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SY Comp A3

Assignment:2

AIM:- Write a shell script program to create an address book

THEORY:-

Shell

Before jumping in and discussing how to program using a shell, let's review the shell's function and the

different shells available for Linux. A *shell* is a program that acts as the interface between you and the Linux

system, enabling you to enter commands for the operating system to execute. In that respect, it resembles the

Windows command prompt, but as mentioned earlier, Linux shells are much more powerful. For example,

input and output can be redirected using < and >, data piped between simultaneously executing programs

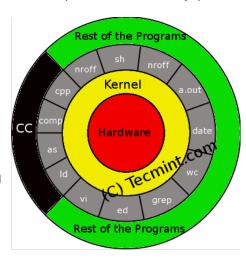
using |, and output from a subprocess grabbed by using \$(...). On Linux it's quite feasible to have multiple

shells installed, with different users able to pick the one they prefer.

Because Linux is so modular, you can slot in one of the many different shells in use, although most of

them are derived from the original Bourne shell. On Linux, the standard shell that is always installed as

/bin/sh is called *bash* (the GNU Bourne-Again SHell), from the GNU suite of tools. Because this is an



excellent shell that is always installed on Linux systems, is open source, and is portable to almost all

UNIX variants, bash is the shell we will be using. This chapter uses bash version 3 and mostly uses the

features common to all POSIX-compatible shells. We assume that the shell has been installed as /bin/sh

and that it is the default shell for your login. On most Linux distributions, the program /bin/sh, the $\,$

default shell, is actually a link to the program /bin/bash.

WHAT Is a GUI?

A **GUI** (graphical user interface) is a system of interactive visual components for computer <u>software</u>. A GUI displays objects that convey information, and represent actions that can be taken by the user. The objects change color, size, or visibility when the user interacts with them.

GUI objects include <u>icons</u>, <u>cursors</u>, and <u>buttons</u>. These graphical elements are sometimes enhanced with sounds, or visual effects.

A GUI is considered to be more <u>user-friendly</u> than a text-based <u>command-line</u> interface, such as <u>MS-DOS</u>, or the <u>shell</u> of <u>Unix-like</u> operating systems.

The GUI was first developed at Xerox PARC by Alan Kay, Douglas Engelbart.

CODE:-

Menu.sh file:

```
#!/bin/sh
choice=1
while [ $choice != 0 ]; do
echo
echo
              ____MENU_____
echo ' ENTER add OR list OR find OR delete OR update OR 0 to exit'
read choice
if [ $choice = 'add' ]
then
./add.sh
elif [ $choice = 'list' ]
then
./list.sh
elif [ $choice = 'find' ]
then
./find.sh
elif [ $choice = 'delete' ]
then
./delete.sh
elif [ $choice = 'update' ]
then
./update.sh
fi
done
exit 0
```

```
add.sh file:
#!/bin/sh
echo 'ENTER YOUR NAME '
read name
echo 'Enter Roll no.'
read rollno
echo " name = $name rollno= $rollno" >> address.txt
exit 0
list.sh file:
#!/bin/sh
cat address.txt
exit 0
delete.sh file:
#!/bin/sh
echo 'ENTER THE NAME YOU WANT TO DELETE'
read t
grep -vE $t address.txt > temp.txt
```

```
cp temp.txt address.txt
echo 'DELETION SUCESSFUL'
exit 0
```

find.sh file:

#!/bin/sh

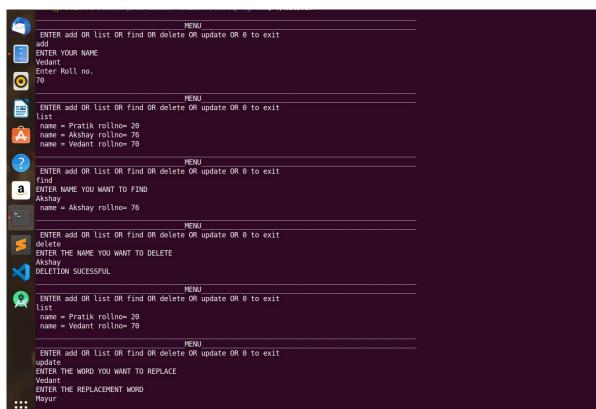
echo 'ENTER NAME YOU WANT TO FIND'
read temp
grep "\$temp" address.txt
exit 0

update.sh file:

#!/bin/sh

echo 'ENTER THE WORD YOU WANT TO REPLACE '
read abc
echo 'ENTER THE REPLACEMENT WORD'
read xyz
sed -i -e "s/\$abc/\$xyz/g" address.txt
exit 0

Output Screenshot:-





MENU