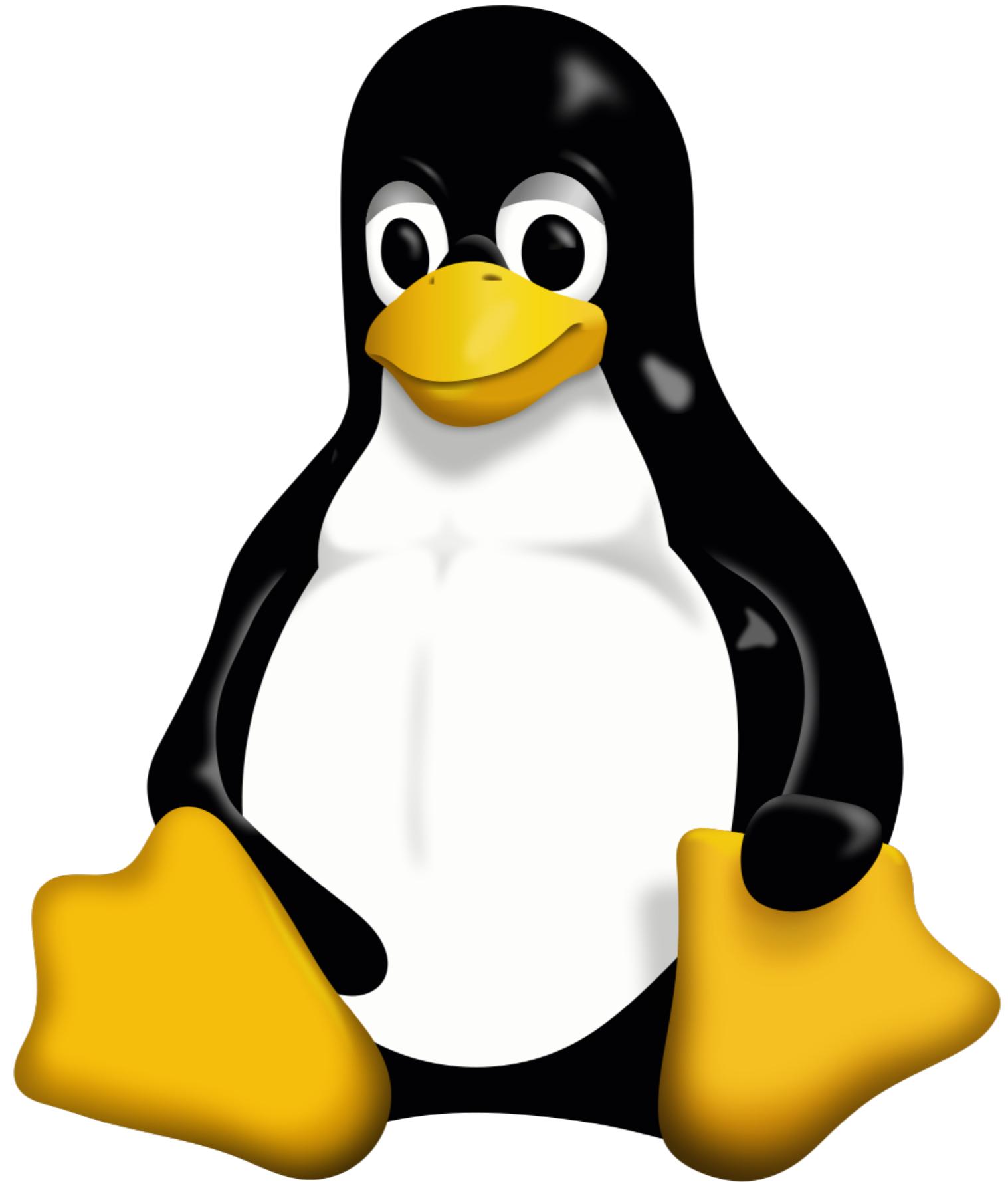




Никита Соболев
github.com/sobolevn



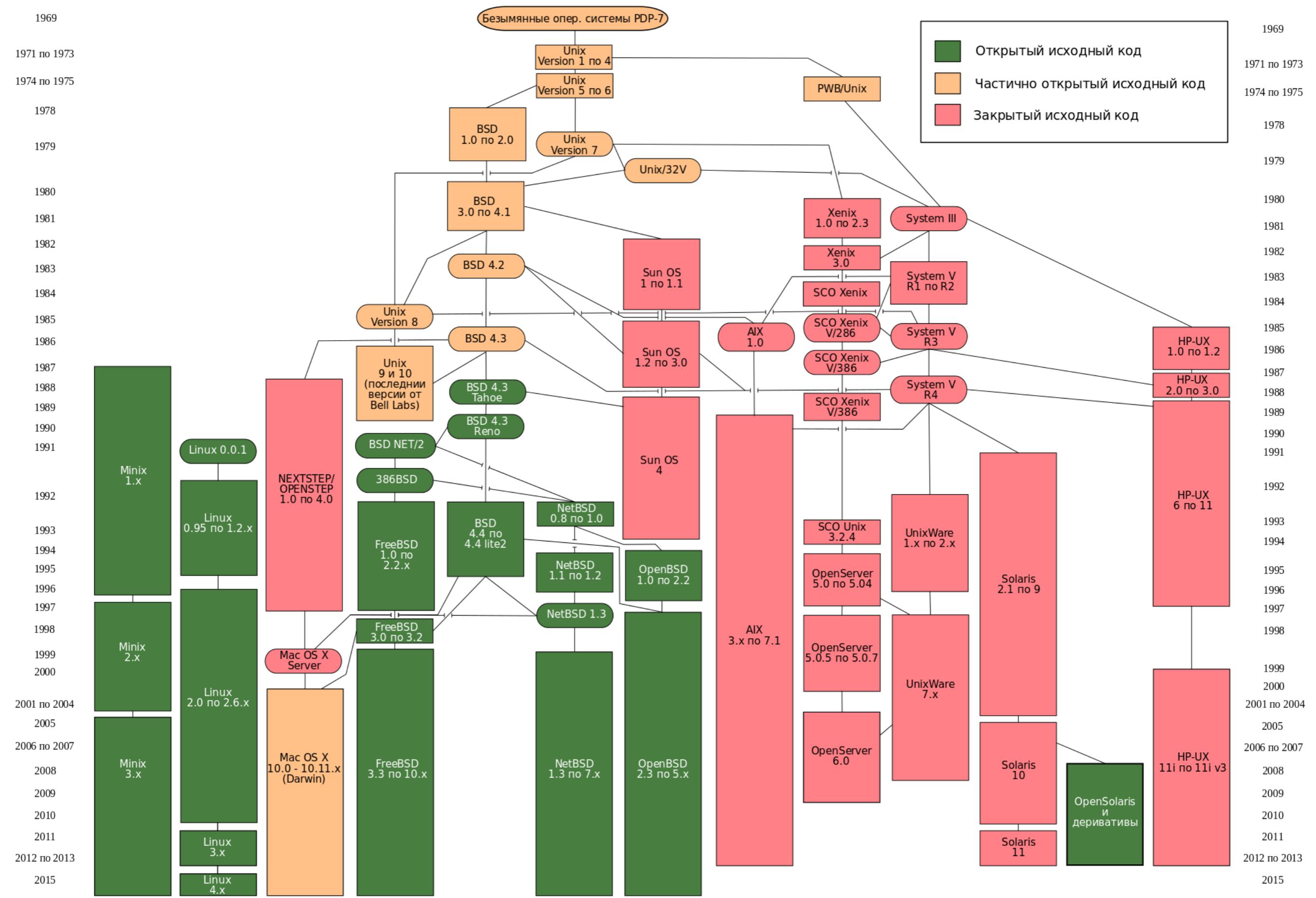
Linux

План занятия

- История и общая информация о Linux
- Работа с командой строкой
- Файлы и папки
- Пользователи и группы

Linux = представители семейства
Unix-подобных операционных
систем на общем ядре

Что такое
"Unix-подобные"?



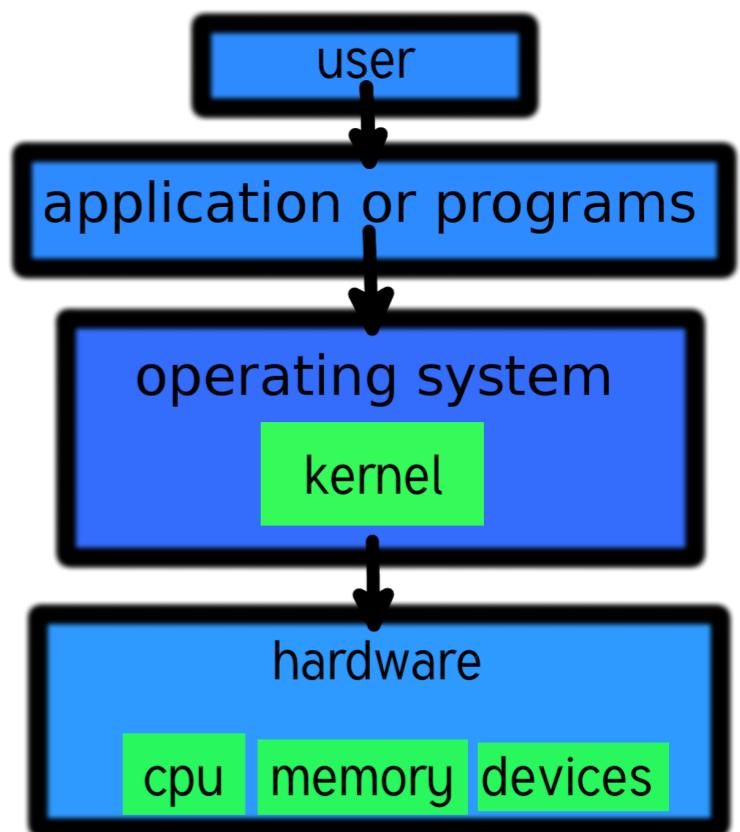
История Linux

- 1971 – Unix, Bell Labs: Кен Томпсон, Деннис Ритчи
- 1983 – GNU, Ричард Столман
- 1991 – Linux, Линус Торвальдс

Unix way

Слои Linux

- Hardware (железо)
- Kernel (ядро)
- Userspace (рабочее окружение)



Linux = лучший в
мире конструктор

Из чего состоит любой Linux?

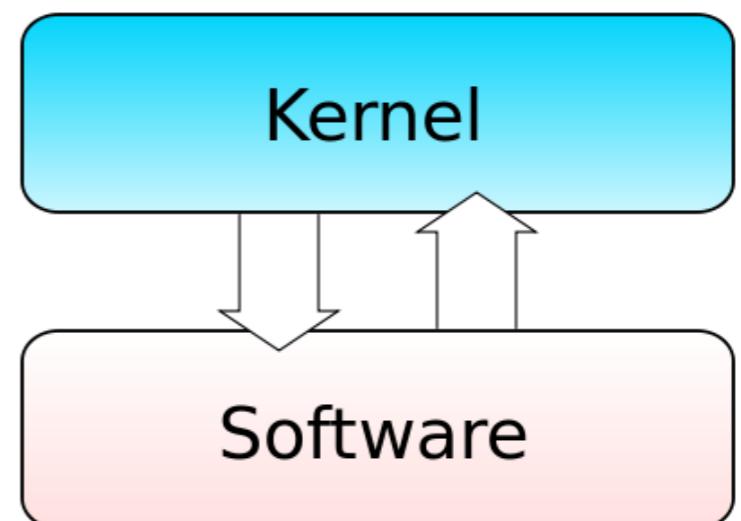
- Ядро (разных версий)
- Дистрибутив
- Среда рабочего стола (по необходимости)

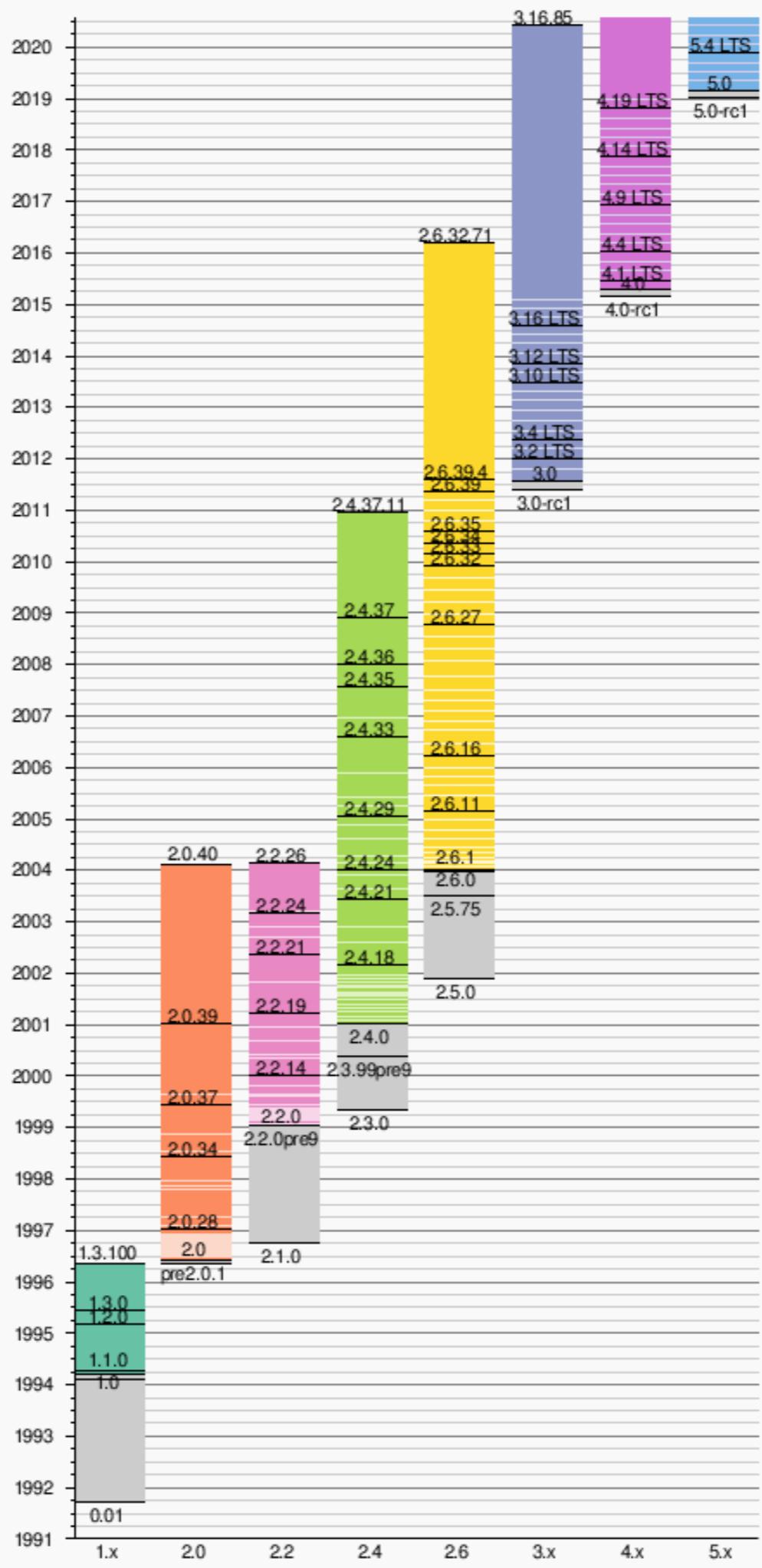
Из чего состоит любой Linux?

