

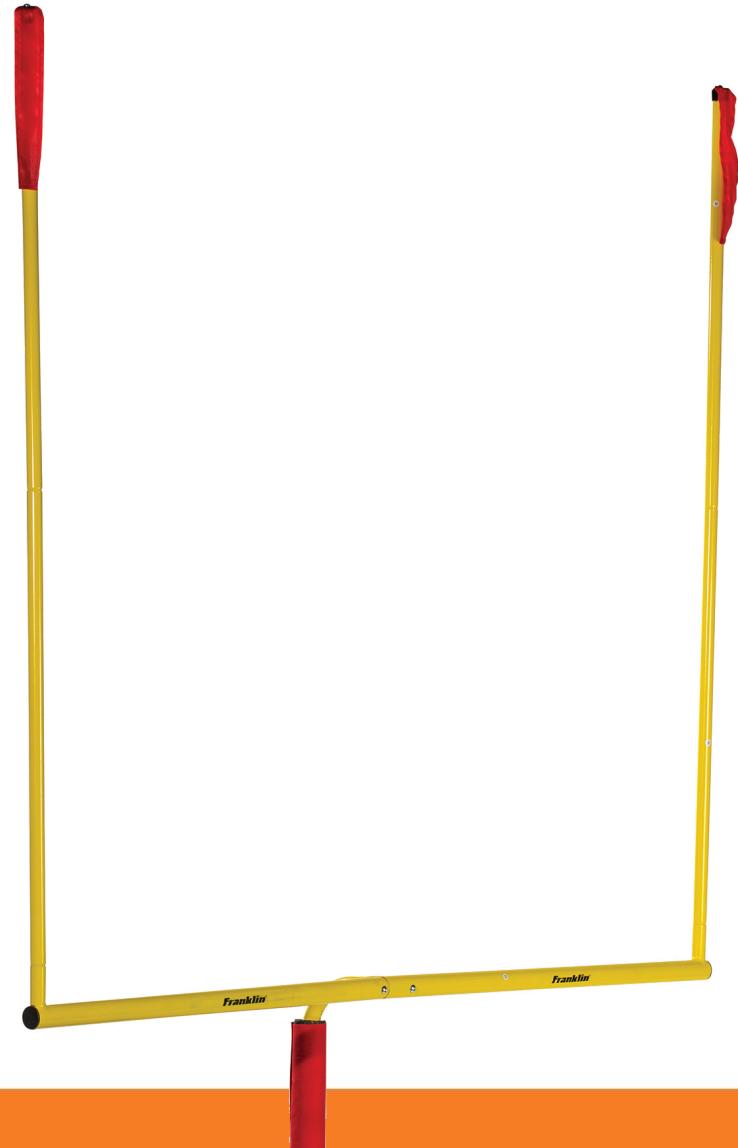
Expressions





Goals

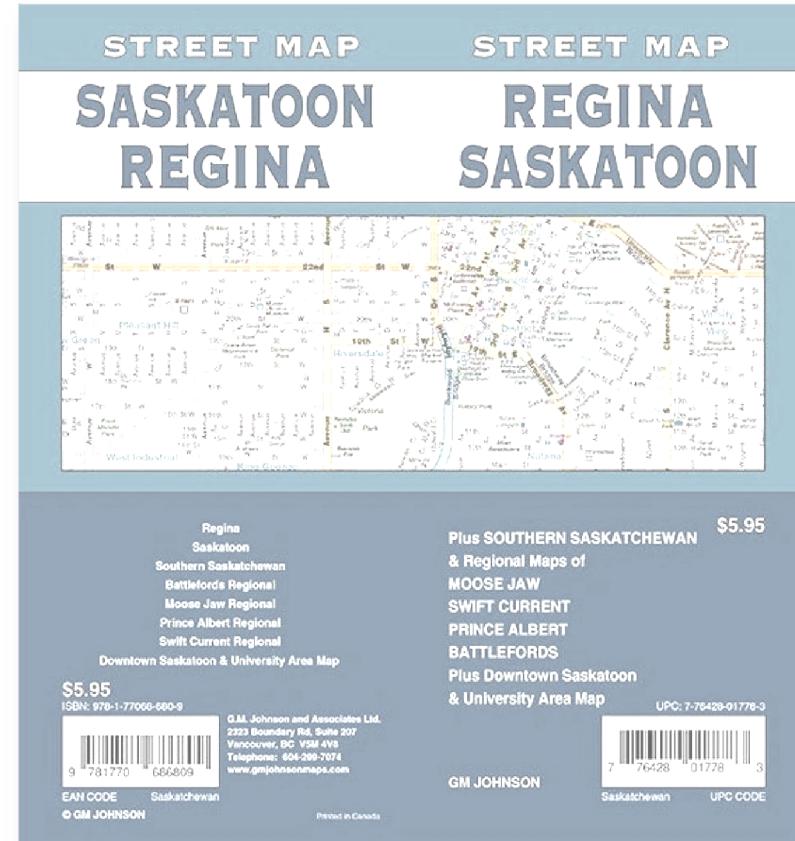
1. Discuss two ways to invoke a function
2. List 3 different comparison operators
3. Name two different loop constructs





