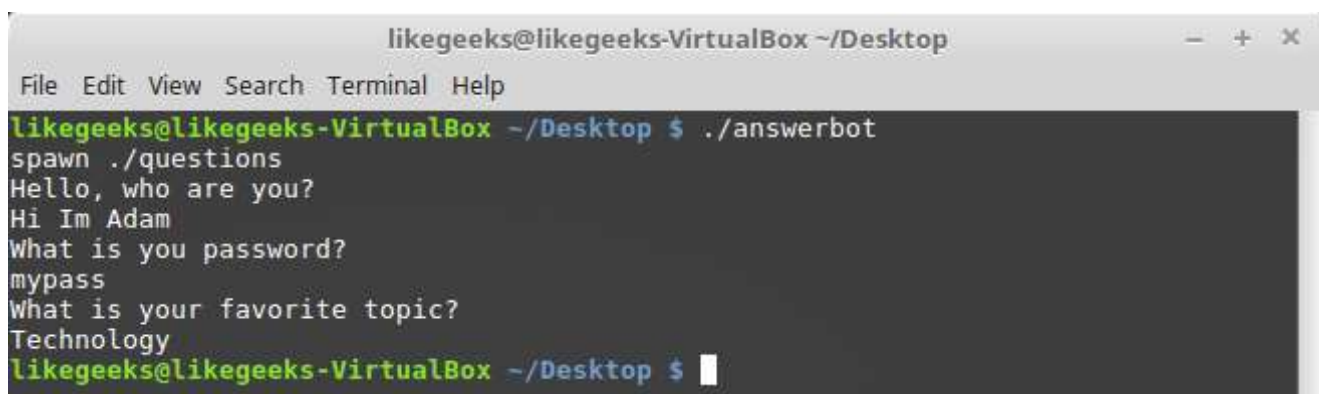
When this command is executed, Expect script stops reading commands from the script and instead begins reading from the keyboard and this is very useful.

This shell script will ask about the password as shown

```
#!/bin/bash
echo "Hello, who are you?"
read $REPLY
echo "What is you password?"
read $REPLY
echo "What is your favorite topic?"
read $REPLY
```

Now we will write the expect script that will prompt for the password

```
#!/usr/bin/expect -f
set timeout -1
spawn ./questions
expect "Hello, who are you?\r"
send -- "Hi Im Adam\r"
expect "*password?\r"
interact ++ return
send "\r"
expect "*topic?\r"
send -- "Technology\r"
expect eof
```

A screenshot of a terminal window titled 'likegeeks@likegeeks-VirtualBox ~/Desktop'. The window shows the execution of a script named './answerbot'. The script's output is: 'spawn ./questions', 'Hello, who are you?', 'Hi Im Adam', 'What is you password?', 'mypass', 'What is your favorite topic?', 'Technology'. The prompt 'likegeeks@likegeeks-VirtualBox ~/Desktop \$' is visible at the bottom.

```
likegeeks@likegeeks-VirtualBox ~/Desktop
File Edit View Search Terminal Help
likegeeks@likegeeks-VirtualBox ~/Desktop $ ./answerbot
spawn ./questions
Hello, who are you?
Hi Im Adam
What is you password?
mypass
What is your favorite topic?
Technology
likegeeks@likegeeks-VirtualBox ~/Desktop $
```

we write ++ return with interact to return back the control to the expect script

After you type your password type ++ and the control will return back from the keyboard to the script.

Expect language is ported to many languages like C#, Java, Perl, Python, Ruby and Shell with almost the same concepts and syntax due to its simplicity and importance.

Expect programming language is used in quality assurance, network measurements such as echo response time, automate file transfers and updates and many other productions use.

I hope you now supercharged with some of the most important aspects about expect command, autoexpect command and how to use it to automate your tasks in a smarter way

Thank you.

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**Admin**

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