- **Ядро (разных версий)**
- Дистрибутив
- Среда рабочего стола (по необходимости)

Что такое "ядро"?

- Ядро позволяет софту и железу "общаться"
- В ядре спрятана основная сложность операционной системы
- Ядра бывают очень разными по возможностям, архитектуре и характеристикам





Из чего состоит любой Linux?

- Ядро (разных версий)
- **Дистрибутив**
- Среда рабочего стола (по необходимости)

Linux на сервере /
Linux на десктопе

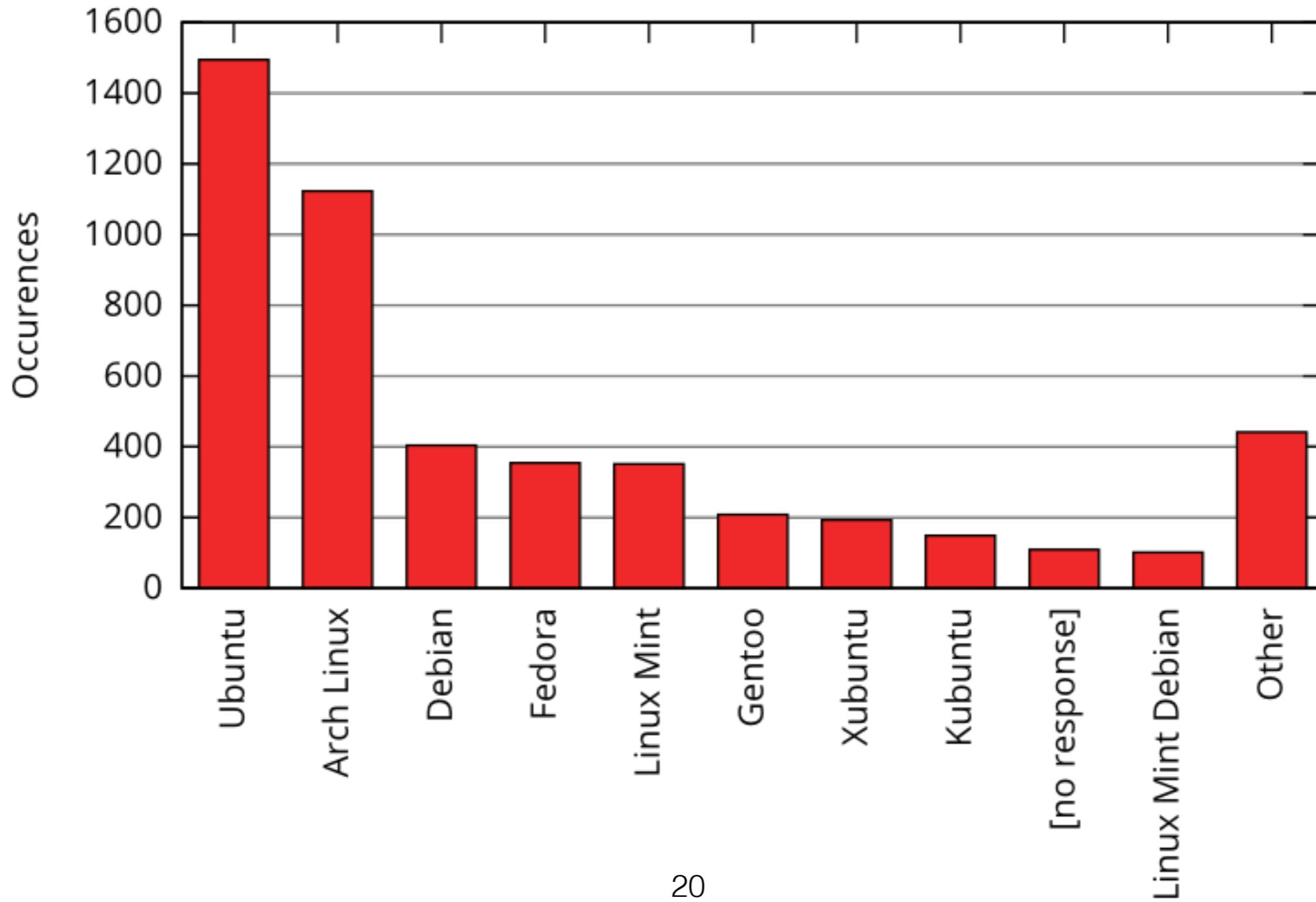


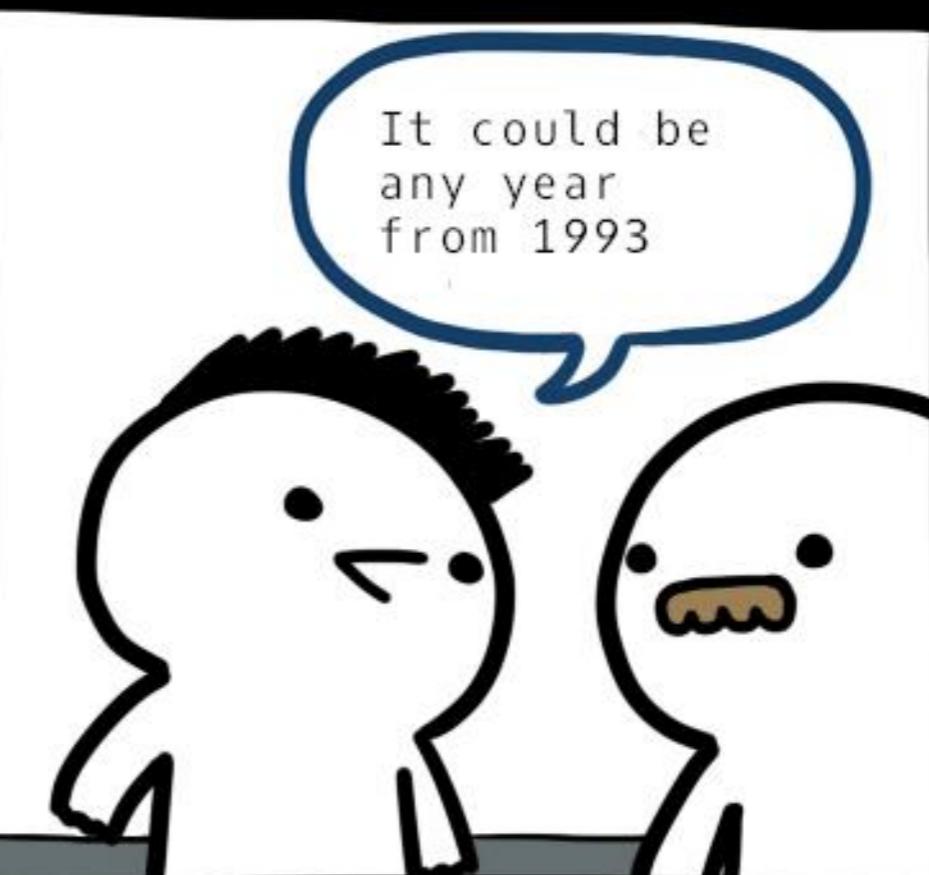
**Fedora****Red Hat****ORACLE****Ubuntu****SUSE**

	Fedora	Red Hat	Oracle Linux	Ubuntu	SUSE
Pros	Free, provides the latest and greatest Linux features	Excellent management tools, great support options including self-help options for those on a budget	OS is free, lots of extras included with support subscriptions, affordable 24/7 support options	Basic OS is free, excellent Landscape management tools, scalability and long-term support	Custom installation options, long-term support versions available
Cons	Short support cycles and no support options beyond community support	Red Hat gets costly in a hurry, especially with any management tools added	Management tools are not Linux specific	Install could use a 'facelift', support can quickly become expensive with multiple servers	Support costs can get costly for larger installations, SUSE Manager is a bit more cumbersome than the competition
Best for	Those wanting a truly free Linux server and also access to the latest Linux technology	Those needing some comprehensive support options and the backing of a large commercial Linux provider	Those running other Oracle applications or looking for a robust Red Hat clone at a lower cost of ownership	Those needing a Linux server with long-term support and solid cloud credentials	Those needing a long-term support version of Linux and custom installation options

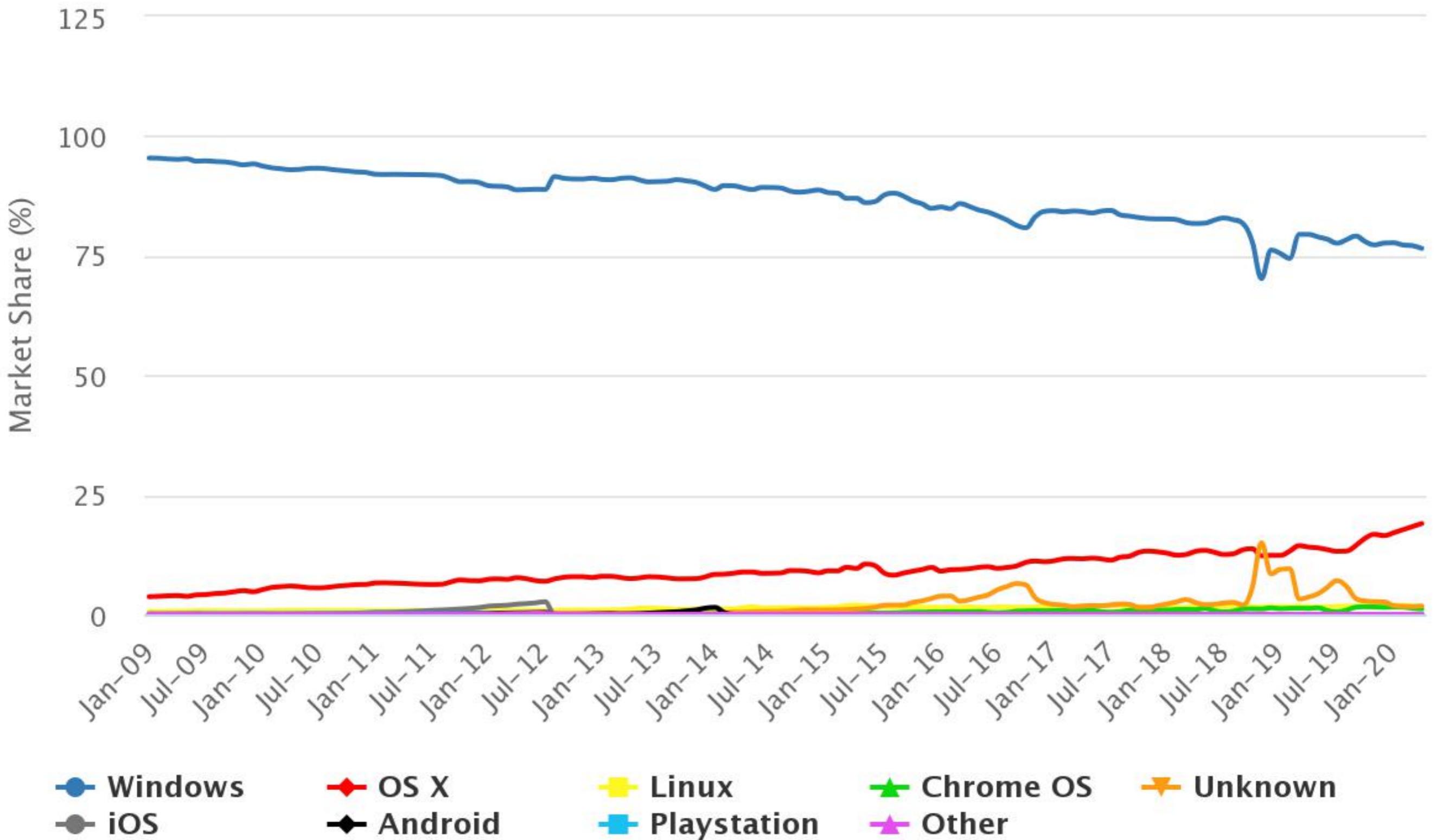
Дистрибутивы на десктопе

What Linux distro do you primarily use on your non-server computers?



