

## Bash scripting:

Shell scripting is a powerful way to automate tasks that you regularly execute on your computer.

### Basics:

Scripts are stored in files. You can give any name and extension to a shell script, it does not matter. The important thing is that it must start with a “shebang” on the first line:

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

and it must be an executable file.

A file is set as executable using `chmod`, an utility command.

You can use it like this

```
chmod u+x myscript
```

to make the `myscript` file executable for your user. Now you can execute the script if you are in the same folder by calling it `./myscript`, or using the full path to it.

### Comments:

Comments are one of the most important things when writing programs. A line starting with the `#` symbol is a comment

```
#!/bin/bash  
# this is a comment
```

A comment can start at the end of a line too:

```
#!/bin/bash  
echo ok # this is a comment
```

## Variables:

You can set variables by using the `=` operator

```
name=value
```

## Examples:

```
ROOM_NUMBER=237
```

```
name=Flavio
```

```
nickname="Flavio"
```

You can print a variable by using the **echo** built-in command and prepending a **\$** to the var name:

```
echo $ROOM_NUMBER
```

```
echo $name
```

## Length of variables:

```
#!/bin/bash
# Show the length of a variable.

a='varsha'
echo ${#a} |

b=123456
echo ${#b}
```

## Output:

```
bandavarhsa.reddy@LP-20MK2Z2 MINGW64 ~
$ ./len.sh
6
6
```

## Operators:

Bash implements some arithmetic operators commonly used across programming languages:

- Add (+)
- Subtract(-)
- Multiply(\*)
- Divide(/)

You can also use these comparison operators:

- lower than(<)
- greater than(>)
- lower or equal than(<=)
- greater or equal than(>=)
- equal to(=)
- not equal to(≠)

## Example:

```
#!/bin/bash
age=23
minimum=18
if test $age -ge $minimum
then
    echo "Not old enough"
fi
```

## Output:

```
bandavarhisa.reddy@LP-20MK2Z2 MINGW64 ~  
$ vi var.sh  
  
bandavarhisa.reddy@LP-20MK2Z2 MINGW64 ~  
$ ./var.sh  
Not old enough
```

You can print anything to the screen using the **echo** command:

```
#!/bin/bash  
echo "test"
```

## Control structures:

In you can use several control structures which you might be familiar with:

### If/else statements:

#### Simpleif:

```
if condition  
then  
    command  
fi
```

### **if then else :**

```
if condition
then
  command
else
  anothercommand
fi
```

### **Nested if - then - else:**

```
if condition
then
  command
elif
  anothercommand
else
  yetanothercommand
fi
```

You can keep the else on the same line by using a semicolon:

```
if condition ; then
  command
fi
```

### Example:

```
#!/bin/bash
DOGNOME=Roger
if [ "$DOGNOME" == "" ]; then
    echo "Not a valid dog name!"
else
    echo "Your dog name is $DOGNOME"
fi
```

### Output:

```
bandavarhsa.reddy@LP-20MK2Z2 MINGW64 ~
$ vi dog.sh

bandavarhsa.reddy@LP-20MK2Z2 MINGW64 ~
$ ./dog.sh
Your dog name is Roger
```

### While loop:

While condition resolves to a true value, run command

```
while condition
do
    command
done
```

### Until:

Until condition resolves to a true value, run command

until condition

do

command

Exadone

### Example:

```
#!/bin/bash
|
counter=1
until [ $counter -gt 10 ]
do
echo $counter
((counter++))
done

echo All done
~
~
~
```

### Output:

```
bandavarhsa.reddy@LP-20MK2Z2 MINGW64 ~
$ ./until.sh
1
2
3
4
5
6
7
8
9
10
All done
```

### For in:

Iterate a list and execute a command for each item

for item in list

do

```
command
done
```

### Example:

```
#!/bin/bash

names='pinky varsha shivani sravani'

for name in $names
do
echo hai
done

echo All done
~
```

### Output:

```
bandavarhsa.reddy@LP-20MK2Z2 MINGW64 ~
$ ./for.sh
hai
hai
hai
hai
All done
```

### Case:

A case control structure lets you pick different routes depending on a value.

```
case value in
a)
command
#...
;;
```



```
b)
  command
  #...
  ;;
esac
```

Like with `fi`, `esac` ends the case structure and as you can notice it's case spelled backwards. We add a double semicolon after each case.

### Example:

```
#!/bin/bash
read -p "How many shoes do you have?" value
case $value in
  0|1)
    echo "Not enough shoes! You can't walk"
    ;;
  2)
    echo "Awesome! Go walk!"
    #...
    ;;
  *)
    echo "You got more shoes than you need"
    #...
    ;;
esac
```

## Output:

```
bandavarhsa.reddy@LP-20MK2Z2 MINGW64 ~  
$ ./varsha.sh  
How many shoes do you have?1  
Not enough shoes! You can't walk
```

## Select:

A select structure shows the user a menu of choices to choose:

```
select item in list  
do  
    command  
done
```

## Example:

```
#!/bin/bash  
select breed in husky setter "border collie" chihuahua STOP  
do  
    if [ "$breed" == "" ]; then  
        echo Please choose one;  
    else  
        break  
    fi
```

done

### Output:

```
bandavarhsa.reddy@LP-20MK2Z2 MINGW64 ~  
$ ./breed.sh  
1) husky          3) border collie  5) STOP  
2) setter         4) chihuahua  
#? husky  
Please choose one  
#5 1
```

### Testing conditions:

I used the term condition in the above control structures. You can use the test Bash built-in command to check for a condition and return a true (0) or false value (not 0).

### Example:

```
#!/bin/bash  
if test "apples" == "apples"  
then  
    echo Apples are apples  
fi  
  
if ! test "apples" == "oranges"  
then  
    echo Apples are not oranges  
fi
```

### Output:

```
bandavarhsa.reddy@LP-20MK2Z2 MINGW64 ~  
$ ./apple.sh  
Apples are apples  
Apples are not oranges
```

## Functions:

Just like in JavaScript or in any other programming language, you can create little reusable pieces of code, give them a name, and call them when you need. Bash calls them *functions*.

You define a function with

```
function name {  
  
}
```

## Example:

```
#!/bin/bash  
  
function hello {  
echo Hello I am a function  
}  
hello  
hello  
  
~  
~
```

Output:

```
bandavarhisa.reddy@LP-20MK2Z2 MINGW64 ~
```

```
$ ./fun.sh
```

```
Hello I am a function
```

```
Hello I am a function
```