

# **UNIX Shell Programming**

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# The Shell

The shell acts as an interface between the user and the UNIX system, works as a command interpreter. Analogous to `command.com` in DOS.

Commonly used shell in most variant of UNIX are:

- Bourne Shell (**sh**), first shell developed for UNIX
- Bourne Again Shell (**bash**), written by programmers of Free Software Foundation, open source shell from GNU
- Korn Shell (**ksh**), written by David Korn, superset of Bourne shell, not widely distributed.
- C Shell (**csh**), written by Bill Joy, the author of vi, shared much of the C language structure.
- Terminal Based C Shell (**tcsh**), enhanced version of the UNIX C shell `csh`

# Shell scripts

- A shell script is a text file with Unix commands in it.
- Shell scripts usually begin with a `#!` and a shell name (complete pathname of shell).
  - Pathname of the current shell can be found using the ***echo \$SHELL*** or ***echo \$0*** command at the shell prompt
  - The shell name is the shell that will execute this script.
    - e.g: `#!/bin/bash`
- If no shell is specified in the script file, the default is chosen to be the currently executing shell (login shell).

# Shell scripts

- Write the following code into *myscript.sh*

```
#!/bin/bash  
pwd  
ls
```

- To run the script:
  - \$ **bash myscript.sh**

# Interactive shell scripts

- read – accept input
- echo – display output

```
#!/bin/bash
```

```
echo What is your name\?
```

```
read name
```

```
echo Hello $name
```

```
echo “What is your name?”
```

# Shell scripts

- Shell variables:

- Case sensitive

- Declared by:

**varname=varvalue**

- There should be no spaces on either side of =
  - If the variable does not exist then it will be created automatically during assignment.
  - All shell variables are string variables.

```
#!/bin/bash  
a=20  
echo $a
```

# Shell scripts

- Assigning the output of a command to a variable:
  - Using accent graves, we can assign the output of a command to a variable:

```
#!/bin/bash  
filelist=`ls`  
echo $filelist
```

# Shell scripts

- Variable containing more than one word:
  - `a="Two Words"`
- More than one assignment in a line:
  - `name=Johny age=25`
  - `echo $name $age`
- Declared only variable or null variable:
  - `d=""` *or* `d=''` *or* `d=`
- Constant variable:

<code>a=20</code> <code>readonly a</code>
--



# Positional parameters & command line arguments

- The shell defines 9 positional parameters, **\$1,\$2,...,\$9**, to accept command line args.
- \$0 is for the program/script name.
- **echo \$#** gives the no of arguments passed
- e.g. **\$bash myscript.sh A smiling face is always beautiful**
- \$1=A, \$2=smiling, \$3=face, \$4=is, \$5=always, \$6=beautiful

# Positional parameters & command line arguments

- **\$bash myscript.sh** You have the capacity to learn from mistakes. You will learn a lot in your life

**echo** \$1 \$2 \$3 \$4 \$5 \$6 \$7 \$8 \$9 \$10 \$11

You have the capacity to learn from mistakes. You You0 You1

**echo** \$1 \$2 \$3 \$4 \$5 \$6 \$7 \$8 \$9

Shift 2

**echo** \$8 \$9 → will learn

# Set positional parameters in script

**set** dept of cs

echo \$1 \$2 \$3 → dept of cs

# Shell scripts

- The **expr** command:
  - Calculates the value of an expression.
  - e.g:

```
#!/bin/bash
a=20 b=10
echo `expr $a + $b`
echo `expr $a - $b`
echo `expr $a \* $b`
echo `expr $a / $b`
echo `expr $a % $b`
echo `expr $a+$b` →20+10
echo `expr $a$b` →2010
```

```
count=5
count=`expr $count + 1`
echo $count
```

```
a=20.5 b=10
echo `expr $a + $b` →error
```

- Terms should be separated by spaces
- Performs integer arithmetic only.

# Shell scripts

- basic calculator (bc)

```
a=20.5 b=10
```

```
echo "$a+$b" | bc →30.5
```

```
echo "$a-$b" | bc →10.5
```

```
echo "$a*$b" | bc →205
```

```
echo "$a/$b" | bc →2
```

```
echo "$a%$b" | bc →0.5
```

```
echo "scale=2;$a/$b" | bc →2.05
```

```
echo "scale=2;$a%$b" | bc →0
```

```
echo "scale=1;$a/$b" | bc →2.0
```

```
echo "scale=1;$a%$b" | bc →0.5
```

- Terms need not be separated by spaces
- Performs integer and floating point arithmetic.

# Control statements

- The two most common types of control statements:
  - conditionals: if/then/else, case, ...
  - loop statements: while, for, until, ...

# *for* loops

- *for* loops allow the repetition of a command for a specific set of values.
- Syntax:

**for** **var** **in** value1 value2 ...

**do**

command\_set

**done**

- command\_set is executed with each value of **var** (value1, value2, ...) in sequence

# *for* loops

```
#!/bin/bash  
for i in 1 2 3 4 5  
do  
    echo $i  
done
```

1  
2  
3  
4  
5

```
#!/bin/bash  
for i in 1 two 3 4 5  
do  
    echo $i  
done
```

1  
two  
3  
4  
5



# Notes on *for*

- Example: Listing all files in a directory.

```
#!/bin/bash  
for i in *  
do  
    echo $i  
done
```

NOTE: \* is a wild card that stands for all files in the current directory, and *for* will go through each value in \*, which is all the files and \$i has the filename.