Roadmap

1. Variables
2. Comments
3. Functions
4. Strings
5. Conditions
6. Iteration

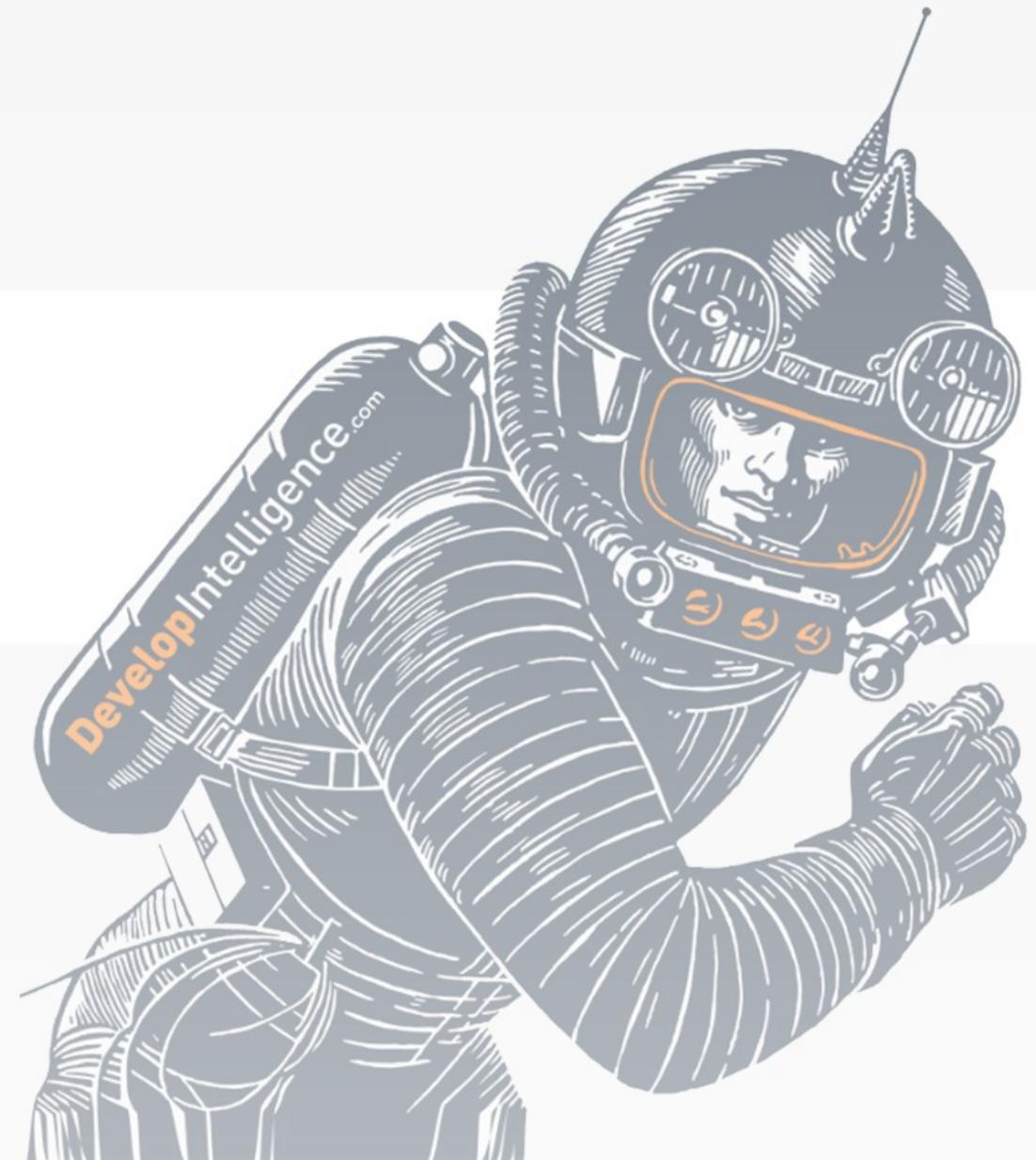




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Variables





PowerShell the Language



- Dynamically typed (mostly)
- Imperative (mostly)
- Inspired by
 - C#, JavaScript, etc
 - Python
 - Shell



Variables



- Associate names with values
- Pop into existence on assignment *
- Rules:
 - Prefixed with \$
 - Only letters, numbers, and underscores
 - Don't start with a number

```
1 $path = 'c:/Windows'  
2  
3 $documents = Get-ChildItem -Recurse |  
4     ? Name -like '*.md'
```



Sloppy Variables



- PowerShell defaults to 'sloppy mode'
- Every variable already exists
 - Even before assignment
 - The value is \$null
- Stay tuned for Set-StrictMode

```
1 | "I like this commercial product: $product. It's great!"