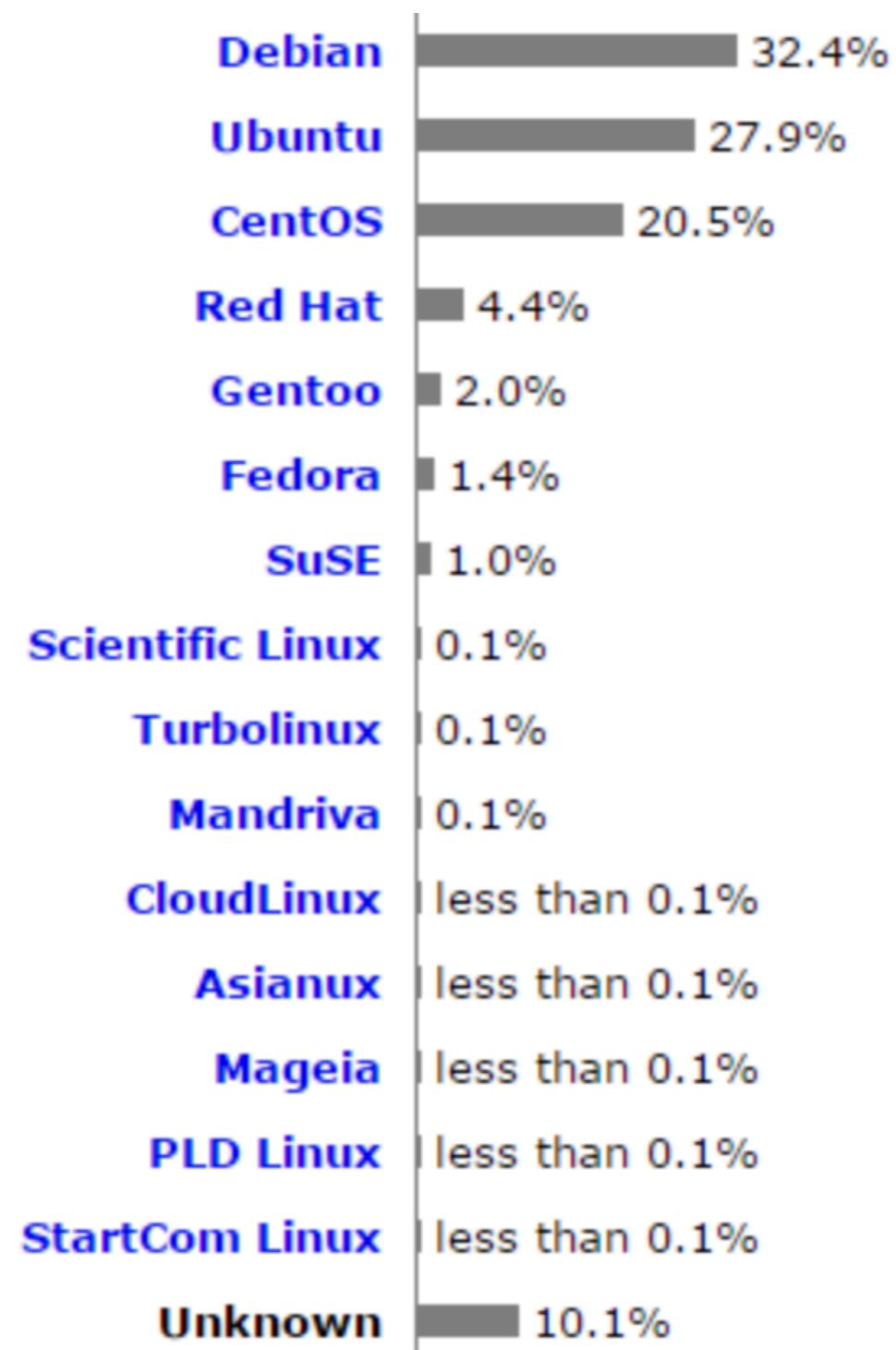


Desktop OS Market Share Worldwide, by Month

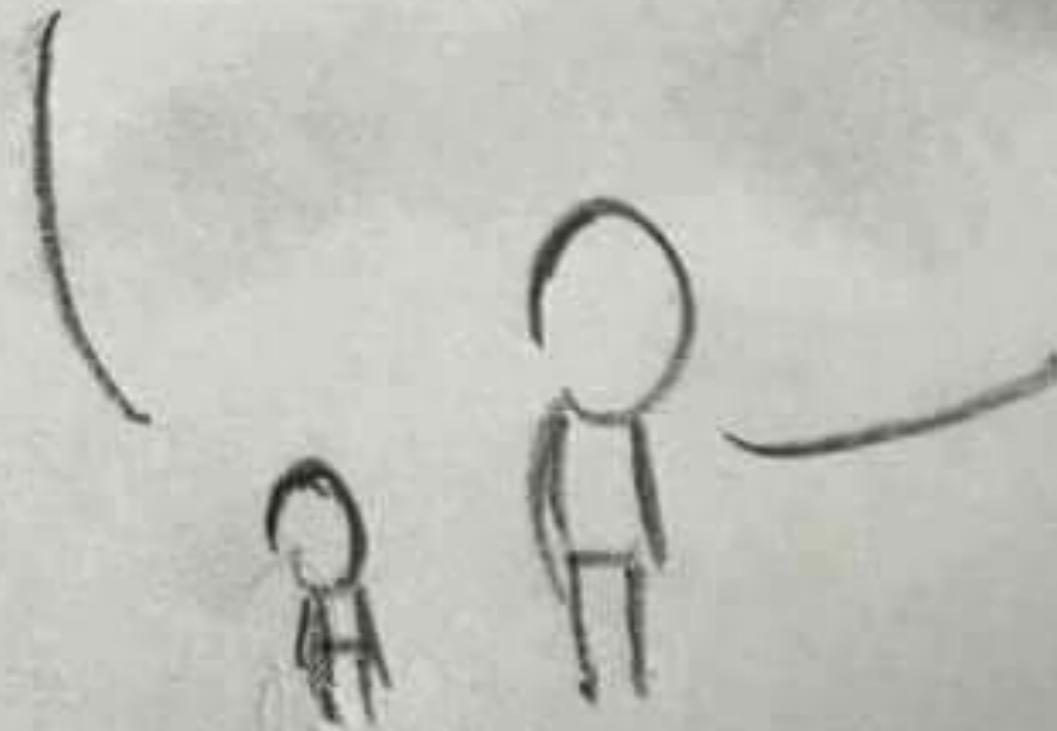


© Dazeinfo / Data Source: StatCounter

Дистрибутивы на сервере



DADDY, WHAT ARE
CLOUDS MADE OF?



LINUX SERVERS,
MOSTLY

Как выбрать?

- Для десктопа: Arch Ubuntu
- Для сервера: вам скажет админ

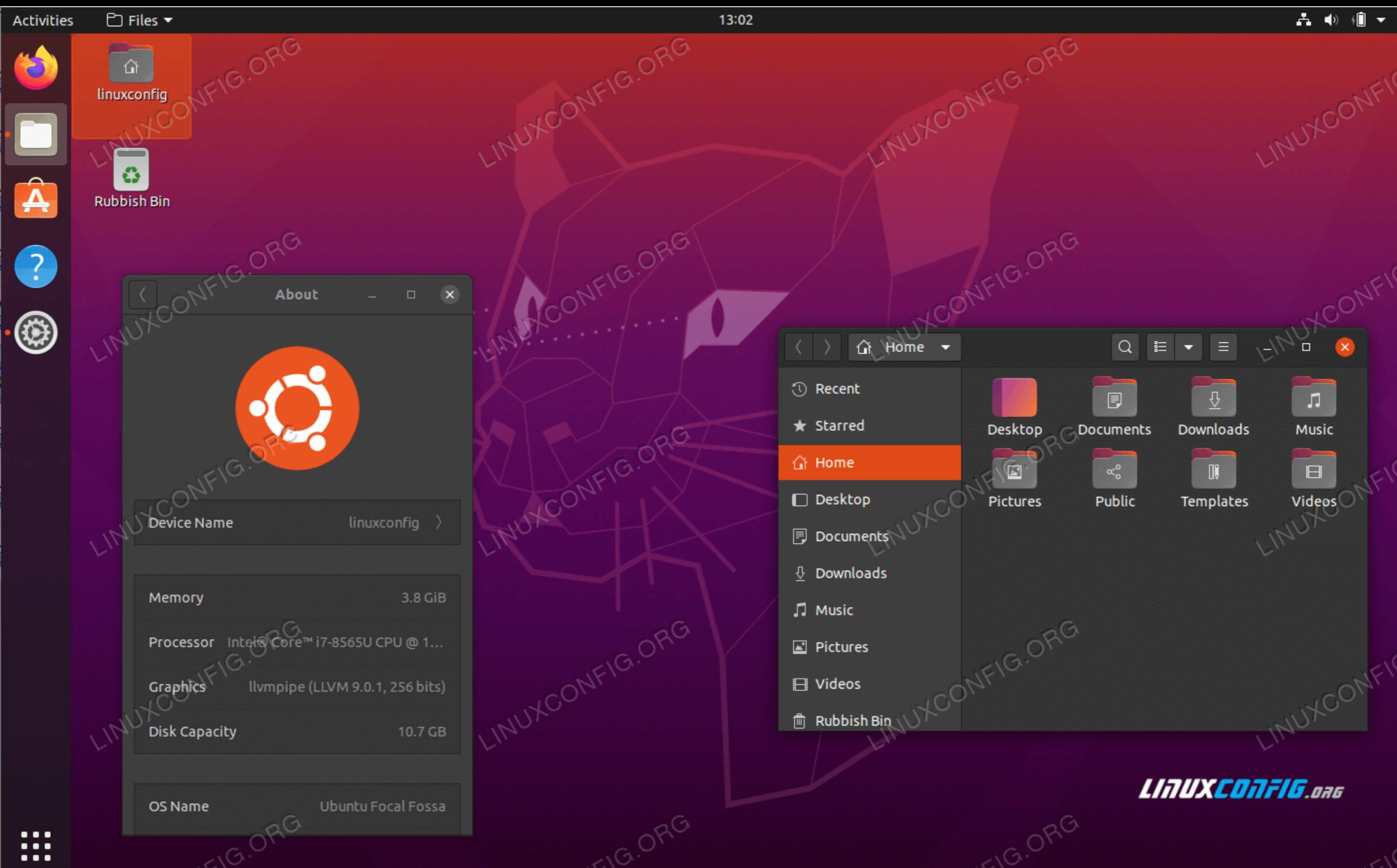
Из чего состоит любой Linux?

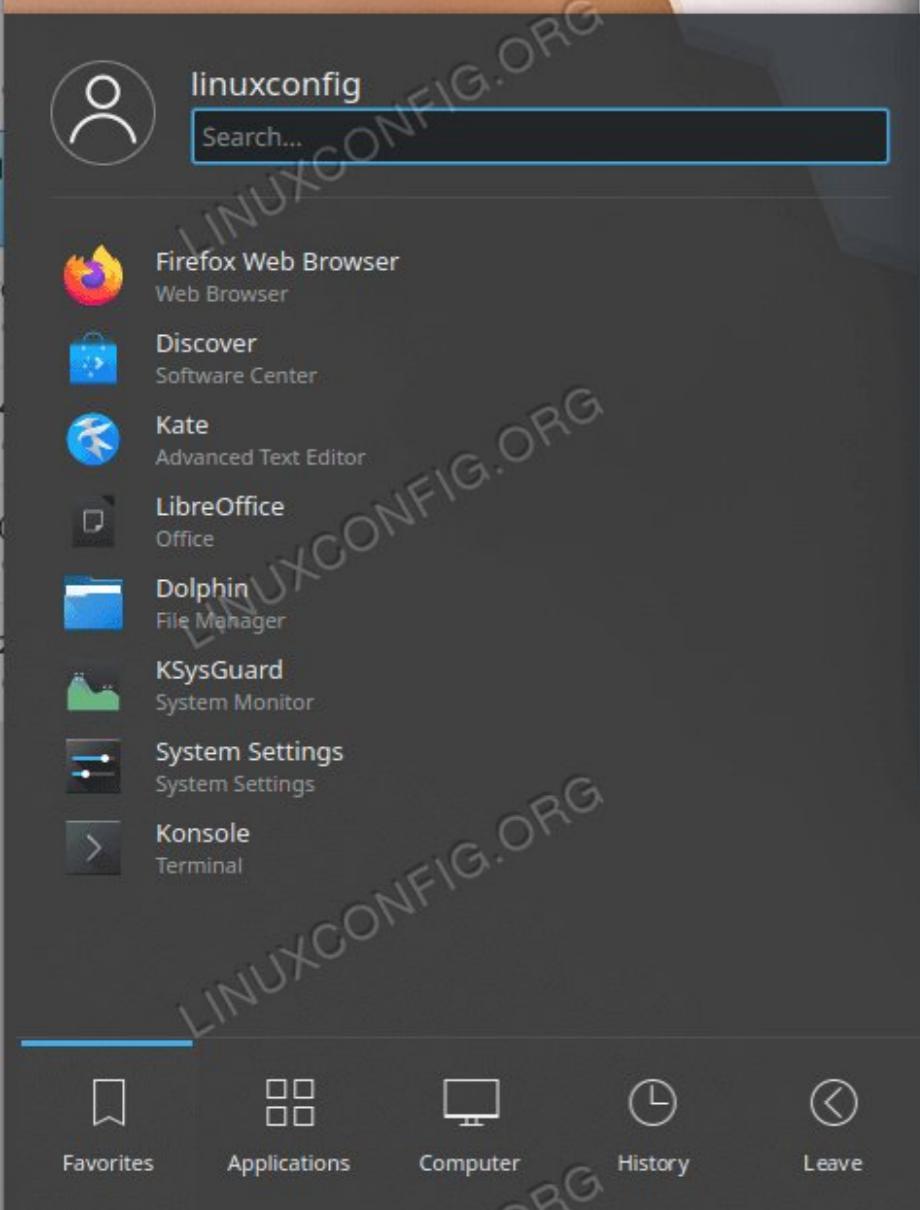
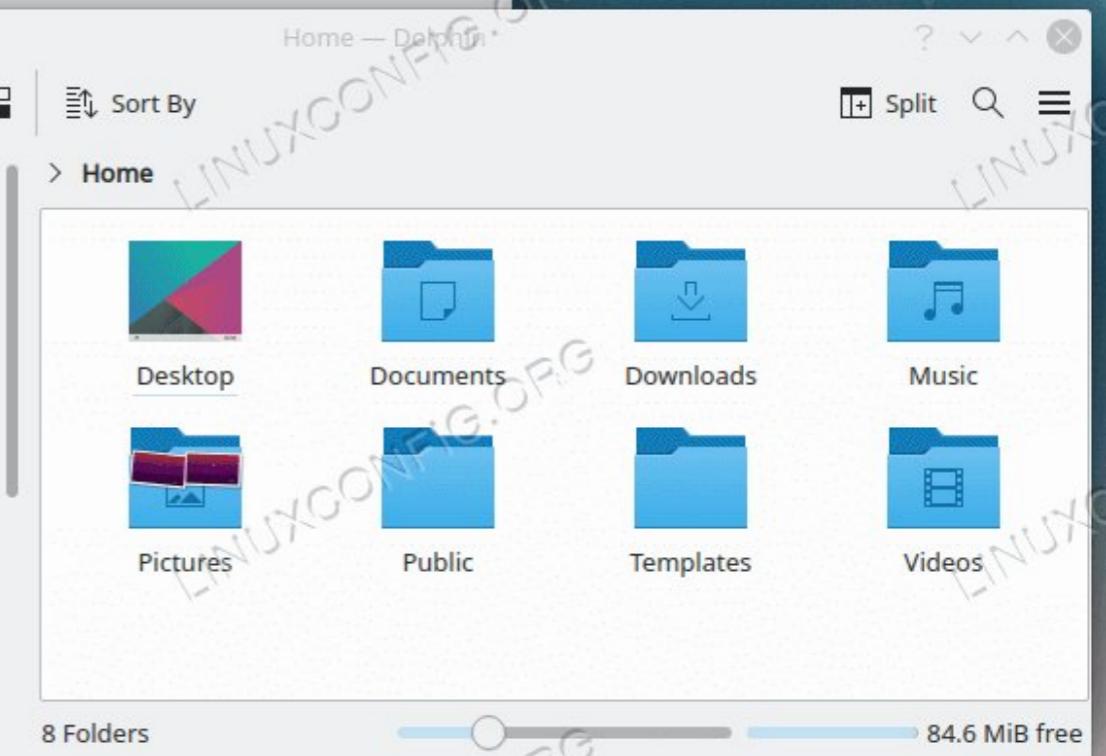
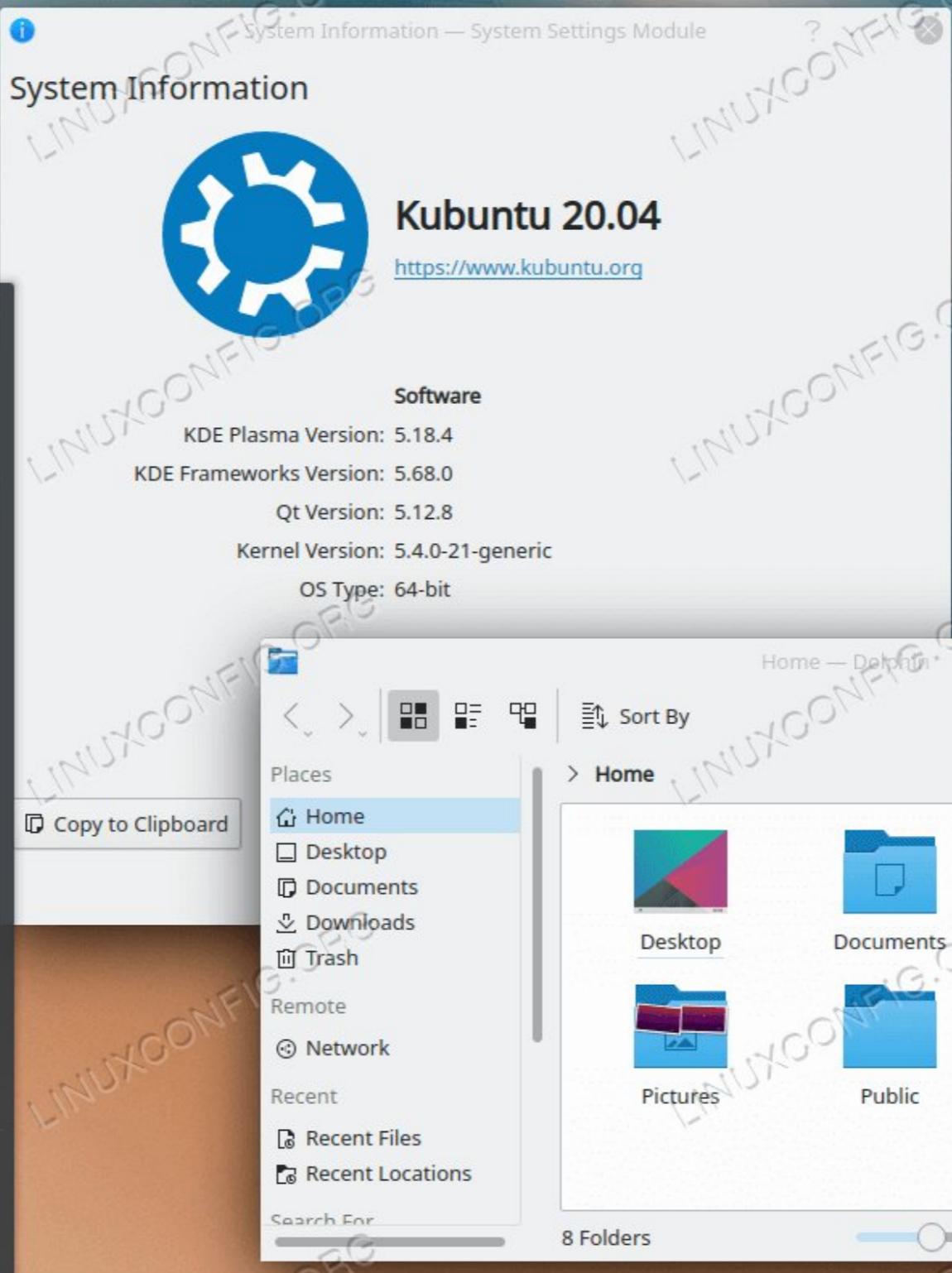
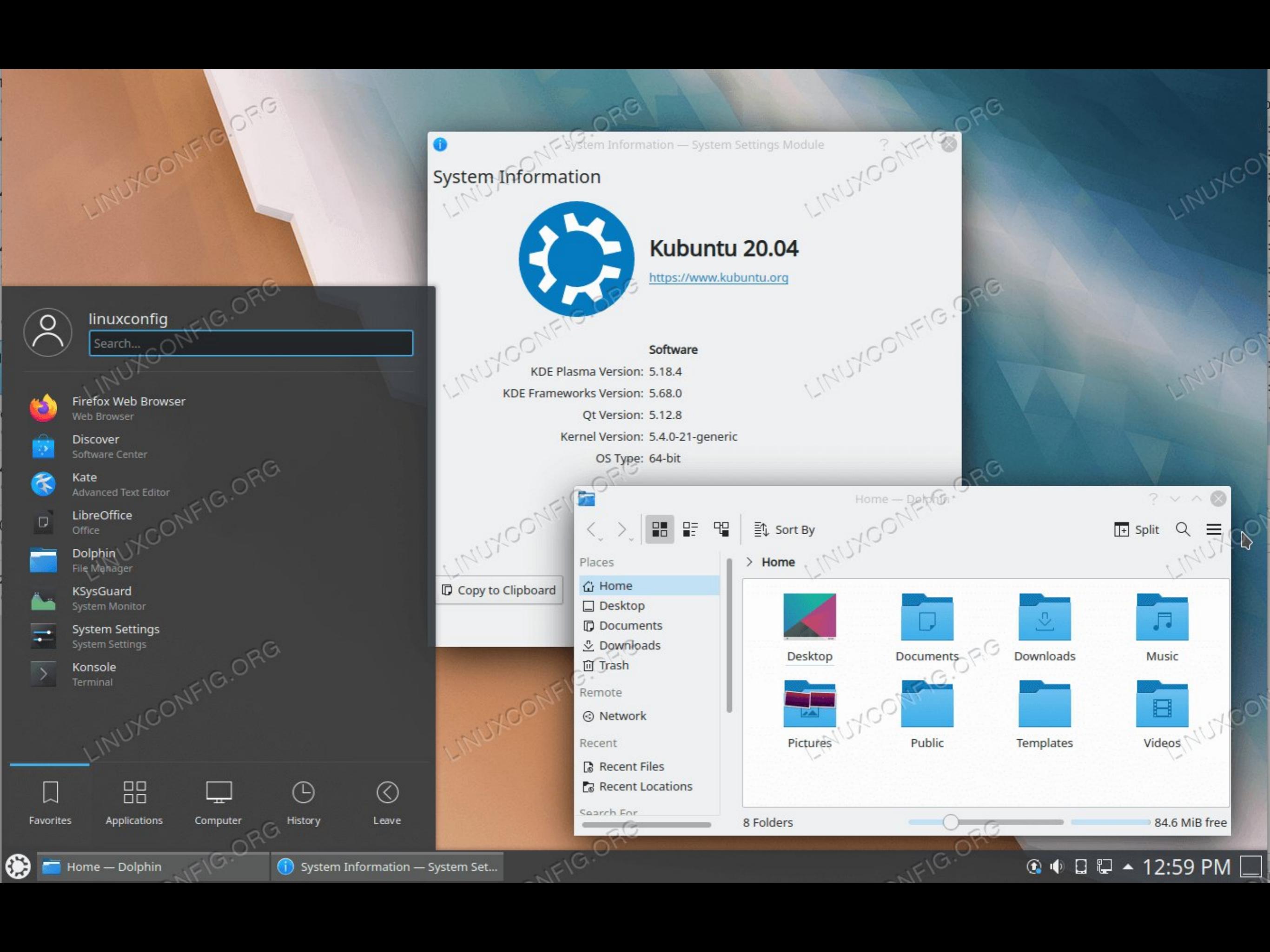
- Ядро (разных версий)
- Дистрибутив
- **Среда рабочего стола (по необходимости)**

