

# Brian Will Terminal & Shell Playlist

## Part 1:

- Terminals (terminal emulator) are dumb devices to handle/show ASCII text input and to interact with the shell program
- Process communicate with the terminal through a character device file(CDF) (write to buffer)
- Processes inherit after forking two standard fd: stdin (0) reading from CDF and stdout(1) writing do same (CDF) —> 2 needed because of redirection
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## Part2:

- There are different shell programs. shell programs takes user input from terminal, interprets as command and execute commands. Shell is an interactive programming language.
- BASH (Bourne again shell —> extension of sh of Stephen Bourne)
- PROMPT: *brian@ubuntu:~\$* —> user@OS:current\_path(\$ —> end of prompt)
- \n —> end of command —> shell execute the input
- Process command: `ls -la bin`
  - ls: program name
  - -la argument 1 (flag/option)
  - bin argument 2
- where to find the programs to execute:
  - ls: look all the paths in the environment variable \$PATH
  - /bin/ls: absolute path in root dir

- bin/ls: relative from the current working dir (the pwd: print working directory), only when at least one / is in the path. ./foo oder ../foo possible as short form
- personal programs can be added to the PATH to execute them without path
- /sbin: contains programs for superusers
- shell executes command in the following way:
  - forking itself and copying, address to the arguments (located on heap) and the argc on the stack its variables and file descriptors
  - forking parent waits for the child
  - forked child executes the command
- There are characters with special meaning - METACHARACTER - in bash syntax:
  - # ' " \ \$ ` \* ~ ? < > ( ) ! | & ; space newline
- Quoting: Represent the literal meaning of the char (ignoring its special meaning)
  - \ :escape
  - ' ' : quotes every character inside
  - " " : quotes every character inside except of \$ ' \ ! \* @ - they keep their special meaning

### Part 3:

- Terminal is the default stdin and stdout of a created (forked) process. The process reads from the the terminal and writes to it
- Redirection: Change the location to read from / to write to
  - < filepath: Redirection of stdin for reading
  - > filepath: Redirection of stdout for writing
  - Redirection can be placed anywhere in the command
- Piping allow interprocess communication. The output of one process gets the input of another process when they are connected via a pipe and the fd are set up accordingly with redirection:
  - command A | command B: command A reads from stdin, writes to the pipe, command B reads from the pipe, writes to stdout

- pipeline: one ore more cmds connected via a pipe —> parallel: command A | command B
- command list: one ore more pipelines terminated by a ; & or \n —> sequential command A; command B
- exit code of a program: 0=OK, non-0=error (exit syscall):
  - example: pipeline A && pipeline B, only exec pipeline if pipeline A exits 0
  - example pipeline A || pipeline B, B gets not executed if A exits already 0
- built-in commands:
  - process cmds get executed by forking the shell, built-ins are directly implemented in the shell code itself, redirection still possible but implemented in another way. Every built in gets a duplicate of stdin/stdout fd, the duplicates are redirected
  - *help*: get help on built ins
  - *cd* - sets the shells current working directory: has to be built in, because a forked process would not change the original shells pwd but the one of the forked process
  - cd with no args —> home directory
  - echo: Print args to stdout —> useful with argument variable expansion
- variable expansion
  - set variable: name=value
  - view all variables on zsh: typeset
  - echo \$name —> looks up the the value of the variable and replaces it
  - foo=4; echo \${foo}d —> prints 4d
  - if variable doesn't exists it resolves to an empty string ""
  - Quoting:
    - echo '\$foo' —> prints \$foo
    - echo "\$foo" —> prints value of foo
  - create environment variable with export:

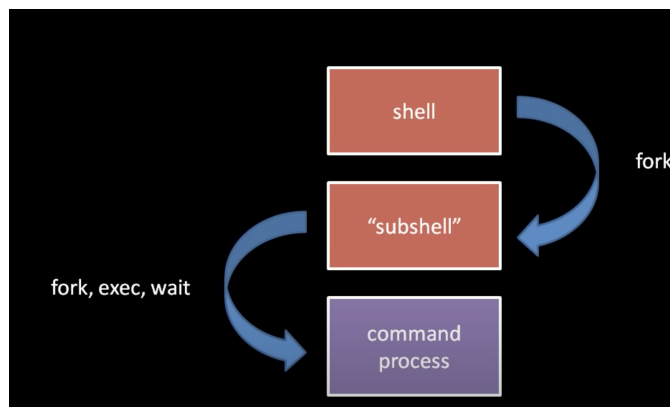
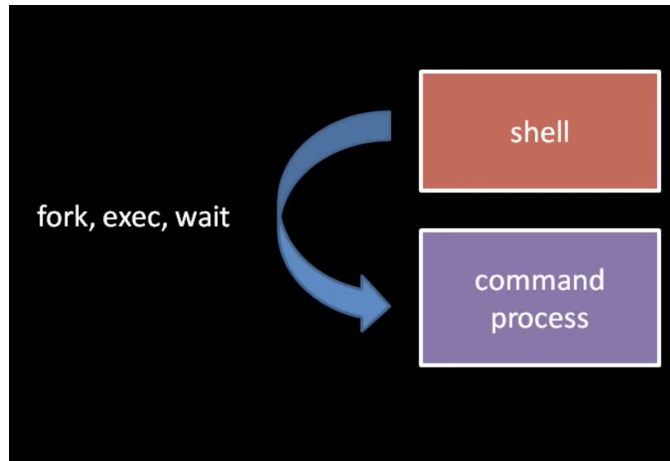
- `foo=8; export foo` (environ var is created); `foo=Hallo` (gets overwritten)
- shell vars are only present in the shell they were created, environment variable are visible to forked processes

#### Part 4:

- functions in shell - not necessary atm
- brace expansion
  - `foo{apple, banana}bar` → `fooapplebar foobananabar`
  - `{hi, you}hi` → `hihi youhi`
- tilde expansion
  - tilde = shorthand for home dir
- command substitution
  - `$(command A $(command B))`: The result of command B (printed to stdout) replaces the command itself and gets an arg to command A, the replaced command is run in a subshell
- arithmetic substitution
  - `$((expression))`: `echo $((3 + 5))` → 8
- filename expansion
  - \*: Asterisk wildcard → match any characters
  - ?: match any single character; `foo?bar` → `fooDbar` is valid, `fuuDbar` is not
- Order of expansion and substitution:
  - brace exp, tilde exp, variable exp, arithmetic exp, command sub, filename exp

#### Part 5:

Shell vs subshell execution



- to execute in a sub shell put command list ind parens : (command-list): (*cd /; ls -la*) —> *no effects on the current shell*
- to execute in the current shell, put in curly braces: { command list }, curly brace is built in command, therefore is a space after the opening curly brace is needed. The brace is the name of the builtin.
- &-terminated pipeline runs in background subshell, shell doesn't wait
  - `foo & bar ; fizz ; buzz &`
    - `exec foo` and does not wait and executes `bar` immediately. Waits the for finishing and starts `fizz`. Waits for `fizz` and starts `buzz` and does not wait.