```



Typing

- Delimit with brackets
- Add safety and clarity
- Use with
 - .NET type name
 - Accelerators

```
1 # .NET typing
2 [System.IO.DirectoryInfo]$src = Get-Item ./src/
3
4 # Accelerator
5 [int]$slotsAvailable = 12
6 $slotsAvailable = 'none' #Bork!
```



Variable Cmdlets



- Cmdlets manage variables
 - e.g. Get-Variable, Set-Variable, New-Variable
- Useful for
 - Finding out what's available
 - Creating private or constant variables

```
1 # Find out what's out there
2 Get-Variable
3
4 # Make sure it doesn't get clobbered
5 New-Variable -Name PI -Value 3.14 -Option Constant
6 Write-Host $PI
```



Why Read-Only?



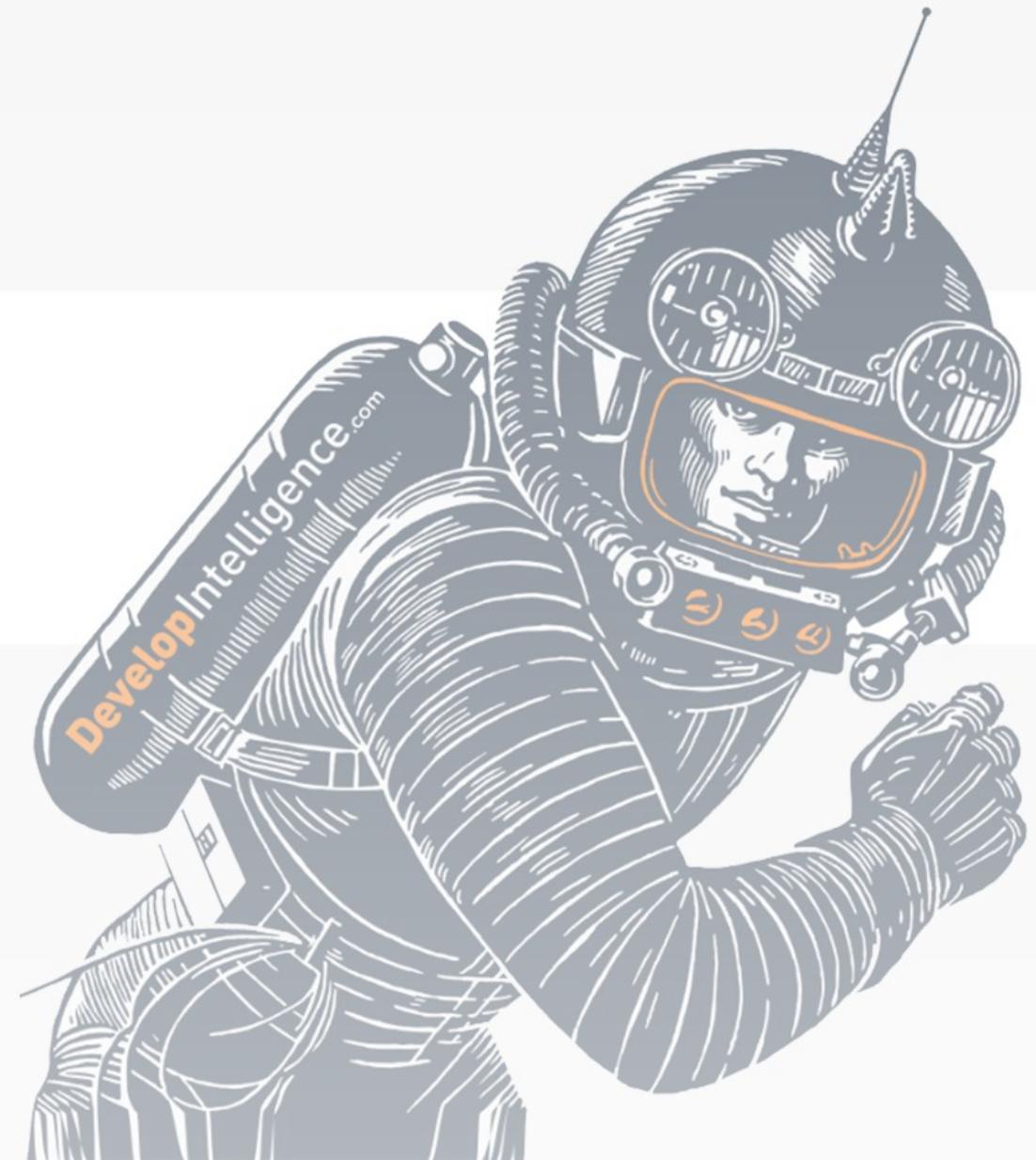
- Prevent accidental re-assignment
 - If you can't change it, you can't screw it up
- Two options:
 - **Constant** never get changed
 - **ReadOnly** can be reassigned with `--Force`



