

UNIX Commands

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Part 1: 1s442 (75 pts)

In this part, you are asked to implement the UNIX command 1s in C. 1s is used to list files in a directory with different sorting and information options. You can learn more about 1s with man 1s and info 1s commands. Your program should be named 1s442.

Specifications:

- Without arguments 1s442, should work as 1s -1. The list should be sorted alphabetically (by default). Files starting with '.' should not be printed.
- In one line there should be:
 - o File type and permission bits. The first character should be 'd' for directories; for other types you can use '-'. The next 9 characters represent permissions given to the user, the group, and the others in groups of 3 characters. If reading is permitted to a party, the corresponding character should be 'r', otherwise '-'. This is similar for writing ('w') and execution ('x'). You can ignore other cases.
 - The number of hard links
 - Owner name
 - o Group name
 - Size
 - Modification time
 - o File name
- The program should work with any permutation of the options. The desired options are as follows:
 - -a: List all files and directories including those starting with '.'
 - o -g: Do not display owner name
 - -G: Do not display group name
 - o -i: Print inode number before the file name
 - -S: Sort by size (largest first, files with the same size are to be sorted alphabetically)
 - -U: Do not sort; list the files in the order they are stored in the directory
 - -r: Reverse the sorting order (e.g. smallest first for -S)
 - -Q: Enclose file names with double quotes
- You can ignore total number of blocks, which is printed in the first line.
- Do not assume anything about the number of files in a directory.
- Your program output does not have to be colored.

- You can assume files and directories only have ASCII characters.
- Use only C POSIX library (but you can use GNU extensions in the said libraries). The full list is available at http://pubs.opengroup.org/onlinepubs/9699919799/idx/head.html
- You should compile your code with GCC (GNU Compiler Collection).

Hints:

- While you can use an IDE like Code::Blocks or Eclipse, you can also write your program in a text editor, such as Sublime Text or Geany.
- You can find more information about headers, functions, and some usage examples at: http://pubs.opengroup.org/onlinepubs/9699919799/
- To compile your program, you can use the command: gcc ls442.c -o ls442

Part 2: String pattern search with a shell script (25 pts)

In this part, you are asked to write a shell script that searches an input text file for lines matching a pattern string and prints the results into an output text file. You are expected to use the 'grep' utility in your script.

Specifications:

- 1) The script must be called with two arguments: the input and output text files, respectively.
- 2) Once called, print the entered input and output file names to the shell.
- 3) Then, print "Please enter the pattern: " and wait for user input.
- 4) After the user enters a pattern, print the results on the shell and append them to the output text file in the following format:

Shell output format:

```
PATTERN COUNT_OF_MATCHING_LINES
LINE_NUMBER: LINE

Example:
youth 2
18:Thy youth's proud livery, so gazed on now,
96:Resembling strong youth in his middle age,
```

```
ubuntu@ubuntu:~/Desktop$ sh myscript.sh input.txt output.txt
Input is input.txt; output is output.txt
Please enter the pattern: youth
youth 2
18:Thy youth's proud livery, so gazed on now,
96:Resembling strong youth in his middle age,
Please enter the pattern: age
age 7
36:Disdains the tillage of thy husbandry?
41:So thou through windows of thine age shall see
44:Die single, and thine image dies with thee.
93:Doth homage to his new-appearing sight,
96:Resembling strong youth in his middle age,
98:Attending on his golden pilgrimage;
100:Like feeble age, he reeleth from the day,
Please enter the pattern: ^C
ubuntu@ubuntu:~/Desktop$
```

Output text file format:

```
DATE INPUT_FILE PATTERN COUNT_OF_MATCHING_LINES { LIST_OF_LINE_NUMBERS } Example:
Fri Mar 17 01:59:10 +03 2017 input.txt youth 2 { 18 96 }
```

5) Go back to step 3. The script must keep requesting input until the user exits by hitting Ctrl+C.

Execution:

Then, use your script to obtain how many lines in the provided text file contain the following regular expressions:

- thou
- Thou
- [Tt]hou (lines containing either "Thou" or "thou")
- [Tt]h.. (lines containing a four-character string that starts with "Th" or "th")
- ^But (lines starting with "But")
- ee\$ (lines ending in "ee")
- ^\$ (empty lines)

The script call will be in the form: sh myscript.sh input.txt output.txt (from bash terminal) or ./myscript.sh input.txt output.txt (from bourne shell).

Input Text:

The input text (shakespeare.txt) consists of ten sonnets by William Shakespeare, each separated by an empty line.

Remarks:

- 1. You should insert comments to your code at appropriate places without including any unnecessary detail. <u>Comments will be graded</u>. You have to write to-the-point comments in your code, otherwise it would be very difficult to understand. If your output is wrong, the only way we can grade your homework is through your comments.
- 2. Send your homework compressed in an archive file with the name "e<student_ID>_HW1" (e.g. e1234567 HW1.tar.gz). The archive file should include:
 - For part 1: your **source file(s)** and **header file(s)** (if they exist)
 - For part 2: your shell script and output text file
- 3. Your work will be graded on its correctness, efficiency and clarity as a whole.
- 4. Late submissions are welcome, but penalized according to the following policy:
 - 1 day late submission: HW will be evaluated out of 70.
 - 2 days late submission: HW will be evaluated out of 50.
 - 3 days late submission: HW will be evaluated out of 30.
 - 4 or more days late submission: HW will not be evaluated.

Good Luck!