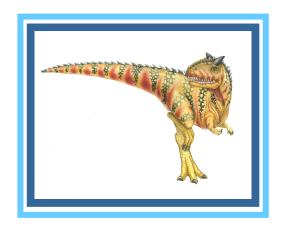
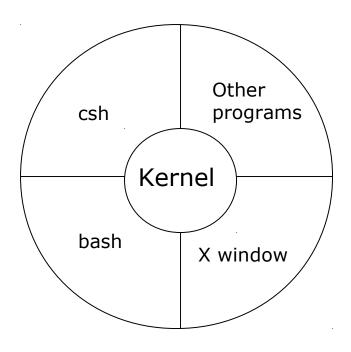
Chapter 2: Scripting





What is Shell?

- Shell is the interface between end user and the Linux system, similar to the commands in Windows
- Bash is NOT ALWAYS installed as in /bin/sh
- Check the version
 - % /bin/sh --version
 - % /bin/bash --version





Pipe and Redirection

Redirection (< or >) % ls -l > lsoutput.txt (save output to lsoutput.txt) % ps >> lsoutput.txt (append to lsoutput.txt) % more < killout.txt (use killout.txt as parameter to more) % kill -1 1234 > killouterr.txt 2 >&1 (redirect to the same file) % kill -1 1234 >/dev/null 2 >&1 (ignore std output) Pipe (I) Process are executed concurrently % ps | sort | more % ps -xo comm | sort | uniq | grep -v sh | more % cat mydata.txt | sort | uniq | > dummy.txt (generates an empty file !)



Some Command-Lines

echo print out a string

echo "\$HOME is where I want to be"

cat Output specified files in sequence

cat file1 file2 file3

whereis Show where a file can be found

printenv Display all environment variables

grep Get Regular Expression and Print

head first few lines of output

head -5 filename

tail last few lines of output

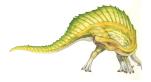
tail -8 filename





More Commands

```
pwd
 ls
     ls file; ls directory ; ls -a ; ls -l ; ls -R
 cd
$
   cd ..
   cd /home/tim/projects
   cd ~/projects
   cd ~tim/projects
   cd $HOME/projects
 mkdir make-a-directory
 rmdir a-directory
 mv
   my oldfilename newfilename
   mv file1 file2 file3 newtargetdirectory
 ср
   cp -r dirl dirlcopy
 rm
 pushd
 pop
 find
   find . -ls
  find . -type d -print
   find . -type f -exec "echo" "{}" ";"
```





Shell as a Language

- We can write a script containing many shell commands
- Interactive Program:
 - grep files with POSIX string and print it
 - % for file in *
 - > do
 - > if grep -l POSIX \$file
 - > then
 - > more \$file
 - Fi
 - done

```
Posix
```

There is a file with POSIX in it

- " '*' is wildcard
- % more `grep -l POSIX *`
- % more \$(grep -1 POSIX *)





Writing a Script

Use text editor to generate the "first" file

```
#!/bin/sh
# first
# this file looks for the files containing POSIX
# and print it
for file in *
do
    if grep -q POSIX $file
   then
       echo $file
    fi
done
exit. 0
% /bin/sh first
% chmod +x first
%./first (make sure . is include in PATH parameter)
```



Variables

- Variables needed to be declared, note it is case-sensitive (e.g. foo, FOO, Foo)
- Add '\$' for storing values
 - % salutation=Hello
 - % echo \$salutation

Hello

- % salutation=7+5
- % echo \$salutation

7+5

- % salutation="yes dear"
- % echo \$salutation

yes dear

% read salutation

Hola!

% echo \$salutation

Hola!





Quoting

Edit a "vartest.sh" file

#!/bin/sh

myvar="Hi there"

echo \$myvar

echo "\$myvar"

echo `\$myvar`

echo \\$myvar

echo Enter some text

read myvar

Output
Hi there

Hi there

\$myvar

\$myvar

Enter some text

Hello world

\$myvar now equals Hello world

echo '\$myvar' now equals \$myvar exit 0





Environment Variables

\$HOME home directory

\$PATH path

\$SHELL which shell

\$PS1
The first layer prompt (normally %)

\$PS2
The second layer prompt (normally >)

\$0 name of the script file

\$n argument n

process id of the script (current PID)

□ \$! last PID

\$? exit code

\$# number of input parameters

\$* all arguments as one list

\$\rightarrow\$ all arguments as separated lists

\$IFS separation character (white space)

Use 'env' to check the value





Condition

```
test or '['
 if test -f fred.c
 then
 fi
 if [ -f
 fred.c ]
 then
 fi
 if [ -f fred.c ];then
 fi
```





Example 1

```
vi cobal.sh
#! /bin/bash
for VAR in Satu Dua Tiga Empat
do
     echo $VAR
done
exit 0
 chmod +x cobal.sh
$./coba1.sh
Satu
Dua
Tiga
Empat
```





Example 2

```
vi coba2.sh
 chmod 755 coba2.sh
$ ./coba2.sh 1 2 3
#!/bin/bash
echo "Ini PID[$$] dengan $# ARGUMEN YAITU:"
echo "(satu list)
                 $*"
for VAR in "$*"; do echo $VAR; done
                       $@"
echo "(satu per satu)
for VAR in "$@"
do
  echo $VAR
done
exit 0
```



coba.sh

```
$ ./coba2.sh 1 2 3
Ini PID[4857] dengan 3 ARGUMEN YAITU:
(satu list) 1 2 3
1 2 3
(satu per satu) 1 2 3
1
2
3
```



End of Scripting

