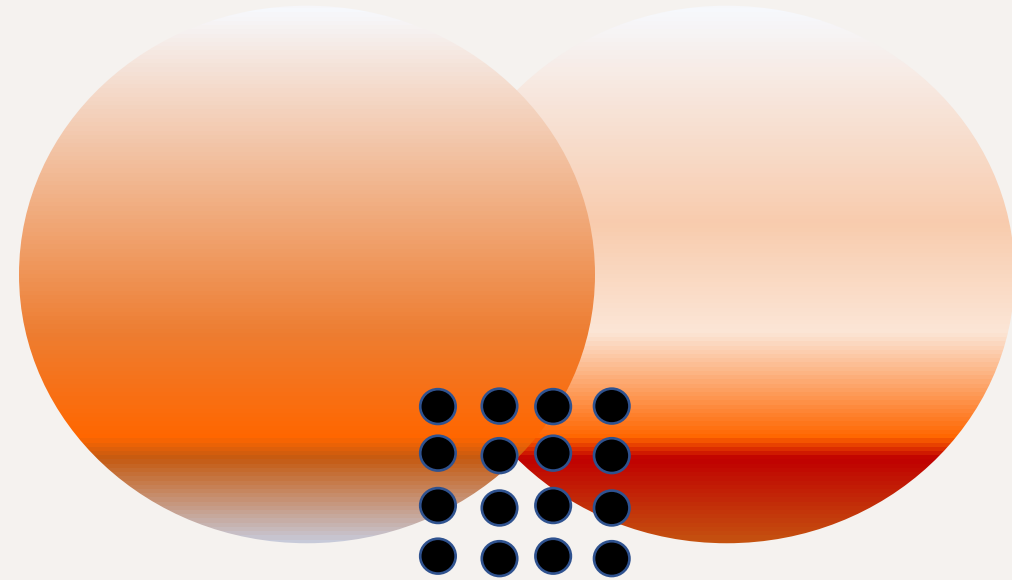


# UNIT 7: Shell Scripting

BCAN 601: UNIX and Shell Programming



# Why write shell scripts?

- To avoid repetition:
  - If you do a sequence of steps with standard Unix commands over and over, why not do it all with just one command?
- To automate difficult tasks:
  - Many commands have subtle and difficult options that you don't want to figure out or remember every time.

# Introduction

- Basically, a shell script is a text file with Unix commands in it.
- Shell scripts usually begin with a `#!` and a shell name
  - For example: `#!/bin/sh`
  - If they do not, the user's current shell will be used
- Any Unix command can go in a shell script
  - Commands are executed in order or in the flow determined by control statements.
- Different shells have different control structures
  - The `#!` line is very important
  - We will write shell scripts with the Bourne shell (`sh`)

# Introduction

- `chmod` the files to be executable; otherwise, you couldn't run the scripts
- `$ chmod u + x prog1.sh`
- Run them as normal commands:
- `./prog1.sh`

# expr Computation and string handling

- expr command performs two type of operations:
  - Perform arithmetic operations on integers.
  - Manipulate strings

# Assigning Command Output to a Variable

- Using backquotes, we can assign the output of a command to a variable:

```
#!/bin/sh
files=`ls`
echo $files
```

- Very useful in numerical computation:

```
#!/bin/sh
value=`expr 12345 + 54321`
echo $value
```

# Using expr for Calculations

- Variables as arguments:
  - `% count=5`
  - `% count=`expr $count + 1``
  - `% echo $count`
  - `6`
  - Variables are replaced with their values by the shell!
- expr supports the following operators:
  - arithmetic operators: +, -, \*, /, %
  - comparison operators: <, <=, ==, !=, >=, >
  - boolean/logical operators: &, |
  - parentheses: (, )
  - precedence is the same as C, Java

# Making Script Interactive

- The *read* statement is the shell's internal tool for taking input from the user.
- *read var1*
- The script pause at this point and take input from keyboard and the entered value will store in the variable var1



# The **read** Command (continued)

Read from stdin (screen)

Read until new line

Format	Meaning
<code>read answer</code>	Reads a line from <code>stdin</code> into the variable <code>answer</code>
<code>read first last</code>	Reads a line from <code>stdin</code> up to the whitespace, putting the first word in <code>first</code> and the rest of the of line into <code>last</code>
<code>read</code>	Reads a line from <code>stdin</code> and assigns it to <code>REPLY</code>
<code>read -a arrayname</code>	Reads a list of word into an array called <code>arrayname</code>
<code>read -p prompt</code>	Prints a prompt, waits for input and stores input in <code>REPLY</code>
<code>read -r line</code>	Allows the input to contain a backslash.