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Comments





Line Comments

- Used for annotation
- Don't affect any behavior
- Demarcated with #
- Use judiciously

```
1 | # Below is the id of the user
2 | $userID = 12
```



Block Comments



- Demarcated with <# / #>
- Useful for help system

```
1 function Get-SphereVolume($radius){  
2     <# Figures out the volume of a sphere with the  
3     specified radius.  
4     #>  
5     $pi = 3.14  
6     return 4/3*$pi*[Math]::Pow($radius, 3)  
7 }
```



Example

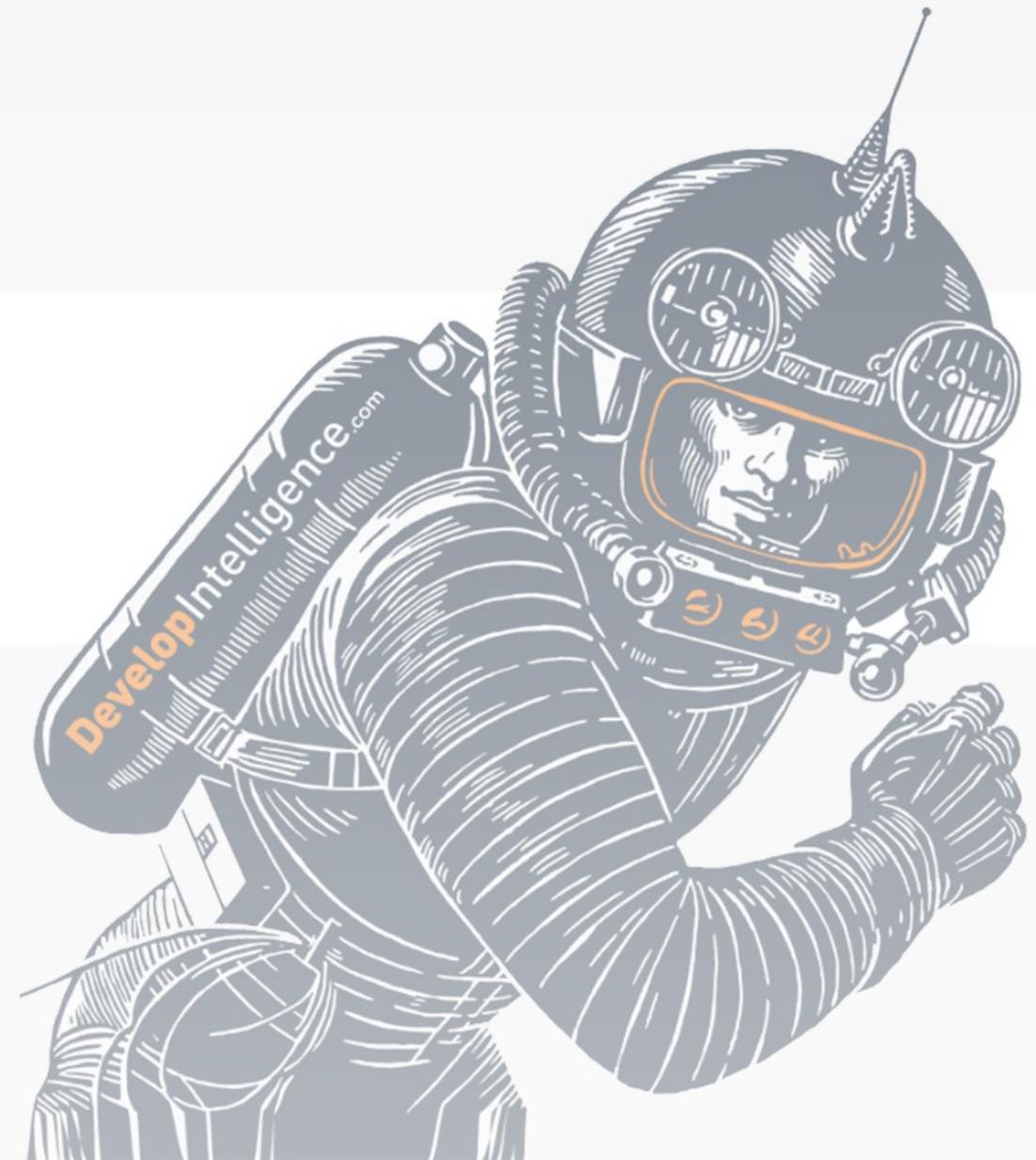
```
1 <#
2   .SYNOPSIS
3     Gets pi
4   .OUTPUTS
5     Pi
6   .Description
7     General notes....
8 #>
9 function Get-Pi {
10   return 3.14
11 }
12
13 Get-Help Get-Pi
```



