Ex. No: 5

#### FINDING OUT SUM

Aim

To write a shell script that accepts a numerical value N and to find out sum.

#### Algorithm

- 1. Read n
- 2. Set i=0, sum=0
- 3. While (i < n), do the following.
  - i) i=i+1
  - ii) sum=sum+i
- 4. Repeat step 2 until i < n is true
- 5. Print sum
- 6. Stop

#### Program

```
echo -n "Enter the value of N: "
read n
i=0
sum=0
while [$i -lt $n ]
do
  ((i=i+1))
  ((sum=sum + i))
done
echo "Sum of first $n numbers = $sum"
```

# **Execution procedure**

Create a new vi or gedit editor file ex1.sh. Enter the script in the editor. After entering press **Esc** key to switch to command mode. A: appears at left bottom corner of the window. There, type wq for saving the program and quiting from the editor. The program file name should be with .sh extension. For executing the program, give the command as

\$chmod u+x ex5.sh \$./ex5.sh

By giving the above commands, the script will be executed and the output will be obtained.

# Sample output

```
resonms-VirtualBox:-$.vt exs.sh

nresonms-VirtualBox:-$ chmod u+x exs.sh

nresonms-VirtualBox:-$ ./exs. h

Enter the value of N: 10

Sum of first 10 numbers = 55

nns@nms-VirtualBox:-$.
```

#### Result

Thus the above shell script is executed successfully and the output is obtained.

Ex. No: 6

#### **FACTORIAL OF A GIVEN NUMBER**

Aim

To write a shell script to find the factorial of a given number.

#### Algorithm

- 1. Read n
- 2. Set fact=1, i=1
- 3. While(i<=n), do the following.
  - i) fact = fact \* i
  - ii) i = i + 1
- 4. Repeat step 2 until i<=n is true
- 5. Print fact
- 6. Stop

## Program

```
echo "Enter a number"

read n

fact=1

i=1

while [$i-le$n]

do

((fact=fact*i))

((i=i+1))

done

echo "Factorial of a number $n is $fact"
```

# Execution procedure

\$chmod u+x ex6.sh

\$./ex6.sh

#### Sample output

```
nesanns-VictualBox:-$ vi exursh
nesanns-VictualBox:-$ chmod u+x exo.sh
nesanns-VictualBox:-$ ./exo.sh
Enter a number
5
Factorial of a number 5 is 120
nesanns-VictualBox:-$
```

#### Result

Thus the above shell script is executed successfully and the output is obtained.

Ex. No: 7

# ARITHMETIC CALCULATOR

Aim

To write a shell script to perform arithmetic calculator using case statement.

# Algorithm

- 1. Read the two operand values a and b.
- 2. Display the menu as
  - a) Addition
  - b) Subtraction
  - c) Multiplication
  - d) Division
- 3. Print "Enter your choice".
- 4. Read your choice c among 1, 2, 3, 4
- 5. Check c using case statement.

if 
$$1 \Rightarrow s = a + b$$
  
if  $2 \Rightarrow s = a - b$   
if  $3 \Rightarrow s = a * b$   
if  $4 \Rightarrow s = a/b$ 

- 6. Print the result s.
- 7. Stop.

```
Program
```

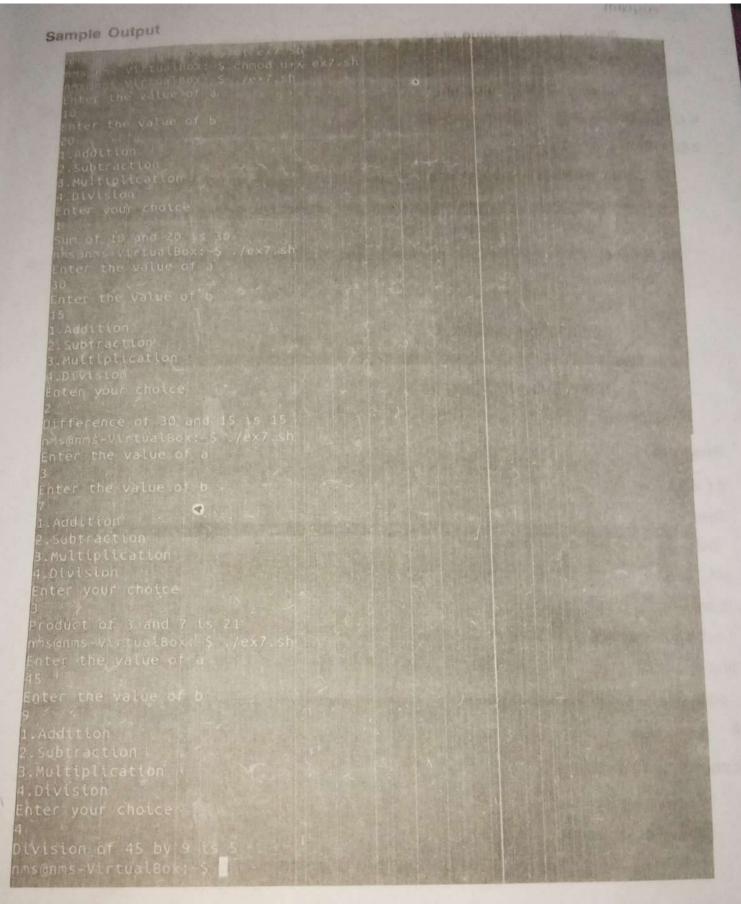
```
echo "Enter the value of a"
  read a
 echo "Enter the value of b"
 read b
 echo "1.Addition"
 echo "2.Subtraction"
echo "3.Multiplication"
echo "4.Division"
echo "Enter your choice"
read c
case $c in
        1) ((s = \$a + \$b))
       echo "Sum of $a and $b is $s " ;;
       2) ((s = \$a - \$b))
       echo "Difference of $a and $b is $s" ;;
       3) ((s = \$a \ * \$b))
       echo "Product of $a and $b is $s" ;;
      4) ((s = \$a / \$b))
      echo "Division of $a by $b is $s" ;;
```

esac

# **Execution Procedure**

\$chmod u+x ex7.sh

\$./ex7.sh



## Result

Thus the shell script for arithmetic calculator is developed using case statement, executed and the output is obtained.

pro Ex. No: 8

# USING COMMAND LINE ARGUMENTS

To write a shell script that takes a command line argument and reports on where Aim it is a directory, a file or something else.

# Algorithm

- Check whether the command line argument1 is a file or not using -f option.
   If true
- If false, check whether the command line argument1 is a directory or not using a option. option.
  - If true

print 'It is a directory'.

else

print 'It is something else'.

4. Stop.

# Program

if [ -f \$1 ]

then

echo \$1 "---> It is an ordinary file"

elif [ -d \$1 ]

then

echo \$1 "---> It is a directory"

else

echo \$1 "---> It is something else"

fi

# **Execution Procedure**

\$chmod u+x ex8.sh

\$./ex8.sh name

where "name" may be a file or directory or something else.