# Positional Parameter

- Shell script can accept arguments from the command line itself. When arguments are specified with a shell script, they are assigned to certain special variables.
- The first argument is read by the shell into the parameter \$1, the second argument into \$2, and so on.

<b>\$1</b>	<b>The first argument</b>
<b>\$2</b>	The second argument
<b>\$0</b>	The name of the script
<b>\$#</b>	The number of argument
<b>\$*</b>	The complete set of positional parameters as a string

# Control Statements

- Without control statements, execution within a shell scripts flows from one statement to the next in succession.
- Control statements control the flow of execution in a programming language
- The three most common types of control statements:
  - conditionals: if/then/else, case, ...
  - loop statements: while, for, until, do, ...
  - branch statements: subroutine calls (good), goto (bad)

# Test

Syntax for *if* is:

```
if [condition]
then
    statements/commands
fi
```

```
if [condition]
then
    #if block
    statements/command
else
    #else block
    statement/command
```

# Test

```
if [ condition ]
then
    #if block
    Statements/commands
Elif [ condition ]
    # elif block
    Statements/commanda
else
    #else block
fi
```

```
read a
read b
if [ $a -lt $b ]
then
    echo a is less than b
elif [ $a -gt $b ]
    echo a is greater than b
else
    echo a is equal to b
fi
```

# File related test

Test Operator	Test True If
[ <i>file1</i> <b>-nt</b> <i>file2</i> ]	True if file1 is newer than file2*
[ <i>file1</i> <b>-ot</b> <i>file2</i> ]	True if file1 is older than file2*
[ <i>file1</i> <b>-ef</b> <i>file2</i> ]	True if file1 and file2 have the same device and inode numbers.
-b filename	Block special file
-c filename	Character special file
-d filename	Directory existence
-e filename	File existence

# File related test

-f filename	Regular file existence and not a directory
-G filename	True if file exists and is owned nu the effective group id
-g filename	Set-group-ID is set
-k filename	Sticky bit is set
-L filename	File is a symbolic link
-p filename	File is a named pipe
-O filename	File exists and is owned by the effective user ID
-r filename	file is readable
-S filename	file is a socket
-u filename	Set-user-id bit is set
-w filename	File is writable
-x filename	File is executable

# File related Test

```
#!/bin/sh
# Script to check permission
if [ -x $1 ]
then
echo file have read permission
else
echo file does not have read permission
fi
```



# Test command for string testing

Test Operator	Tests True if
[ <i>string1</i> = <i>string2</i> ]	String1 is equal to String2 (space surrounding = is necessary)
[ <i>string1</i> != <i>string2</i> ]	String1 is not equal to String2 (space surrounding != is not necessary)
[ <i>string</i> ]	String is not null.
[ -z <i>string</i> ]	Length of string is zero.
[ -n <i>string</i> ]	Length of string is nonzero.
[ -l <i>string</i> ]	Length of string (number of character)

# Test command for string testing

```
#!/bin/bash
str1="data"
str2="server"
if [ "$str1" != "$str2" ];
then
    echo "The strings are different."
else
    echo "The strings are the same."
fi
```

# The case conditional

```
Case expr in
Pattern1) command1
Command2 ;;
Pattern2) command3 ;;
.....
*) command
esac
```

```
#!/bin/bash

tput clear

echo "\n 1. for find files for last 24
      hours\n 2. for disk space 3.space
      cpnsimed by this user 4. Exit\c"

read choice

case $choice in
1) find $HOME -mtime -1 -print ;;
2) df ;;
3)du -s $HOME ;;
4) exit;;
esac
```

# The case conditional

```
#!/bin/bash
echo enter a single character.
read char
case $char in
[0-9]) echo you have entered a digit ;;
[a-z]) echo you have entered a lower case letter ;;
[A-Z] ) echo have entered a uppercase letter ;;
*) echo you have entered some special character
esac
```

# *while* loop

- The while command evaluates the command following it and, if its exit status is 0, the commands in the body of the loop are executed.
- The loop continues until the exit status is nonzero.
- Format:

```
while command
do
    command(s)
done
```

# The *until* command

- `until` works like the `while` command, except it execute the loop if the exit status is nonzero (i.e., the command failed).