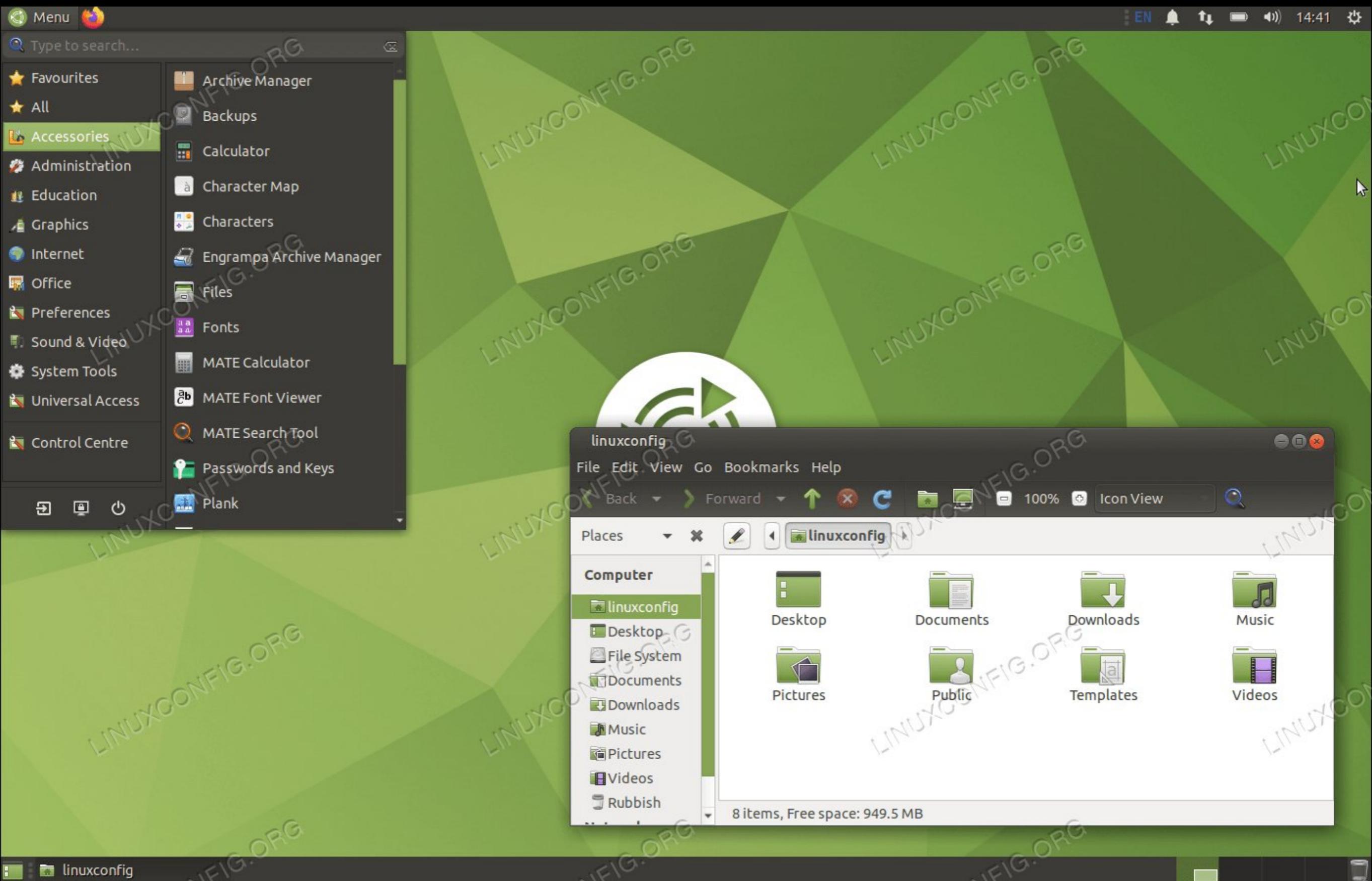
Какие бывают "среды рабочего стола"?

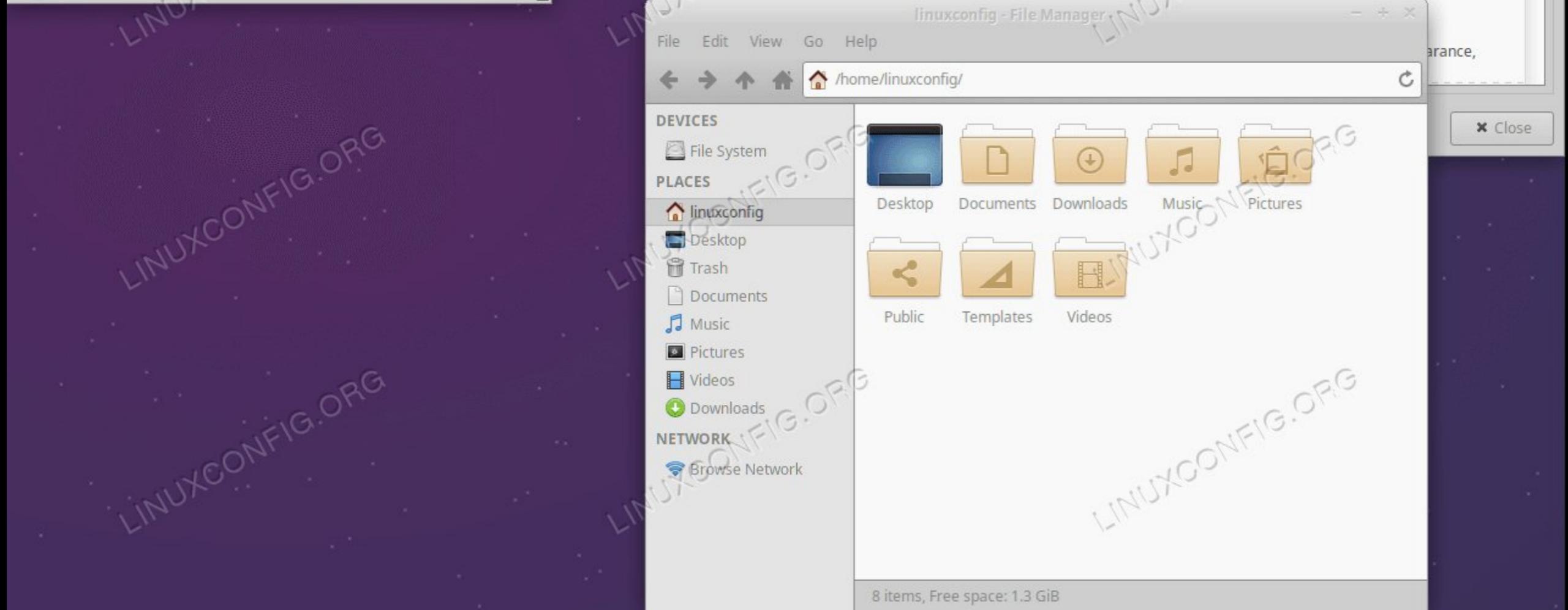
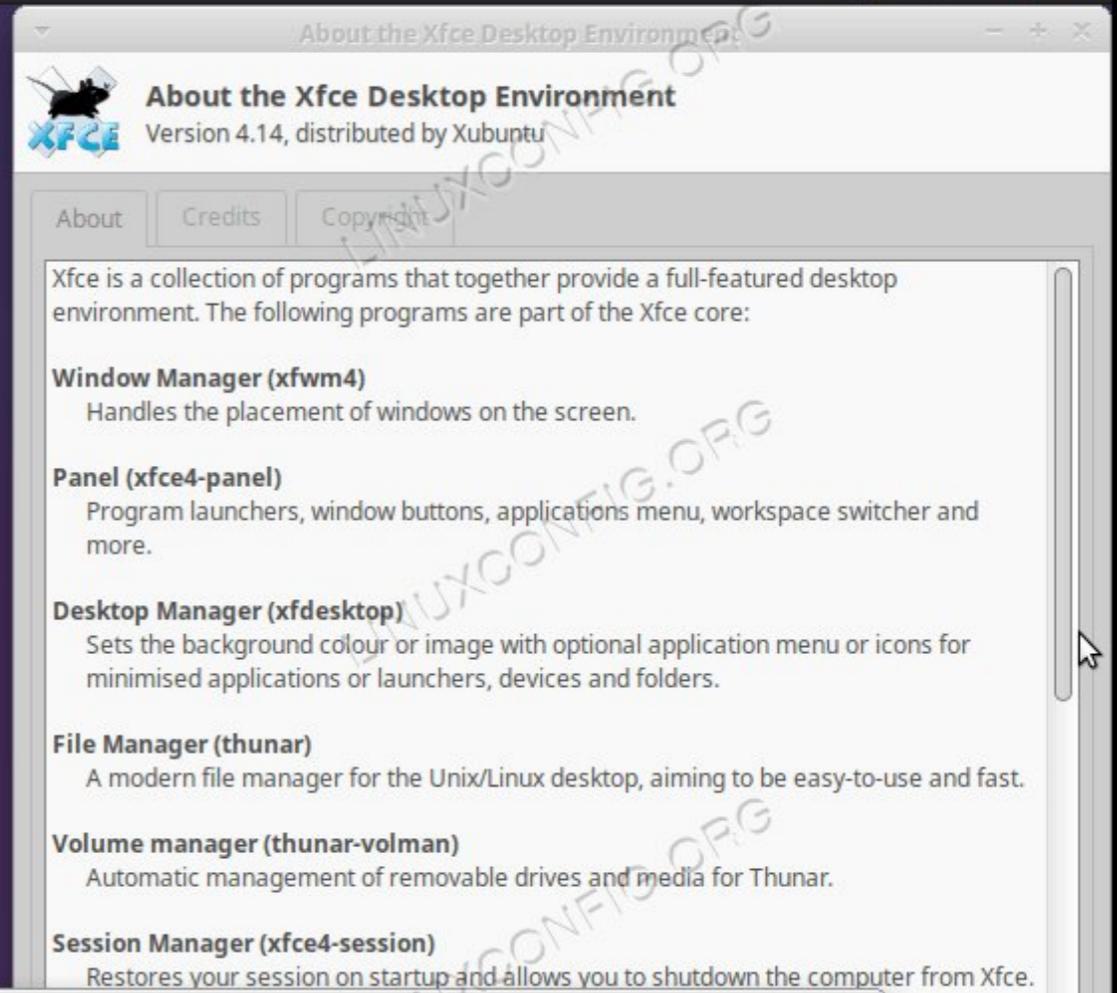
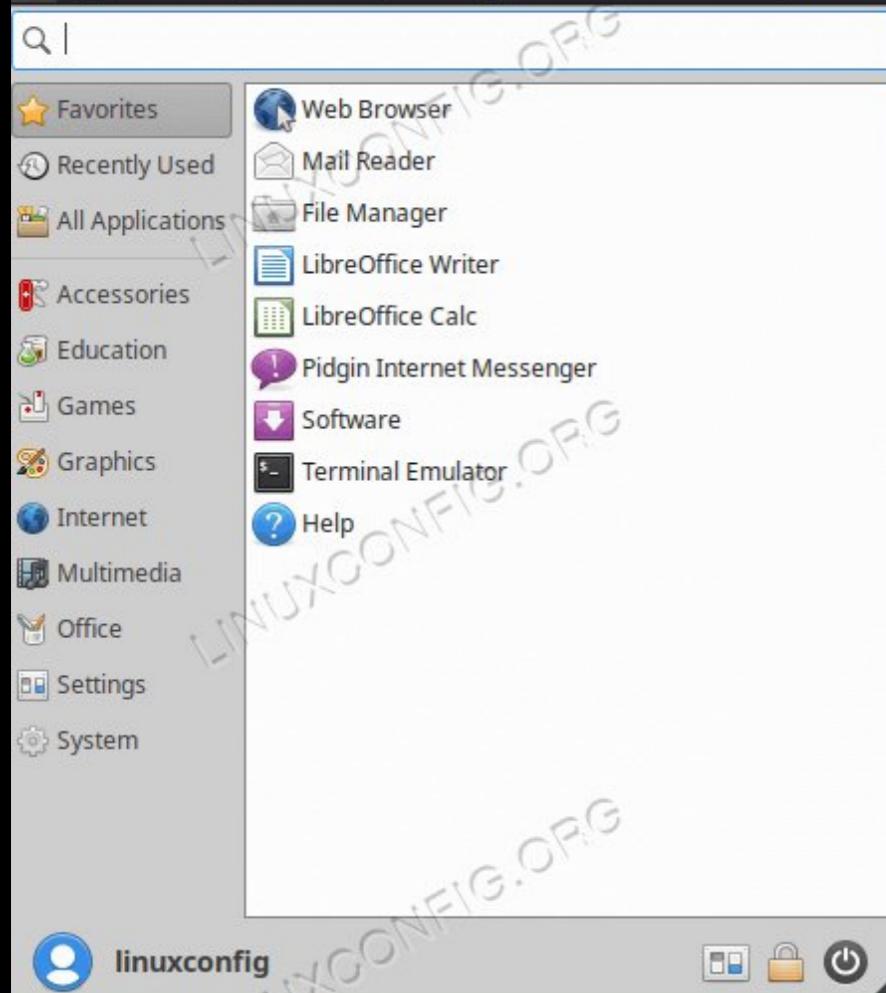
- Gnome
- KDE
- Mate
- XFCE
- Budgie
- Unity (умер, но нам его жаль)