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Functions





Calling Functions

- Pass arguments (sometimes)
- Get something back (sometimes)
- Syntax
 - Whitespace-delimited arguments
 - No parens

```
1 $now = Get-Date
2 $number = Get-Random -Maximum 10
```



Calling .NET Functions



- Syntax
 - Parens
 - Comma-delimited arguments

```
1 | $x = [System.Math]::Sqrt(5)
2 | $y = [System.Math]::Pow(2, 16)
```



Defining Functions

- Define with keyword **function**
- Optional: exit via keyword **return**
- Use the form **Verb-Noun**

```
1 function Get-Hello{  
2     return 'Hello World'  
3 }
```



About Verbs

- Use only verbs that already exist
- Verbs come with semantics-- e.g.
 - New-* implies a state-change
 - Get-* should be safe

```
1 | # Here's the list of approved verbs:  
2 | Get-Verb | Sort-Object -Property Verb
```



Examples

Explicit return

```
1 function Get-Sum($A,$B){  
2     return $A + $B  
3 }
```

Multiple values (implicit)

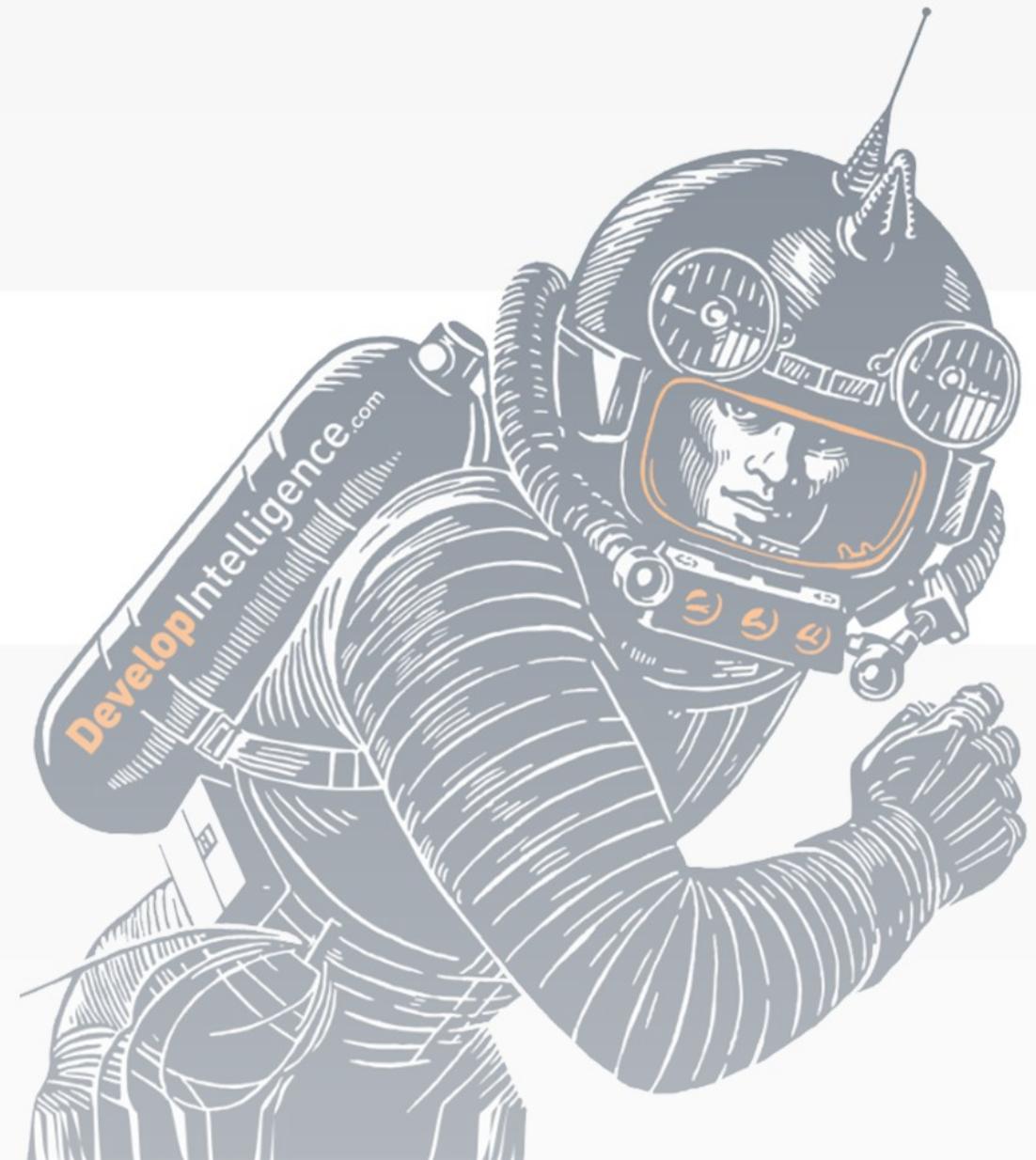
```
1 function Get-Lyrics(){  
2     "Got to be good-lookin"  
3     "Cause it's so hard to see"  
4 }
```



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Strings





Flavors

- Quotation marks
 - Single-tick means literal
 - Double-tick means interpolated
- Newlines are ok

```
1 $word = 'thing'  
2 $sameWord = "thing"  
3  
4 $lines = '  
5 I am the very model  
6 of a modern major general  
7 '
```



Quotes in Strings

- Mix up single ticks with double-ticks
- Escape by doubling-up

```
1 # No escape needed
2 $motto = "Don't take stuff."
3 $slogan = 'Always "remember" to steal.'
4
5 # Ticks in strings
6 $advice = 'Don''t forget the milk.'
7 $words = "It's impolite to say ""Shut up""."
```



Interpolated

- Double-tick strings
- Expands variables, expressions

```
1 $givenName = 'joe'
2 $surname = 'bloggs'
3 Write-Host "Paging $givenName $surname!"
4
5 $pi = 3.14
6 Write-Host "Pi is: $pi"
7 Write-Host "Pi^2 is: $($pi*$pi)"
8
9 Write-Host "Notepad is at $((Get-Process notepad).Path)"
```



Special Characters

- Use the grave accent `
- Newline

```
1 | Write-Host "Processing...`n`nDone!"
```

