

## Bash-scripting-cheatsheets

Software Development Methods (University of Victoria)

#### CHEATSHEET FOR

# Bash scripting

#### **Pattern substitution**

```
STR=/path/to/foo.c

echo ${STR%.c}  #=> "/path/to/foo"

echo ${STR%.c}.o  #=> "/path/to/foo.o"

echo ${STR##*.}  #=> "c" (extension)

BASE=${STR##*/}  #=> "foo.c" (basepath)
DIR=${SRC%$BASE}  #=> "/path/to"
```

### **Substitutions by regex**

```
echo ${STR/hi/hello}
                              # Replace first match
echo ${STR//hi/hello}
                              # Replace all matches
echo ${STR/#hi/hello}
                              # ^hi
echo ${STR/%hi/hello}
                              # hi$
echo "${STR:0:3}"
                              # .substr(0, 3) -- position, length
echo "${STR:-3:3}"
                              # Negative position = from the right
echo ${#line}
                              # Length of $line
[ -z "$CC" ] && CC=gcc
                              # CC ||= "gcc" assignment
${CC:=gcc}
                              # $CC || "gcc"
${CC:-gcc}
                              # same as above
```

### **Reading input**



```
echo -n "Proceed? [y/n]: "
read ans
echo $ans

read -n 1 ans # Just one character
```

## Loops

## **Basic for loop**

```
for i in /etc/rc.*; do
  echo $i
done
```

### **Ranges**

```
for i in {1..5}; do
    echo "Welcome $i"
done
```

## **Reading lines**

```
cat file.txt | while read line; do
  echo $line
done
```

## Functions

## **Defining functions**

```
myfunc() { ... }
fuction myfunc { ... }
fuction myfunc() { ... }
```

### **Returning strings**

```
myfunc() {
    local myresult='some value'
    echo $myresult
}
result=$(myfunc)
```

#### **Errors**

```
myfunc() { return 1; }
```

## **Arguments**

```
$#  # Number of arguments
$*  # All args
$1  # First argument
```



# Ifs -files

```
# File conditions
if [ -a FILE ]; then
                          # -e exists -d directory
                                                               -f file
                          # -r readable
                                            -w writeable
                                                                -x executable
                          # -h symlink
                                            -s size > 0
# File comparisons
if [ FILE1 -nt FILE2 ]
                          # -nt
                                  1 more recent than 2
                          # -ot
                                  2 more recent than 1
                          # -ef same files
```

# Ifs

```
# String
if [ -z STRING ]
                           # empty?
if [ -n STRING ]
                           # not empty?
# Numeric
if [ $? -eq 0 ]
                   # -eq -ne -lt -le -gt -ge
                           # $? is exit status by the way
# Etc
if [ -o noclobber ]
                        # if OPTIONNAME is enabled
if [! EXPR]
                           # not
if [ ONE -a TWO ]
                           # and
if [ ONE -o TWO ]
                           # or
# Regex
if [[ "A" =~ "." ]]
```

### **Numeric comparisons**

```
if (( $a < $b ))
```

#### **Unset variables**

Assume \$F00 is not set. Doing this will result in that:

```
$\{F00:-word\}  # Returns word
$\{F00:+word\}  # Returns empty, or word if set
$\{F00:=word\}  # Sets parameter to word, returns word
$\{F00:?message\}  # Echoes message and exits
$\{F00=word\}  #: is optional in all of the above
```

## Numeric calculations

```
$((RANDOM%=200))  # Random number 0..200
$((a + 200))  # $ is optional
```

# Arrays

# Declaring using declare -a



```
declare -a Fruits=('Apple' 'Banana' 'Orange')
Fruits[0]="Apple"
Fruits[1]="Banana"
Fruits[2]="Orange"
echo ${Fruits[0]}
                            # Element #0
echo ${Fruits[@]}
                            # All elements, space-separated
echo ${#Fruits[᠗]}
                            # Number of elements
echo ${#Fruits}
                            # String length of the 1st element
echo ${#Fruits[3]}
                            # String length of the Nth element
echo ${Fruits[@]:3:2}
                            # Range (from position 3, length 2)
```

### **Operations**

```
Fruits=("${Fruits[@]}" "Watermelon") # Push
Fruits=(${Fruits[@]/Ap*/}) # Remove by regex match
unset Fruits[2] # Remove one item
Fruits=("${Fruits[@]}") # Duplicate
Fruits=("${Fruits[@]}" "${Veggies[@]}") # Concatenate
lines=(`cat "logfile"`) # Read from file
```

#### **Iteration**

```
for i in "${arrayName[@]}"; do
  echo $i
done
```

# Misc crap

```
command -V cd #=> "cd is a function/alias/whatever"
```

### **Options**

```
set -o noclobber  # Avoid overlay files (echo "hi" > foo)
set -o errexit  # Used to exit upon error, avoiding cascading errors
set -o pipefail  # Unveils hidden failures
set -o nounset  # Exposes unset variables
```

### **Glob options**

```
set -o nullglob  # Non-matching globs are removed ('*.foo' => '')
set -o failglob  # Non-matching globs throw errors
set -o nocaseglob  # Case insensitive globs
set -o globdots  # Wildcards match dotfiles ("*.sh" => ".foo.sh")
set -o globstar  # Allow ** for recursive matches ('lib/**/*.rb' => 'lib,
```

set GLOBIGNORE as a colon-separated list of patterns to be removed from glob matches.

## **Trap errors**

```
trap 'echo Error at about $LINENO' ERR
```

or

```
traperr() {
  echo "ERROR: ${BASH_SOURCE[1]} at about ${BASH_LINENO[0]}"
```



```
}
set -o errtrace
trap traperr ERR
```

#### Case/switch

```
case $1 in
  start | up)
  vagrant up
  ;;

*)
  echo "Usage: $0 {start|stop|ssh}"
  ;;
esac
```

#### **Source relative**

```
source "${0%/*}/../share/foo.sh"
```

## printf

```
printf "Hello %s, I'm %s" Sven Olga
```

## **Directory of script**

```
DIR="${0%/*}"
```

## **Getting options**

```
while [[ "$1" =~ ^- && ! "$1" == "--" ]]; do case $1 in
   -V | --version )
   echo $version
   exit
   ;;
   -s | --string )
    shift; string=$1
   ;;
   -f | --flag )
    flag=1
   ;;
esac; shift; done
if [[ "$1" == '--' ]]; then shift; fi
```

#### Heredoc

```
cat <<END
hello world
END</pre>
```

# Reference

- Bash-hackers wiki (back-hackers.org)
- Shell vars (back-hackers.org)