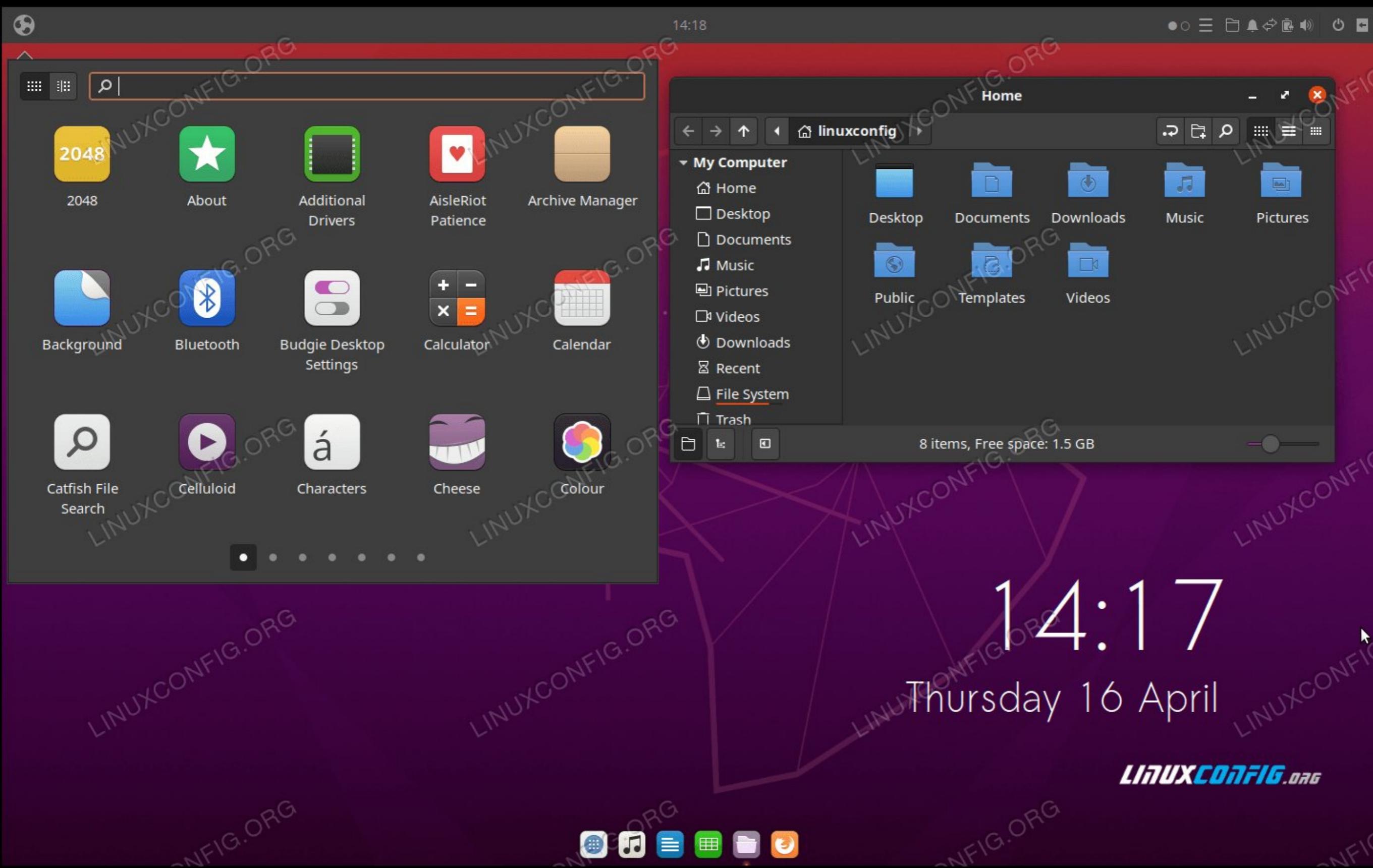
Как выбрать?
Проще всего по красоте!

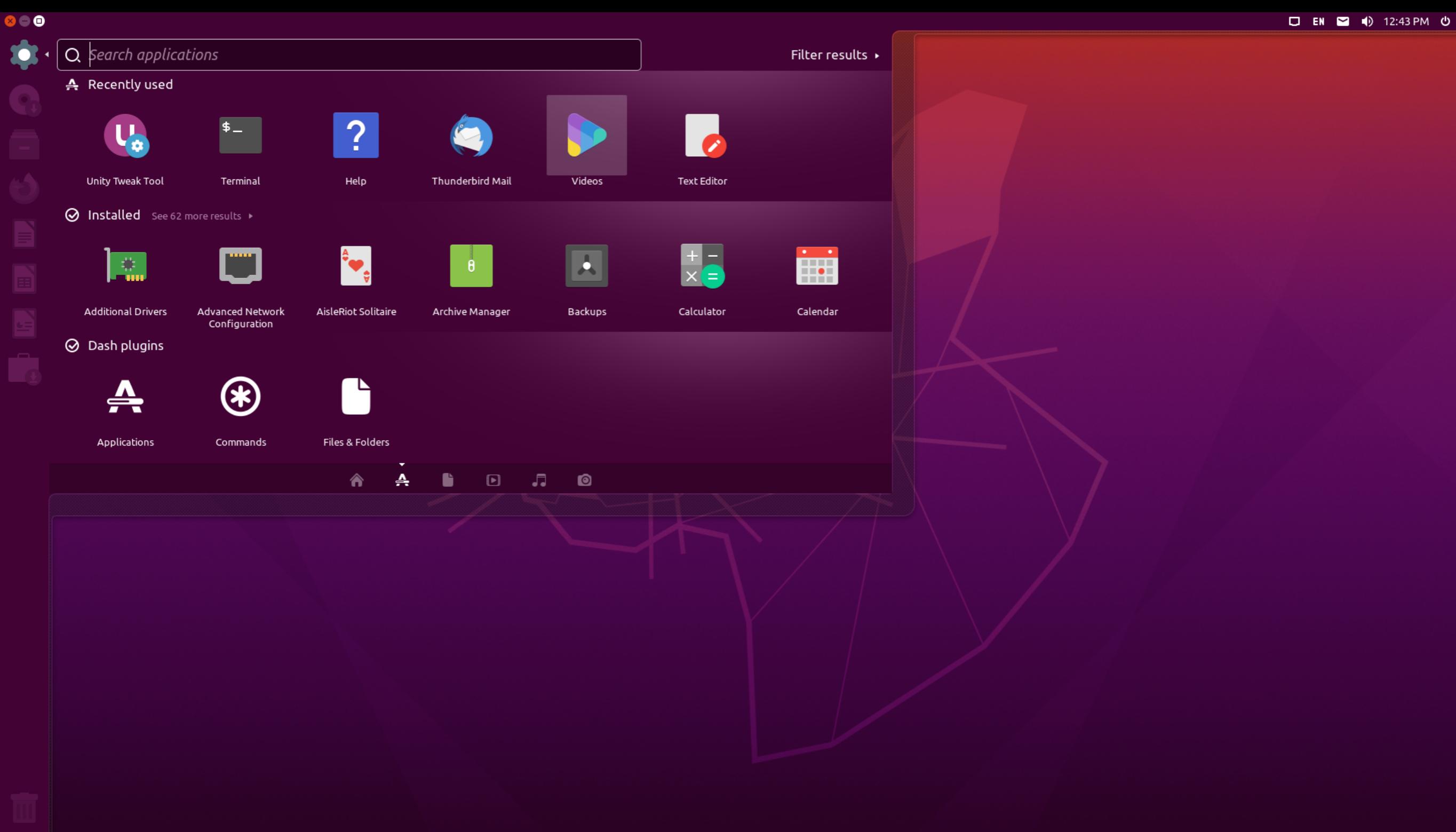












Прежде всего – Linux
используют внутри
командной строки*

Linux = лучший в
мире конструктор

Portable Operating System Interface (POSIX)

- Основные определения – список основных определений и соглашений, используемых в спецификациях
- Обоснование и принципы
- Системные интерфейсы (на языке C)
- Оболочка и утилиты – описание утилит и командной оболочки sh

Окружения командной строки

- sh – самая базовая версия
- bash – самая популярная версия
- zsh – самая удобная
- fish – самая хипстерская
- И другие

Хотите удобные
конфиги?

github.com/sobolevn/dotfiles/blob/master/config/zshrc

Файловая система

Папки

pwd

```
/usr  
» pwd  
/usr
```

```
/usr  
» █
```

cd

```
/usr
» cd /tmp
```

```
/tmp
» pwd
/tmp
```

```
/tmp
» █
```

cd

```
/usr
» cd /tmp
```

```
/tmp
» cd ..
```

```
/
» cd -
/tmp
```

```
/tmp
» █
```

mkdir

```
/tmp  
» mkdir my_folder
```

```
/tmp  
» cd my_folder
```

```
/tmp/my_folder  
» pwd  
/tmp/my_folder
```

```
/tmp/my_folder  
» █
```

Практика

Файл "folders.sh"

Файлы

ls

```
/tmp/my_folder  
» ls
```

```
/tmp/my_folder  
»
```

ls

```
/tmp/my_folder
» ls /usr
bin/ lib/ libexec/ local/ sbin/ share/ standalone/

/tmpproject
» ls ..
CrashUpload-LiT5/
com.apple.launchd.AN5FdwTaSl/
com.apple.launchd.PerhthUB6L/      dumps/      AlTest1.err  gameoverlayui.log
my_folder/      AlTest1.out  gameoverlayui.log.last
powerlog/      adobegc.log
```

```
/tmp/my_folder
»
```

touch

```
/tmp/my_folder
```

```
» ls
```

```
/tmp/my_folder
```

```
» touch my-first-file.txt
```

```
/tmp/my_folder
```

```
» ls
```

```
my-first-file.txt
```

```
/tmp/my_folder
```

```
» █
```

mv

```
/tmp/my_folder
» mv my-first-file.txt new-name.txt
```

```
/tmp/my_folder
» ls
new-name.txt
```

```
/tmp/my_folder
»
```

mv

```
/tmp/my_folder
» mv new-name.txt ..
```

```
/tmp/my_folder
» ls
```

```
/tmp/my_folder
» mv ../new-name.txt .
```

```
/tmp/my_folder
» ls
new-name.txt
```

```
/tmp/my_folder
»
```

cp

```
/tmp/my_folder
» cp new-name.txt copy.txt
```

```
/tmp/my_folder
» ls
copy.txt new-name.txt
```

```
/tmp/my_folder
»
```

rm

```
/tmp/my_folder
» ls
copy.txt new-name.txt
```

```
/tmp/my_folder
» rm copy.txt
```

```
/tmp/my_folder
» ls
new-name.txt
```

```
/tmp/my_folder
»
```

-r

- mv -r – двигает папку
- cp -r – копирует папку
- rm -r – удаляет папку (!)

Будьте осторожны! Не выполняйте!

- rm -r /
- rm -rf *
- rm -rf .
- rm -rf ..

Потоки ввода и вывода

Потоки

- `stdin` – стандартный поток для ввода информации
- `stdout` – стандартный поток для вывода, используется для вывода общей информации
- `stderr` – стандартный поток для ошибок, используется для вывода информации и данных ошибок

echo (stdout)

```
~  
» echo 'Hello, linux!'  
Hello, linux!
```

```
~  
»
```

echo >&2 (stderr)

```
~  
» echo 'Hello, error :(' >&2  
Hello, error :(
```

```
~  
» █
```

echo >

```
/tmp/my_folder
» echo 'Nikita Sobolev' > my-name.txt
```

```
/tmp/my_folder
» █
```

cat

```
/tmp/my_folder
» cat my-name.txt
Nikita Sobolev
```

```
/tmp/my_folder
»
```

echo >>

```
/tmp/my_folder
» echo 'Andreevich' >> my-name.txt
```

```
/tmp/my_folder
» █
```

cat

```
/tmp/my_folder
» cat my-name.txt
Nikita Sobolev
Andreevich
```

```
/tmp/my_folder
»
```

Какие команды нам
доступны?

echo \$PATH

```
~  
» echo $PATH  
/usr/local/sbin:/usr/local/bin:/usr/local/bin:/usr/bin:/bin:/usr/sbin:/sbin  
~  
» █
```

Волшебные директории: Filesystem Hierarchy Standard

- /bin - основные утилиты необходимые в работе
- /usr - пользовательские утилиты
- /tmp - временные файлы
- /etc - файлы конфигурации системы
- /home - файлы пользователя

ls /bin

```
~  
» ls /bin  
' [*      cp*      df*      hostname*      link*      mv*      rm*      stty*      unlink*  
bash*    csh*    echo*    kill*    ksh*    ln*    pax*    rmdir*    sync*    wait4path*  
cat*    date*    ed*    ksh*    launchctl*    ls*    ps*    sh*    tcsh*    zsh*  
chmod*   dd*    expr*    launchctl*    mkdir*    pwd*    sleep*    test*  
~  
» █
```

Практика

Файл "files.sh"

Пользователи и группы

Система пользователей и групп

- Пользователь
- Группа пользователей

Зачем она нужна?