- Tabs

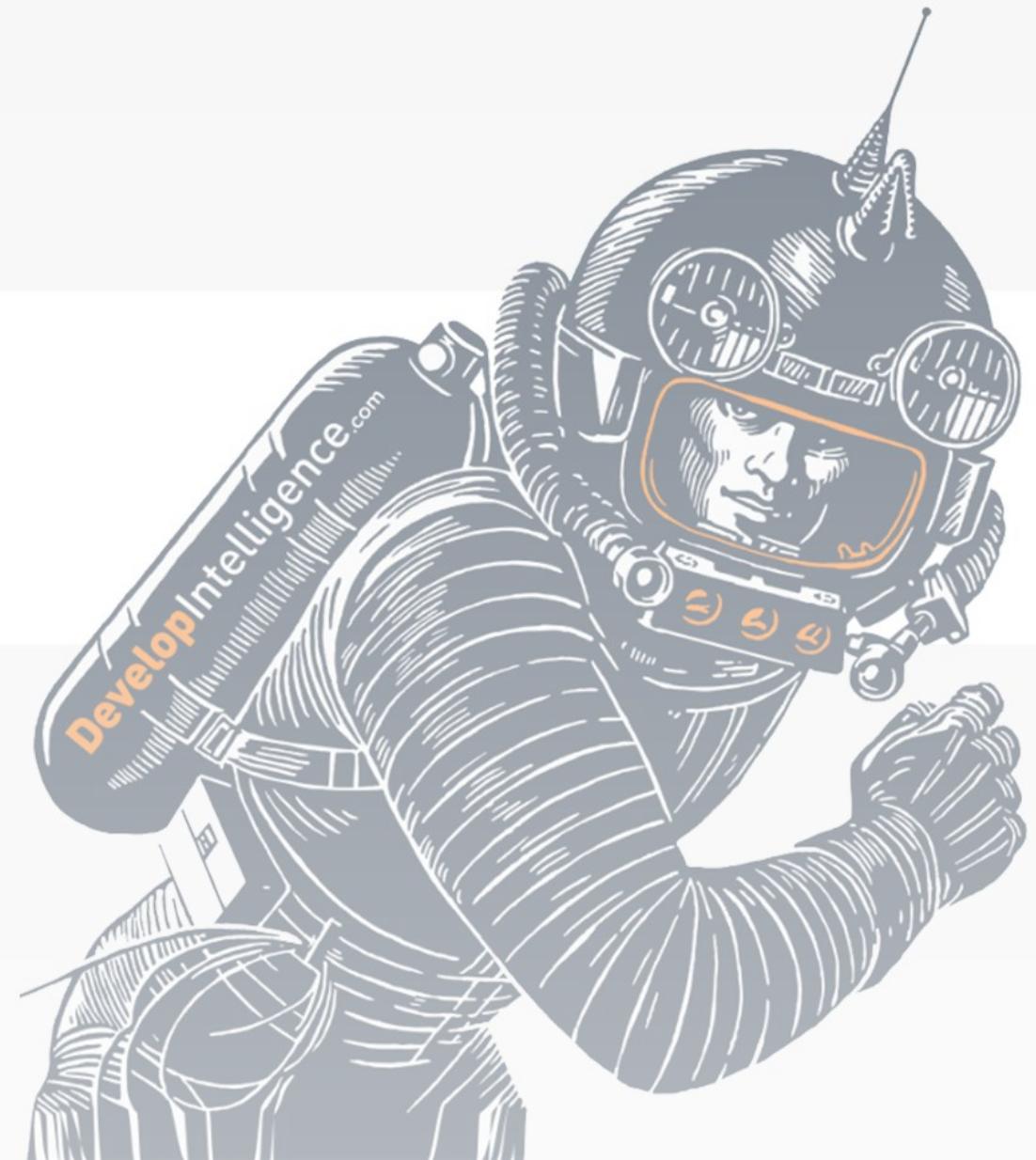
```
1 | Write-Host "Here are things:"  
2 | Write-Host "`tNinja"  
3 | Write-Host "`tGoat"  
4 | Write-Host "`tTree"
```



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Conditions





Overview

- Syntax:
 - Condition in parens
 - Codeblock in braces
- Keywords: if, switch

```
1 if ((Get-Date).DayOfWeek -eq 'Sunday'){
2     Write-Host "Tomorrow is trash day."
3 }
```



Adding Branches



```
1 $color = '#FFFF00'  
2  
3 if ($color -eq '#FFFF00') {  
4     Write-Host 'yellow'  
5 }  
6 elseif ($color -eq '#FF0000') {  
7     Write-Host 'red'  
8 }  
9 else {  
10    Write-Host 'unknown'  
11 }
```