# Conditionals

- Conditionals are used to “test” something.
  - In Java or C, they test whether an expression is true or false.
  - In a Bourne shell script, the only thing you can test is whether or not a command is “successful”.

# Conditionals

- Every valid unix command returns back a **return code**
  - **0** if it was successful
  - Non-zero if it was unsuccessful (actually **1..255**)
  - This is opposite to 'C'.

# The *if* command

```
if decision_command_1  
then  
    command_set_1  
fi
```

# Example

grep returns 0 if it finds the specified pattern  
returns non-zero otherwise  
If successful it also prints the lines containing the string **there**

```
if grep there a.sh > result_grep
then
    echo "It's there"
else
    echo "It's not there"
fi
```

redirect to result\_grep so that intermediate results do not get printed



## Using *elif* with *if*

```
#!/bin/bash
if grep "UNIX" myfile > result_grep
then
    echo UNIX occurs in myfile
elif grep "DOS" myfile > result_grep
then
    echo DOS appears in myfile not UNIX
else
    echo neither UNIX nor DOS appears in myfile
fi
```

# Do nothing operation

- Sometimes, we don't want a statement to do anything
  - In that case, use a colon ':'

*if grep UNIX myfile > result\_grep*

*then*

*:*

*fi*

Does not do anything when UNIX is found in *myfile* .

# The *test* command

- Used to check validity.
- Three ways of using *test*:
  - Check on files.
  - Check on strings.
  - Check on integers



# Testing on files

Note space after [ and before ]

- if test `-e file`: does **file** exist? → if `[ -e file ]`
- if test `-f file`: does **file** exist and is a file?
- if test `-d file`: does **file** exist and is a directory?
- if test `-r file`: does **file** exist and is readable?
- if test `-w file`: does **file** exist and is writeable?
- if test `-x file`: does **file** exist and is executable?
- if test `-s file`: **file** is not 0 size?
- if test `f1 -nt f2`: file f1 is newer than f2?
- if test `f1 -ot f2`: file f1 is older than f2?
- **!** Reverses the sense of the tests
- if test `! -e file`: successful if file doesn't exist

# Example

```
#!/bin/bash
count=0
for i in *
do
    if test -x $i      # if [ -x $i ]
    then
        count=`expr $count + 1`
    fi
done
echo Total of $count files executable
```

## Testing on strings

a=hello b=HELLO

- if [ \$a = \$b ] :is equal to
- if [ \$a != \$b ] :is not equal to
- if [ \$a \< \$b ] :less than
- if [ \$a \> \$b ] :greater than
- if [ -z \$a ] :string has zero length?
- if [ -n \$a ] :string has NON zero length?

## Testing on integers

a=20 b=10

- test \$a -eq b : is a equal to b ?
- test \$a -ne b : is a not equal to b?
- test \$a -lt b : is a less than to b?
- test \$a -gt b : is a greater than to b?
- test \$a -le b : is a less than or equal to b?
- test \$a -ge b : is a greater than or equal to b?

# Example

```
#!/bin/bash
```

```
i=10
```

```
j=20
```

```
if test $i -lt $j
```



```
[ $i -lt $j ]
```

```
then
```

```
    echo $i
```

```
else
```

```
    echo $j
```

```
fi
```

# The *while* loop

- While loop repeats statements as long as the next Unix command is successful.

```
#!/bin/bash
i=1
sum=0
while [ $i -le 100 ]
do
    sum=`expr $sum + $i`
    i=`expr $i + 1`
done
echo The sum is $sum.
```

# The *until* loop

- Until loop repeats statements until the next Unix command is successful.

```
#!/bin/bash
x=1 sum=0
until [ $x -gt 3 ]
do
    sum=`expr $sum + $x`
    x=`expr $x + 1`
done
```

## *case...esac* statement

```
#!/bin/bash
```

```
echo "Enter a number between 1 and 4. "
```

```
read NUM
```

```
case $NUM in
```

```
1)  echo "one" ;;
```

```
2)  echo "two" ;;
```

```
3)  echo "three" ;;
```

```
4)  echo "four" ;;
```

```
*)  echo "INVALID NUMBER!" ;;
```

```
esac
```



# Array

```
arr=( 1 two 3 four 5)
for i in 0 1 2 3 4
do
    echo ${arr[$i]}
done
```

## Output:

```
1
two
3
four
5
```

# Array

```
arr=( 1 two 3 four 5)
echo ${arr[*]}
for i in ${arr[@]} # ${arr[*]}
do
    echo $i
done
```

## **Output:**

1 two 3 four 5

1

two

3

four

5

# Array

```
echo "Enter array elements separated by space"  
read -a arr  
for i in ${arr[@]}  
do  
    echo $i  
done
```

## Output:

Enter array elements separated by space

1 two 3 four 5

1

two

3

four

5