- Каждому пользователю и группе можно выделять свои разрешения: что ему можно, что ему нельзя
- Каждому пользователю можно выдавать "свои" места в файловой системе, где будут жить его данные
- Данная функция является основой системы безопасности и краеугольным камнем всей системы

Создание пользователей и групп

- `groupadd newgroup` – создаст новую группу newgroup
- `useradd -G newgroup -p password newuser` – создаст нового пользователя newuser с паролем password в группе newgroup

groups

```
/tmp/my_folder
» groups
staff everyone localaccounts _appserverusr admin _appserveradm _lpadmin com.apple.sharepoint.group.1 _appstore _lpoperator _developer _analyticsusers com.apple.access_ftp com.apple.access_screensharing com.apple.access_ssh
```

```
/tmp/my_folder
»
```

users

```
/tmp/my_folder
```

```
» users
```

```
sobolev
```

```
/tmp/my_folder
```

```
»
```

id

```
/tmp/my_folder
» id sobolev
uid=501(sobolev) gid=20(staff) groups=20(staff),12(everyone),61(localaccounts),79(_app
serverusr),80(admin),81(_appserveradm),98(_lpadmin),701(com.apple.sharepoint.group.1),
33(_appstore),100(_lpoperator),204(_developer),250(_analyticsusers),395(com.apple.acce
ss_ftp),398(com.apple.access_screensharing),399(com.apple.access_ssh)

/tmp/my_folder
» █
```

Разрешения (или "запрещения")

|S -|

```
/tmp/my_folder
» ls -l
total 4.0K
-rw-r--r-- 1 sobolev wheel 26 Sep 29 19:27 my-name.txt
-rw-r--r-- 1 sobolev wheel  0 Sep 29 18:52 new-name.txt
```

```
/tmp/my_folder
» █
```

|S -|

```
/tmp/my_folder
» ls -l
total 4.0K
-rw-r--r-- 1 sobolev wheel 26 Sep 29 19:27 my-name.txt
-rw-r--r-- 1 sobolev wheel  0 Sep 29 18:52 new-name.txt
```

```
/tmp/my_folder
»
```

|S -|

```
/tmp/my_folder
» ls -l
total 4.0K
-rw-r--r-- 1 sobolev wheel 26 Sep 29 19:27 my-name.txt
-rw-r--r-- 1 sobolev wheel 0 Sep 29 18:52 new-name.txt
```

```
/tmp/my_folder
» █
```

	Owner			Group			Other Users		
- or d	r	w	x	r	w	x	r	w	x
File Type	4	2	1	4	2	1	4	2	1
	7			7			7		

unix permissions

There are 3 things you can do to a file

↓
read write execute

`ls -l file.txt` shows you permissions.
Here's how to interpret the output:



File permissions are 12 bits

setuid setgid
 ↓ ↓
 user group all
 000 110 110 100
 sticky **rwx** **rwx** **rwx**

For files:

- r** = can read
- w** = can write
- x** = can execute

For directories, it's approximately:

- r** = can list files
- w** = can create files
- x** = can cd into & access files

110 in binary is 6

$$\begin{aligned} \text{So } \text{rw- } \text{r-- } \text{r--} \\ = 110 \quad 100 \quad 100 \\ = 6 \quad 4 \quad 4 \end{aligned}$$

`chmod 644 file.txt`
means change the
permissions to:

`rW- r-- r--`

Simple!

`setuid` affects
executables

`$ ls -l /bin/ping`
rws r-x r-x root root
↑

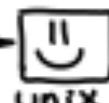
this means ping always
runs as root

`setgid` does 3 different
unrelated things for
executables, directories,
and regular files.



unix!
why??

it's a
long
story



unix

- rw- r-- r-- = 644

- - – обозначает файл, d – обозначал бы папку
- rw- – обозначает, что владелец (sobolev) может читать и писать = 6
- r-- – обозначает, что группа (wheel) может читать = 4
- r-- – обозначает, что другие пользователи могут читать = 4

chmod

/tmp/my_folder

```
» chmod 400 my-name.txt
```

/tmp/my_folder

```
» echo 'New name' > my-name.txt  
zsh: permission denied: my-name.txt
```

/tmp/my_folder

```
» ls -l  
total 4.0K  
-r----- 1 sobolev wheel 26 Sep 29 19:27 my-name.txt  
-rw-r--r-- 1 sobolev wheel 0 Sep 29 18:52 new-name.txt
```

1 !

/tmp/my_folder

```
» █
```

chmod

```
/tmp/my_folder
» chmod 644 my-name.txt
```

```
/tmp/my_folder
» echo 'New name' > my-name.txt
```

```
/tmp/my_folder
» cat my-name.txt
New name
```

```
/tmp/my_folder
» ls -l
total 4.0K
-rw-r--r-- 1 sobolev wheel 9 Sep 29 20:37 my-name.txt
-rw-r--r-- 1 sobolev wheel 0 Sep 29 18:52 new-name.txt
```

```
/tmp/my_folder
» █
```

|S -|

```
/tmp/my_folder
» ls -l
total 4.0K
-rw-r--r-- 1 sobolev wheel 26 Sep 29 19:27 my-name.txt
-rw-r--r-- 1 sobolev wheel 0 Sep 29 18:52 new-name.txt
```

```
/tmp/my_folder
» █
```

chown

```
/tmp/my_folder
» chown sobolev:everyone my-name.txt

/tmp/my_folder
» ls -l
total 4.0K
-rw-r--r-- 1 sobolev everyone 9 Sep 29 20:37 my-name.txt
-rw-r--r-- 1 sobolev wheel      0 Sep 29 18:52 new-name.txt

/tmp/my_folder
» █
```

Практика

Файл "permissions.sh"

Самая важная
команда!

man что-угодно

CHOWN(8)

BSD System Manager's Manual

CHOWN(8)

NAME

chown -- change file owner and group

SYNOPSIS

```
chown [-fhv] [-R [-H | -L | -P]] owner[:group] file ...
chown [-fhv] [-R [-H | -L | -P]] :group file ...
```

DESCRIPTION

The **chown** utility changes the user ID and/or the group ID of the specified files. Symbolic links named by arguments are silently left unchanged unless **-h** is used.

The options are as follows:

-f Don't report any failure to change file owner or group, nor modify the exit status to reflect such failures.

-H If the **-R** option is specified, symbolic links on the command line are followed. (Symbolic links encountered in the tree traversal are not followed.)

-h If the file is a symbolic link, change the user ID and/or the

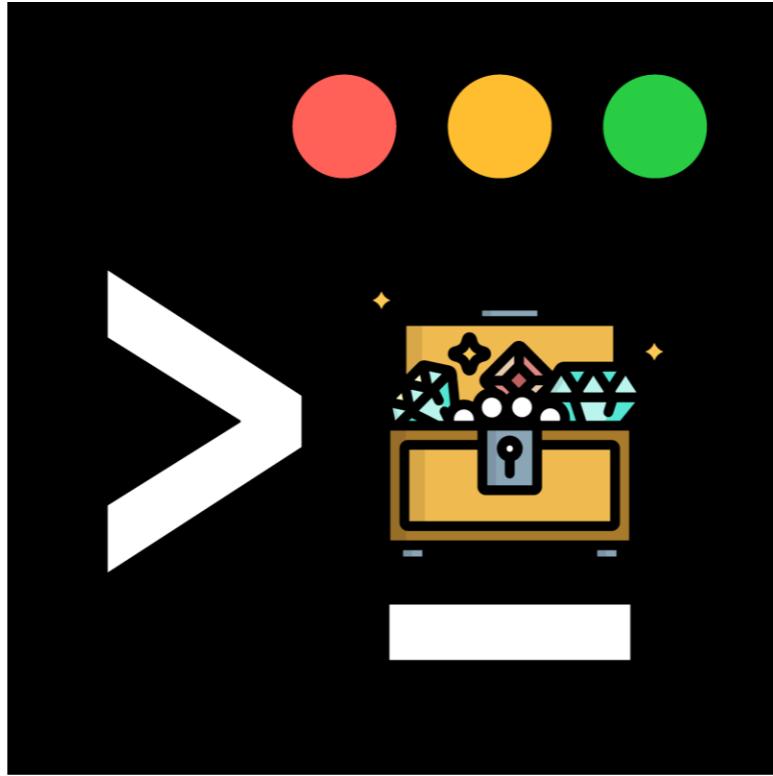
lines 1-25

Краткий обзор пройденного

- История и общая информация о Linux
- Работа с командой строкой
- Файлы и папки
- stdin, stdout, stderr
- Пользователи и группы

Выводы

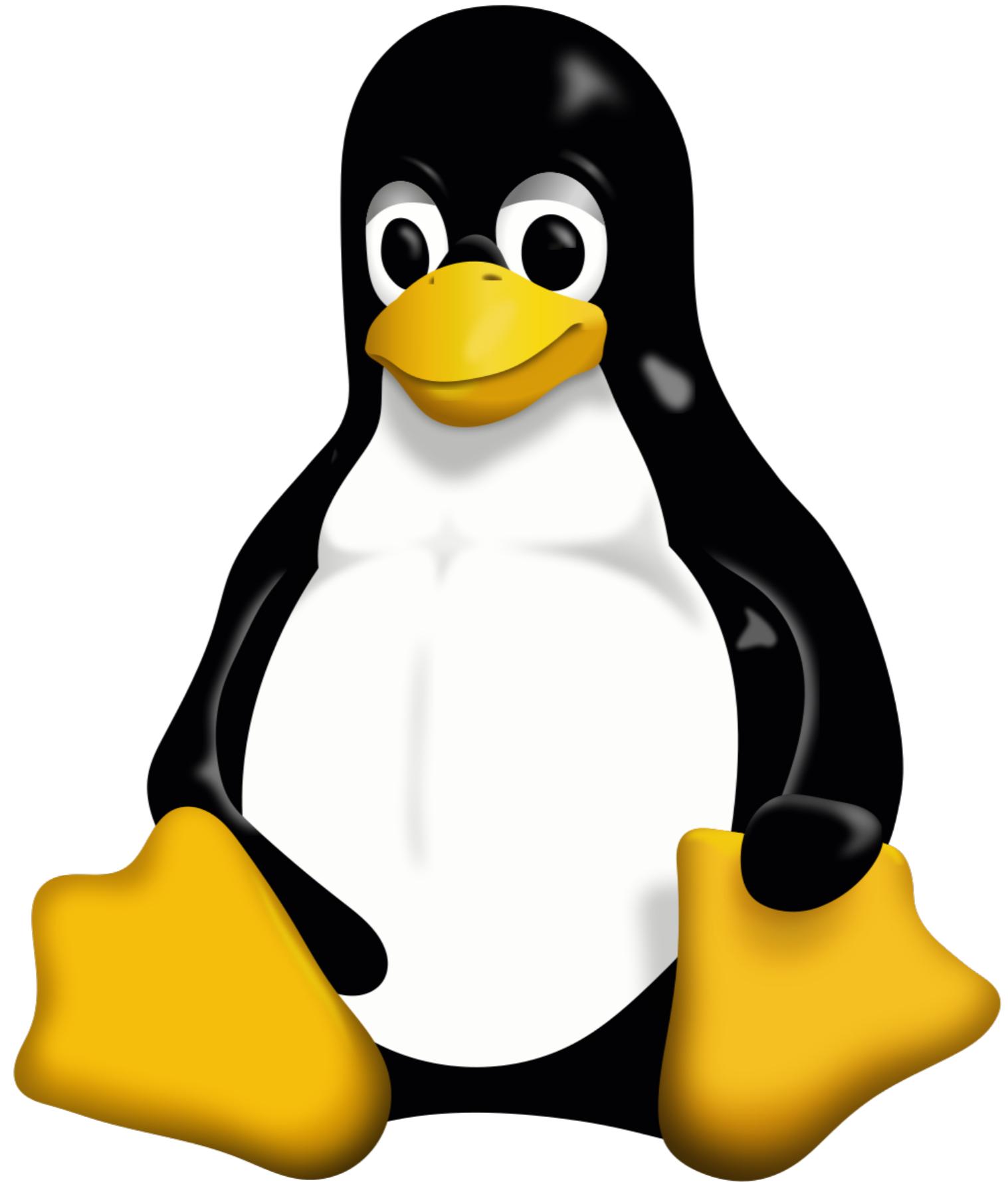
- Linux = основная операционная система для работы серверов
- Linux = конструктор, он может быть любым
- Пользоваться Linux обычно приходится в консоли (сначала неудобно, но пути обратно нет)
- Перед пользователями Linux открывается целый мир крутых штук для разработки и администрирования



[github.com/
sobolevn/dotfiles](https://github.com/sobolevn/dotfiles)



Никита Соболев
github.com/sobolevn



Краткий обзор первого занятия

- История и общая информация о Linux
- Работа с командой строкой
- Файлы и папки
- stdin, stdout, stderr
- Пользователи и группы

sh

План занятия

- Переменные
- Условия и циклы
- Функции
- Sub-shells и pipes
- Полезные команды

Переменные

ls

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
» ls
README.md code course.md ex.py helpers homework lectures
~/Documents/Work/consulting/X5/x5_school_common master ✘
»
```

COLUMNS=1 ls

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
» ls
README.md code course.md ex.py helpers homework lectures

~/Documents/Work/consulting/X5/x5_school_common master ✘
» COLUMNS=1 ls
README.md
code
course.md
ex.py
helpers
homework
lectures

~/Documents/Work/consulting/X5/x5_school_common master ✘
»
```

Формы обращения

- \${VAR} – может быть опасным
- "\$VAR" – правильный вариант, если ничего нет после VAR
- "\${{VAR}}" – правильный вариант, если VAR внутри другой строки
- '\$VAR' – просто строка

Практика

Файл "vars.sh"

Условия

if

```
1 #!/usr/bin/env sh
2
3 MY_VAR=1
4
5 if [ "$MY_VAR" -eq 1 ]; then
6   echo 'MY_VAR is 1!'
7 else
8   echo 'MY_VAR is not 1 :('
9 fi
```

if

```
~/Documents/Work/consulting/X5/x5_school_common  master ✘
» MY_VAR=1

~/Documents/Work/consulting/X5/x5_school_common  master ✘
» if [ "$MY_VAR" -eq 1 ]; then
  echo 'MY_VAR is 1!'
else
  echo 'MY_VAR is not 1 :('
fi
MY_VAR is 1!

~/Documents/Work/consulting/X5/x5_school_common  master ✘
» █
```

Условия

Сравнения

- **s1 = s2** – идентичны ли два значения?
- **s1 != s2** – не идентичны?
- **s1 -eq s2** – алгебраическое равенство
- **s1 -ne s2** – алгебраическое неравество

Булевые операции

- **e1 -а e2** – булево "И"
- **e1 -о e2** – булево "ИЛИ"
- **!** – отрицание

Специальные условия

- [-f – существует ли файл
- [-d – существует ли директория
- [-n – не ли пустая строка
- [-z – пустая ли строка
- ...