- Format:

```
until command
do
    command(s)
done
```

# *for* loop

- 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* loop

```
for file in *.c
do
    cp $file ${file}.bak
    echo $file copied to
    $file.bak
done
```



# *for* loop

```
for a in 1 2 3 4 5 6 7 8 9 10
do
    echo $a
done
```

```
for a in {0..9}
do
    echo $a
done
```

```
for a in "one" "two" "three" "four"
do
    echo $a
done
```

```
for a in {a..p}
do
    echo $a
done
```

# *for* loop

```
for a in {5..0}
do
    echo $a
done
```

```
#for loop c Style
for (( a=0 ; a<=10; a++))
do
    echo $a
done
```

```
#for loop with range increment by 5
for a in {0..100..5}
do
    echo $a
done
```

```
#infinite for loop
for (( ; ; ))
do
    commands
    echo ctrl+c to exit
done
```

# Break and continue statement

- When control encounter *break* statement, it will come out from the current loop.
- When control encounter *continue* statement, it will continue with the loop without going to next line.

# Prime Numbers

```
#!/bin/bash
# this script will check whether the inputted number is prime or not
echo enter a natural number
read num
flag=0
count=2
while [ $count -lt $num ]
do
if [ $(echo "$num % $count"|bc) -eq 0 ]
then
flag=1
break
fi
echo $count
count=$(echo "$count + 1"|bc)
done
if [ $flag -eq 1 ]
then
echo non prime
else
echo Prime Number
fi
```

```
#!/bin/bash
# this script will check whether the inputted number is prime or not
echo enter a natural number
read num
flag=0
count=2
while [ $count -lt $num ]
do
if [ $(echo "$num % $count"|bc) -eq 0 ]
then
flag=1
break
fi
echo $count
count=$(echo "$count + 1"|bc)
done
if [ $flag -eq 1 ]
then
echo non prime
else
echo Prime Number
fi
```

```
#!/bin/bash
# print all permutation of 1, 2 and 3
for (( i=1; i<=3; i++ ))
do
  for (( j=1; j<=3; j++ ))
  do
    for (( k=1; k<=3; k++ ))
    do
      if [ $i -eq $j ] || [ $j -eq $k ] || [ $i -eq $k ]
      then
        continue
      fi
      echo $i $j $k
    done
  done
done
```

```
#!/bin/bash
# Print fibonacci series upto 10 terms
t1=0
t2=1
echo $t1
echo $t2
for i in {3..10}
do
t3=$(echo "$t1 + $t2"|bc)
echo $t3
t1=$t2
t2=$t3
done
```

```
#!/bin/bash
# Print fibonacci series upto 10 terms
t1=0
t2=1
echo $t1
echo $t2
for i in {3..10}
do
t3=$(echo "$t1 + $t2"|bc)
echo $t3
t1=$t2
t2=$t3
done
```



# Basic Operation on String

- Define a string variable
- $x = shell$   $y = "shell script"$   $cmd = $(ls)$
- Define a string variable value
- $echo \$x$   $echo \${x}$
- Finding the length of a string
- $xlength = \${\#x}$
- Concatenation of two string
- $xy = \$x\$y$   $xy = \${x}\${y}$

# Basic Operation on String

- Convert string into uppercase/lowercase
- $xU = \${x}^{} \quad xL = \${x},,$
- Replacing the part of the string using variables
- $xrep = \${x/rep/newstring}$
- Slicing the string/substring
- $\${var:pos:length}$

# Array in shell script

- Creating an array
- *arr[index0] = value1*
- *arr[index1] = value2*
- ...
- *Arr = (value1 value2 value3 value4)*
- *Arr = ([index1] = value1 [index2] = value2 [index3] = value3 [index4] = value4)*

# Array in shell script

- Access array elements
- `${arr[index]}`
- Access entire array
- `${arr[@]}` or `${arr[*]}`