[– просто программа

TEST(1)

BSD General Commands Manual

TEST(1)

NAME

test, [-- condition evaluation utility

SYNOPSIS

test expression
[**expression**]

DESCRIPTION

The **test** utility evaluates the expression and, if it evaluates to true, returns a zero (true) exit status; otherwise it returns 1 (false). If there is no expression, **test** also returns 1 (false).

All operators and flags are separate arguments to the **test** utility.

The following primaries are used to construct expression:

-b file True if **file** exists and is a block special file.

-c file True if **file** exists and is a character special file.

-d file True if **file** exists and is a directory.

lines 1–25

[

MY_VAR=1

```
[ "$MY_VAR" -eq 1 ] && echo 'MY_VAR is 1' || echo 'MY_VAR is not 1'
```

```
[  
~/Documents/Work/consulting/X5/x5_school_common master ✘  
» MY_VAR=1  
  
~/Documents/Work/consulting/X5/x5_school_common master ✘  
» [ "$MY_VAR" -eq 1 ] && echo 'MY_VAR is 1!' || echo 'MY_VAR is not 1 :('  
MY_VAR is 1!  
  
~/Documents/Work/consulting/X5/x5_school_common master ✘  
» █
```

test

```
1 #!/usr/bin/env sh
2
3 MY_VAR=1
4
5 test "$MY_VAR" -eq 1 \
6 && echo 'MY_VAR is 1!' \
7 || echo 'MY_VAR is not 1 :('
```

test

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
» MY_VAR=1

~/Documents/Work/consulting/X5/x5_school_common master ✘
» test "$MY_VAR" -eq 1 \
&& echo 'MY_VAR is 1!' \
|| echo 'MY_VAR is not 1 :('

MY_VAR is 1!

~/Documents/Work/consulting/X5/x5_school_common master ✘
» █
```

test

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
» MY_VAR=2; test "$MY_VAR" -eq 1 \
  && echo 'MY_VAR is 1!' \
  || echo 'MY_VAR is not 1 :('
```

```
MY_VAR is not 1 :(
```

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
» █
```

Практика

Файл "ifs.sh"

shebang

```
1 #!/usr/bin/env sh
2
```

Практика

Файл "shebang.sh"

Циклы

while

```
1 #!/usr/bin/env sh
2
3 SUM_RESULT=0
4
5 while [ "$SUM_RESULT" -le 5 ]; do
6   echo "Welcome $SUM_RESULT times"
7   SUM_RESULT=$(( SUM_RESULT + 1 ))
8 done
```

while

```
~/Documents ... x5_school_common/code/code4 master ✘
» SUM_RESULT=0

while [ "$SUM_RESULT" -le 5 ]; do
    echo "Welcome $SUM_RESULT times"
    SUM_RESULT=$(( SUM_RESULT + 1 ))
done
Welcome 0 times
Welcome 1 times
Welcome 2 times
Welcome 3 times
Welcome 4 times
Welcome 5 times

~/Documents ... x5_school_common/code/code4 master ✘
» █
```

for

```
1 #!/usr/bin/env sh
2
3 MY_ARRAY=(1 2 3)
4
5 for item in ${MY_ARRAY[*]}; do
6   echo "item: $item"
7 done
```

for

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
» MY_ARRAY=(1 2 3)

for item in ${MY_ARRAY[*]}; do
    echo "item: $item"
done
item: 1
item: 2
item: 3

~/Documents/Work/consulting/X5/x5_school_common master ✘
» █
```

Практика

Файл "loops.sh"

Функции

```
1 my_ls() { # declaring
2   echo 'Listing files'
3   ls
4   echo 'Done!'
5 }
6
7 my_ls # calling
```

calling my_ls

```
~/Documents/Work/consulting/X5/x5_school_common  master ✘
» my_ls() {
  echo 'Listing files'
  ls
  echo 'Done!'
}

~/Documents/Work/consulting/X5/x5_school_common  master ✘
» my_ls
Listing files
README.md code      course.md ex.py      ex.sh      helpers    homework  lectures
Done!

~/Documents/Work/consulting/X5/x5_school_common  master ✘
» █
```

Практика

Файл "functions/declaration.sh"

Локальные переменные

```
1 #!/usr/bin/env sh
2
3 my_function() {
4     local variable=1
5     OTHER_VARIABLE=2
6 }
7
8 my_function
9
10 echo "OTHER_VARIABLE is $OTHER_VARIABLE"
11 echo "variable is: $variable"
```

Локальные переменные

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
» sh code/code4/functions/locals.sh
OTHER_VARIABLE is 2
variable is:

~/Documents/Work/consulting/X5/x5_school_common master ✘
» █
```

Практика

Файл "functions/locals.sh"

Аргументы функции

```
1 #!/usr/bin/env sh
2
3 sum_two_numbers() {
4     local first
5     local second
6
7     first="$1"
8     second="$2"
9
10    echo "$((first + second))"
11 }
12
13 sum_two_numbers 2 3
```

Аргументы

```
~/Documents/Work/consulting/X5/x5_school_common  master ✘
» sum_two_numbers() {
    local first
    local second

    first="$1"
    second="$2"

    echo "$((first + second))"
}

~/Documents/Work/consulting/X5/x5_school_common  master ✘
» sum_two_numbers 2 3
5

~/Documents/Work/consulting/X5/x5_school_common  master ✘
» █
```

Значения по-умолчанию

```
1 #!/usr/bin/env sh
2
3 greet() {
4     local user
5     user="${1:-root}"
6
7     echo "Hello, $user"
8 }
9
10 greet sobolevn
11 greet
```

Значения по-умолчанию

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
» greet() {
  local user
  user="${1:-root}"

  echo "Hello, $user"
}

~/Documents/Work/consulting/X5/x5_school_common master ✘
» greet sobolevn
Hello, sobolevn

~/Documents/Work/consulting/X5/x5_school_common master ✘
» greet
Hello, root

~/Documents/Work/consulting/X5/x5_school_common master ✘
»
```

"Все" аргументы

```
1 #!/usr/bin/env sh
2
3 echo_all_words() {
4     echo "Words: $*"
5 }
6
7 echo_all_words 'cat' 'dog' 'piggy'
```

Все аргументы

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
» echo_all_words() {
  echo "Words: $*"
}

~/Documents/Work/consulting/X5/x5_school_common master ✘
» echo_all_words 'cat' 'dog' 'piggy'

Words: cat dog piggy

~/Documents/Work/consulting/X5/x5_school_common master ✘
»
```

Все аргументы

- "\$*" – все аргументы как строка
- "\$@" – все аргументы как массив

Syntax	Effective result
\$*	\$1 \$2 \$3 ... \${N}
\$@	\$1 \$2 \$3 ... \${N}
"\$*"	"\$1c\$2c\$3c...c\${N}"
"\$@"	"\$1" "\$2" "\$3" ... "\${N}"

Практика

Файл "functions/arguments.sh"

Возвращаемое значение функций

Типы возвращаемых значений

- Статус код операции: 0 / 1 / другое
- Значение

Статус код: "\$?"

Статус код

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
» cat ex.sh
echo 'I do exist'

~/Documents/Work/consulting/X5/x5_school_common master ✘
» echo "$?"
0

~/Documents/Work/consulting/X5/x5_school_common master ✘
» █
```

Статус код

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
» cat missing.txt
cat: missing.txt: No such file or directory

~/Documents/Work/consulting/X5/x5_school_common master ✘ 1 !
» echo "$?"
1

~/Documents/Work/consulting/X5/x5_school_common master ✘
» █
```

return

```
1 #!/usr/bin/env sh
2
3 can_fail() {
4     if [ "$1" -eq 5 ]; then
5         echo 'error'
6         return 1
7     fi
8
9     echo 'correct'
10    return 0
11 }
12
13 can_fail 1
14 echo "status code is: $?"
15
16 can_fail 5
17 echo "status code is: $?"
```

return

```
~/Documents/Work/consulting/X5/x5_school_common  master ✘
»
can_fail() {
    if [ "$1" -eq 5 ]; then
        echo 'error'
        return 1
    fi

    echo 'correct'
    return 0
}

can_fail 1
echo "status code is: $?"

can_fail 5
echo "status code is: $?"
correct
status code is: 0
error
status code is: 1

~/Documents/Work/consulting/X5/x5_school_common  master ✘
» █
```

Значение через \$()

subshell

```
1 #!/usr/bin/env sh
2
3 can_fail() {
4     if [ "$1" -eq 5 ]; then
5         echo 'error'
6     else
7         echo 'correct'
8     fi
9 }
10
11 first=$(can_fail 1)
12 echo "returns: $first code: $?"
13
14 second=$(can_fail 5)
15 echo "returns: $second code: $?"
```

\$()

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
» can_fail() {
  if [ "$1" -eq 5 ]; then
    echo 'error'
  else
    echo 'correct'
  fi
}

first=$(can_fail 1)
echo "returns: $first code: $?"

second=$(can_fail 5)
echo "returns: $second code: $?"

returns: correct code: 0
returns: error code: 0

~/Documents/Work/consulting/X5/x5_school_common master ✘
» █
```

Практика

Файл "functions/returns.sh"

Теперь мы знакомы со
всеми основными
штуками

JULIA EVANS
@bork

brackets cheat sheet

shell scripts have a lot of brackets



here's a cheat sheet to help you identify them all! we'll cover the details later.

(cd ~/music; pwd)

a group of commands.
runs in a subshell.

VAR=\$(cat file.txt)

run a command & assign output (similar to '')

{cd ~/music; pwd}

a group of commands.
runs in the same process.

x=(1 2 3)

creates an array

x=\$((2+2))

\$() does arithmetic

if [...]

/usr/bin/[is a program
that evaluates statements

\${var}

another way to reference
the variable \$var

a{.png,.svg}

this expands to a.png a.svg
it's called "brace expansion"

if [[...]]

[[is bash syntax. it's
more powerful than [

\${var//search/replace}

{} supports search/replace
& lots more fancy things

Файлы скриптов

Простой запуск

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
» cat ex.sh
```

```
File: ex.sh
```

```
1 #!/usr/bin/env sh
2
3 to_be_called() {
4     echo 'done!'
5 }
```

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
» sh ex.sh
```

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
» to_be_called
zsh: command not found: to_be_called
```

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
»
```

source

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
» cat ex.sh
```

	File: ex.sh
--	-------------

1	#!/usr/bin/env sh
2	
3	to_be_called() {
4	echo 'done!'
5	}

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
» source ex.sh
```

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
» to_be_called
done!
```

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
»
```

export переменных

Позволяет использовать
переменные при source

```
1 #!/usr/bin/env sh
2
3 MY_VARIABLE='value'
4 export $MY_VARIABLE
```

export

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
» bat ex.sh
```

	File: ex.sh
--	-------------

1	#!/usr/bin/env sh
2	
3	MY_VARIABLE='value'
4	export \$MY_VARIABLE

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
» source ex.sh
```

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
» echo "$MY_VARIABLE"
value
```

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
»
```

Полезности

sudo

MAKE ME A SANDWICH.

/

SUDO MAKE ME
A SANDWICH.

/



WHAT? MAKE
IT YOURSELF.

/

OKAY.



sudo

SUDO(8)

System Manager's Manual

SUDO(8)

NAME

sudo, **sudoedit** – execute a command as another user

SYNOPSIS

```
sudo -h | -K | -k | -V
sudo -v [-AknS] [-g group] [-h host] [-p prompt] [-u user]
sudo -l [-AknS] [-g group] [-h host] [-p prompt] [-U user] [-u user]
           [command]
sudo [-AbEHnPS] [-C num] [-g group] [-h host] [-p prompt] [-u user]
      [VAR=value] [-i | -s] [command]
sudoedit [-AknS] [-C num] [-g group] [-h host] [-p prompt] [-u user]
           file ...
```

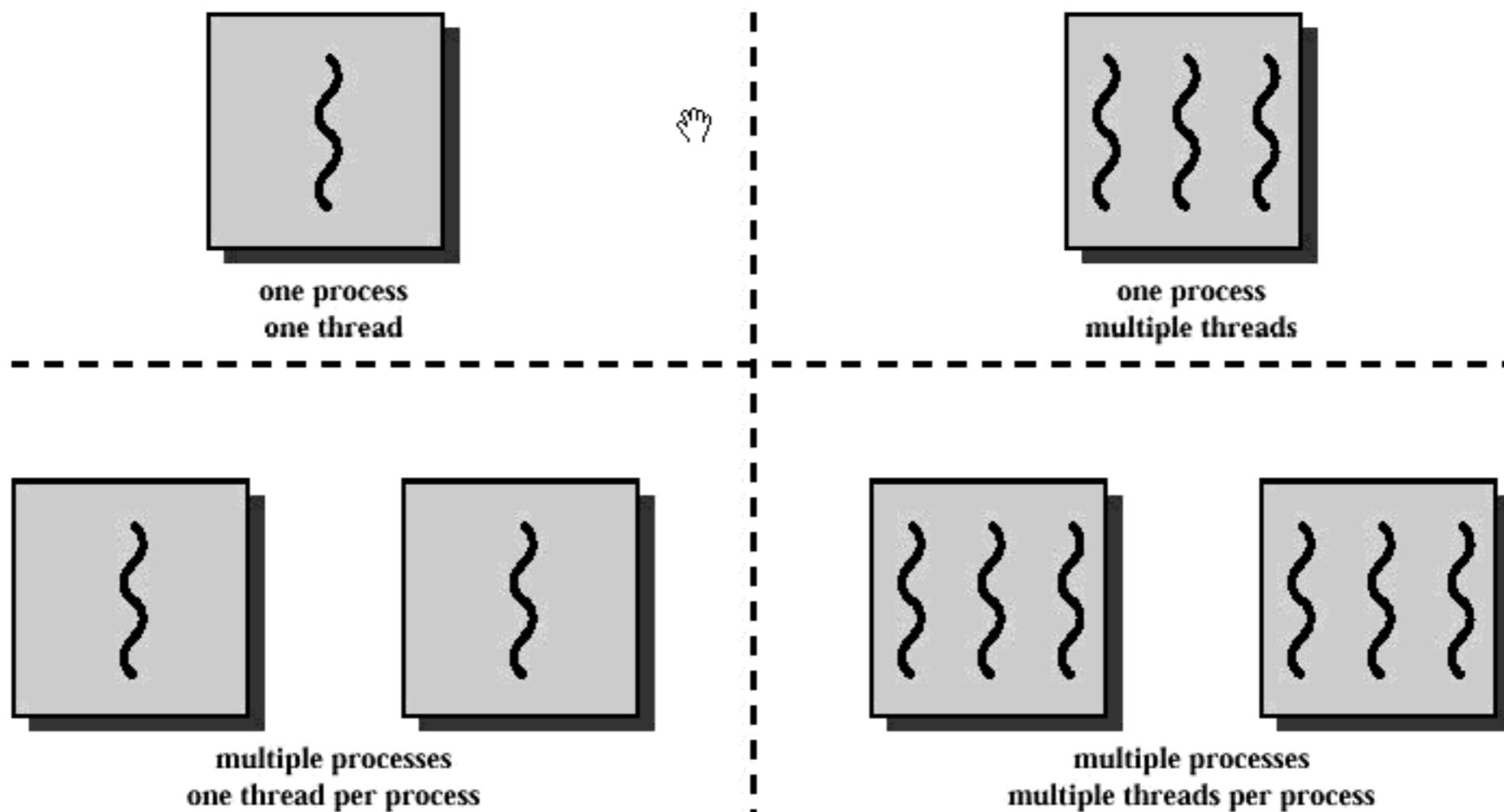
DESCRIPTION

sudo allows a permitted user to execute a **command** as the superuser or another user, as specified by the security policy. The invoking user's real (**not** effective) user ID is used to determine the user name with which to query the security policy.

sudo supports a plugin architecture for security policies and input/output logging. Third parties can develop and distribute their

Работа с процессами

Процессы и потоки



ps

PS(1)

BSD General Commands Manual

PS(1)

NAME

ps -- process status

SYNOPSIS

```
ps [-AaCcEefhjlMmrSTvwXx] [-o fmt | -O fmt] [-G gid[,gid...]]  
[-g grp[,grp...]] [-u uid[,uid...]] [-p pid[,pid...]]  
[-t tty[,tty...]] [-U user[,user...]]  
ps [-L]
```

DESCRIPTION

The **ps** utility displays a header line, followed by lines containing information about all of your processes that have controlling terminals.

A different set of processes can be selected for display by using any combination of the **-a**, **-G**, **-g**, **-p**, **-T**, **-t**, **-U**, and **-u** options. If more than one of these options are given, then **ps** will select all processes which are matched by at least one of the given options.

For the processes which have been selected for display, **ps** will usually display one line per process. The **-M** option may result in multiple output lines (one line per thread) for some processes. By default all of these output lines are sorted first by controlling terminal, then by

lines 1-25

~/Documents/Work/consulting/X5/x5_school_common master ✘

» ps aux

USER	PID	%CPU	%MEM	VSZ	RSS	TT	STAT	STARTED	TIME	COMMAND
_windowserver	226	4.7	0.8	7628592	64308	??	Ss	Wed10PM	142:50.68	/Syste
sobolev	31528	1.0	1.0	5425944	84656	??	S	12:15PM	0:49.53	/Appli
sobolev	31521	0.9	0.9	5802404	74664	??	R	12:15PM	1:20.26	/Appli
sobolev	31523	0.8	0.4	4718476	32904	??	S	12:15PM	0:26.11	/Appli
sobolev	51369	0.1	1.2	5268120	104132	??	S	12:39PM	2:30.74	/Appli
root	71343	0.0	0.1	4307460	9624	??	Ss	2:43PM	0:00.05	automo
sobolev	71013	0.0	0.4	4382728	31436	??	Ss	2:42PM	0:00.38	/Syste
sobolev	71011	0.0	0.4	4892216	32276	??	S	2:42PM	0:01.44	/Syste
sobolev	67736	0.0	3.7	7695104	309364	??	S	2:28PM	0:11.45	/Appli
sobolev	66511	0.0	0.2	4324440	16324	??	S	2:17PM	0:00.16	/Syste
sobolev	65579	0.0	0.2	4354400	15900	??	S	2:08PM	0:00.77	/Syste
sobolev	58817	0.0	0.1	4322564	12444	??	S	1:19PM	0:00.60	/Syste
sobolev	54806	0.0	0.1	4322564	12460	??	S	12:55PM	0:01.25	/Syste
sobolev	53420	0.0	0.9	5381824	77844	??	S	12:50PM	0:07.47	/Appli
sobolev	53419	0.0	0.1	4298332	4772	s001	Ss+	12:50PM	0:01.37	/usr/l
sobolev	52927	0.0	0.3	4364528	22160	??	S	12:43PM	0:19.55	/Syste
sobolev	52926	0.0	0.2	4322564	12636	??	S	12:43PM	0:01.47	/Syste
sobolev	52357	0.0	0.1	4822624	5172	??	Ss	12:42PM	0:00.07	/Syste
sobolev	51384	0.0	1.4	8890964	115748	??	S	12:39PM	0:11.27	/Appli
sobolev	51383	0.0	0.4	4548484	32372	??	S	12:39PM	0:02.28	/Appli
sobolev	51380	0.0	0.1	4333124	6120	??	Ss	12:39PM	0:00.10	/Syste
sobolev	51378	0.0	0.4	4703244	33440	??	S	12:39PM	0:01.17	/Appli
sobolev	51371	0.0	0.2	4460800	16256	??	S	12:39PM	0:00.08	/Appli

kill

KILL(1)

BSD General Commands Manual

KILL(1)

NAME

kill -- terminate or signal a process

SYNOPSIS

```
kill [-s signal_name] pid ...
kill -l [exit_status]
kill -signal_name pid ...
kill -signal_number pid ...
```

DESCRIPTION

The **kill** utility sends a signal to the processes specified by the **pid** operands.

Only the super-user may send signals to other users' processes.

The options are as follows:

-s signal_name

A symbolic signal name specifying the signal to be sent instead of the default TERM.

-l [exit_status]

lines 1-25

killall

KILLALL(1)

BSD General Commands Manual

KILLALL(1)

NAME

killall -- kill processes by name

SYNOPSIS

```
killall [-delmsvz] [-help] [-u user] [-t tty] [-c procname] [-SIGNAL]
[procname ...]
```

DESCRIPTION

The **killall** utility kills processes selected by name, as opposed to the selection by pid as done by **kill(1)**. By default, it will send a TERM signal to all processes with a real UID identical to the caller of **killall** that match the name **procname**. The super-user is allowed to kill any process.

The options are as follows:

- v** Be more verbose about what will be done.
- e** Use the effective user ID instead of the (default) real user ID for matching processes specified with the **-u** option.

lines 1-25

Пример

```
1 #!/usr/bin/env sh
2
3 kill -9 31154
4 killall Chrome
```

htop

```

1 [||||||||||||||||| 57.6%] Tasks: 358, 1213 thr; 4 running
2 [||| 6.0%] Load average: 3.93 4.40 3.13
3 [||||||||||||||| 56.7%] Uptime: 3 days, 13:11:39
4 [||| 6.6%]
Mem[||||||||||||||| 3.81G/8.00G]
Swp[||| 114M/1.00G]

```

PID	USER	PRI	NI	VIRT	RES	S	CPU%	MEM%	TIME+	Command
12391	sobolev	17	0	4272M	136M	?	99.3	1.7	0:57.35	/Users/sobolev/Documents/gith
31521	sobolev	24	0	5709M	77632	?	0.7	0.9	3:39.73	/Applications/Hyper.app/Conte
12403	sobolev	17	0	5264M	96292	?	1.4	1.1	0:02.16	/Applications/Hyper.app/Conte
30579	sobolev	16	0	8474M	429M	?	3.3	5.2	3h38:08	/Applications/Firefox.app/Con
395	sobolev	17	0	4918M	84464	?	0.0	1.0	1:54.80	/System/Library/CoreServices/
31523	sobolev	17	0	4602M	57680	?	0.6	0.7	1:10.90	/Applications/Hyper.app/Conte
91047	sobolev	16	0	7436M	188M	?	0.6	2.3	0:59.92	/Applications/Firefox.app/Con
91051	sobolev	24	0	7416M	148M	?	0.0	1.8	0:07.39	/Applications/Firefox.app/Con
13719	sobolev	24	0	4196M	2452	R	0.1	0.0	0:00.02	htop
90935	sobolev	16	0	7512M	131M	?	0.1	1.6	0:47.51	/Applications/Firefox.app/Con
445	sobolev	32	0	5829M	10068	?	0.0	0.1	1:40.35	/Applications/Flux.app/Content
92145	sobolev	24	0	22.7G	223M	?	0.1	2.7	0:20.30	/Applications/Visual Studio C
98551	sobolev	24	0	18.6G	161M	?	0.0	2.0	0:08.88	/Applications/Visual Studio C
94292	sobolev	24	0	7399M	131M	?	0.1	1.6	0:11.26	/Applications/Firefox.app/Con
77401	sobolev	24	0	7563M	167M	?	0.0	2.0	1:15.02	/Applications/Firefox.app/Con
91592	sobolev	24	0	7435M	115M	?	0.1	1.4	0:26.80	/Applications/Firefox.app/Con

F1Help F2Setup F3Search F4Filter F5Tree F6SortByF7Nice - F8Nice + F9Kill F10Quit

Поиск по тексту

grep

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
» cat code/code4/items.txt
```

File: code/code4/items.txt

1	Samsung
2	Apple
3	Microsoft
4	Google

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
» grep Goog code/code4/items.txt
Google
```

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
»
```

Удобные замены

- https://github.com/ggreer/the_silver_searcher
- <https://github.com/BurntSushi/ripgrep>

Поиск файла

find

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
» find . -name items.txt
./code/code4/items.txt

~/Documents/Work/consulting/X5/x5_school_common master ✘
» find . -name 'items.*'
./code/code4/items.txt

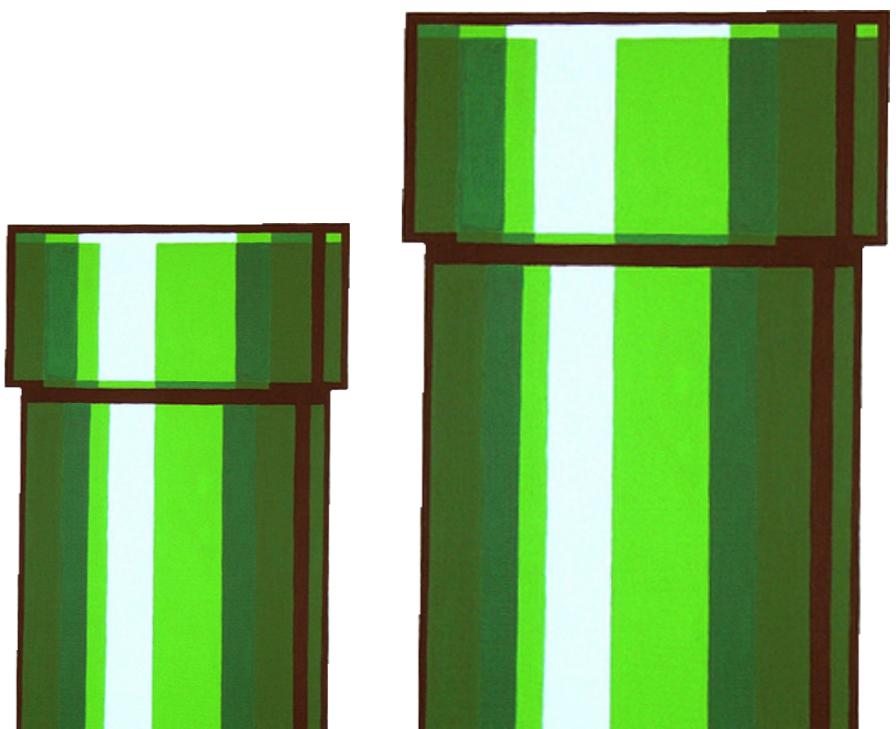
~/Documents/Work/consulting/X5/x5_school_common master ✘
» find . -name 'items.*' -type f
./code/code4/items.txt

~/Documents/Work/consulting/X5/x5_school_common master ✘
»
```

Удобные замены

- <https://github.com/sharkdp/fd>
- <https://github.com/junegunn/fzf>

Pipes



Пайпы позволяют
соединять команды
воедино через |

find

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
» ps aux | grep zsh
sobolev          31527  1.6  0.1  4298944   6280 s000  Ss  12:15PM  0:24.62 /usr/lo
cal/bin/zsh --login
sobolev          74204  0.0  0.0  4277256    716 s000  R+  3:01PM  0:00.00 grep --
color=auto --exclude-dir=.bzr --exclude-dir=CVS --exclude-dir=.git --exclude-dir=.hg -
-exclude-dir=.svn zsh
```

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
» █
```

Алгоритм

- Сначала делаем `ps aux`
- По его результатам делаем `grep`

xargs – полезная штука
для композиции пайпов

xargs

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
» ls
README.md code course.md ex.py ex.sh helpers homework lectures

~/Documents/Work/consulting/X5/x5_school_common master ✘
» ls | sort -fd | xargs echo "sorted: $1"
sorted: code course.md ex.py ex.sh helpers homework lectures README.md

~/Documents/Work/consulting/X5/x5_school_common master ✘
» █
```

xargs

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
» find . -name '*.sh' -type f | sort -n | xargs wc
    2      11      86 ./code/code1/config.sh
   29      70     421 ./code/code1/first_example/git.sh
   76      90     523 ./code/code3/files.sh
   32      30     186 ./code/code3/folders.sh
   56      73     479 ./code/code3/permissions.sh
   76      71     570 ./code/code4/functions/arguments.sh
    9      16     105 ./code/code4/functions/declaration.sh
   51      74     614 ./code/code4/functions/locals.sh
   43      71     454 ./code/code4/functions/returns.sh
   95     172     926 ./code/code4/ifs.sh
   60      71     484 ./code/code4/loops.sh
   10      37     183 ./code/code4/pipes.sh
   28      34     243 ./code/code4/vars.sh
    3      12      65 ./ex.sh
  570     832    5339 total
```

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
» █
```

xargs

```
1 #!/usr/bin/env sh
2
3 find . -name "*.sh" -print0 | xargs -0 rm -rf
```

Практика

Файл "pipes.sh"

set

gnu.org/software/bash/manual/html_node/The-Set-Builtin.html

set

- **-о errexit** или **-e** – падай на первой ошибке
- **-x** – покажи команды, которые выполняются
- **-о nounset** – падай на необъявленных переменных
- **-о pipefail** – падай на проблемах в pipes

ln

LN(1)

BSD General Commands Manual

LN(1)

NAME

link, ln -- make links

SYNOPSIS

```
ln [-Ffhinsv] source_file [target_file]
ln [-Ffhinsv] source_file ... target_dir
link source_file target_file
```

DESCRIPTION

The **ln** utility creates a new directory entry (linked file) which has the same modes as the original file. It is useful for maintaining multiple copies of a file in many places at once without using up storage for the ``copies''; instead, a link ``points'' to the original copy. There are two types of links; hard links and symbolic links. How a link ``points'' to a file is one of the differences between a hard and symbolic link.

The options are as follows:

- F If the target file already exists and is a directory, then remove it so that the link may occur. The **-F** option should be used with either **-f** or **-i** options. If none is specified, **-f** is implied.

shellcheck

shellcheck.net

shellcheck

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
» shellcheck ex.sh
```

In ex.sh line 3:

```
new_var=1
^-----^ SC2034: new_var appears unused. Verify use (or export if used externally).
```

In ex.sh line 4:

```
MY_ARRAY=(1 2 3) # not POSIX
^-----^ SC2039: In POSIX sh, arrays are undefined.
```

In ex.sh line 8:

```
for item in ${MY_ARRAY[*]}; do
^-----^ SC2039: In POSIX sh, array references are undefined.
```

For more information:

<https://www.shellcheck.net/wiki/SC2034> -- new_var appears unused. Verify us...
<https://www.shellcheck.net/wiki/SC2039> -- In POSIX sh, array references are...

```
~/Documents/Work/consulting/X5/x5_school_common master ✘
»
```

1 !



t.me/
opensource findings

Краткий обзор пройденного

- Переменные
- Условия и циклы
- Функции
- Sub-shells и pipes
- Полезные команды

Выводы

- shell – вполне себе язык программирования
- На нем нужно и можно писать инфраструктурный код (и даже делать большие проекты)
- В Linux есть множество полезных примитивов для работы
- Множество готовых команд: только бери и делай!