Equality is Referential



- Equality operator does not compare structure

```
1 $a = @{id=1}  
2 $b = @{id=1}  
3 $a -eq $b
```

- Goofy for collections

```
1 $xs = 1,2,3  
2 $ys = 1,2,3  
3 [bool]$areSame = $xs -eq $ys
```



Comparison Operators



- Least intuitive part of powershell
- Everything has a dash
- Examples
 - Equals: -eq
 - Greater than: -gt
 - Less than: -lt



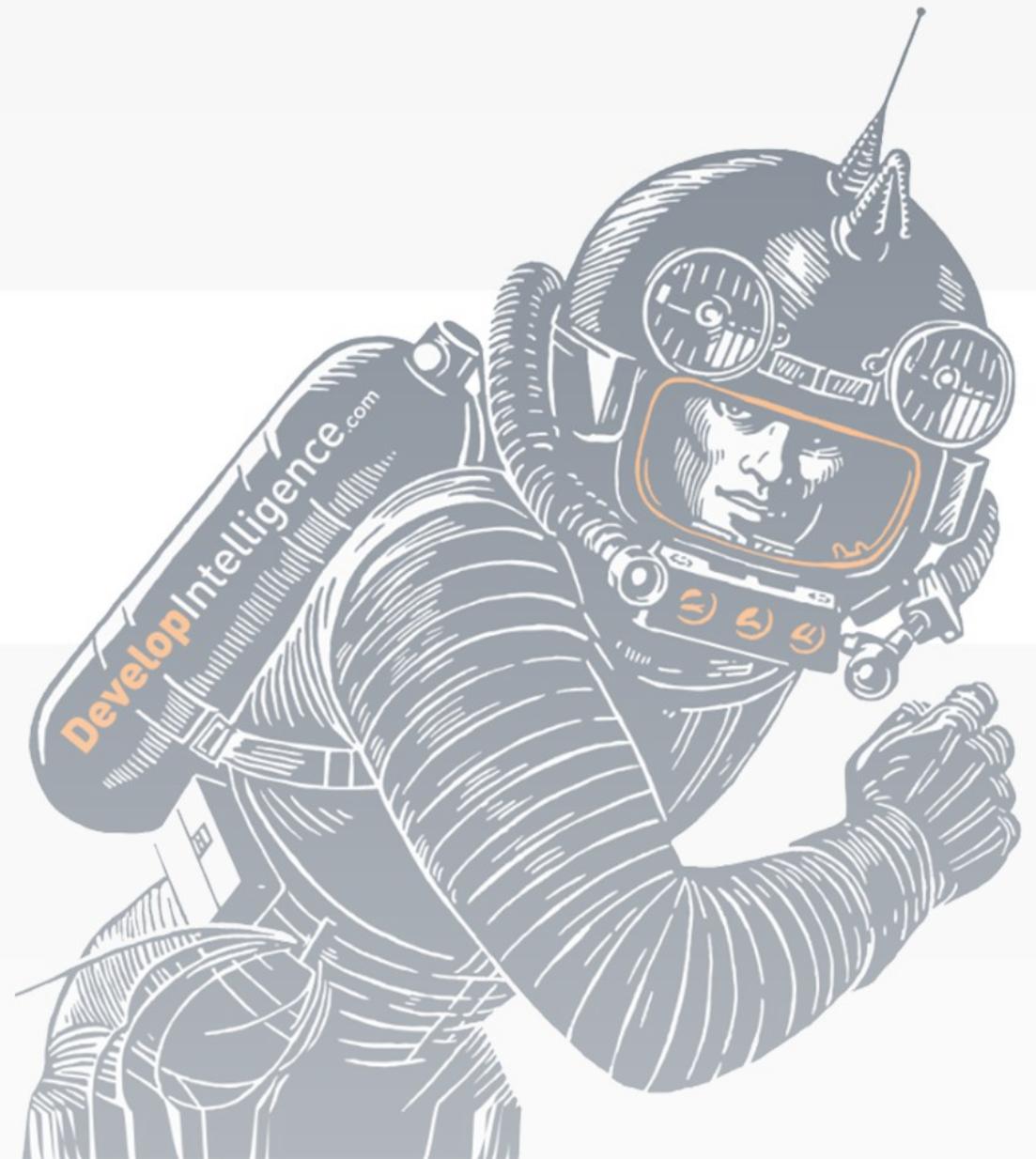
Selected Operators



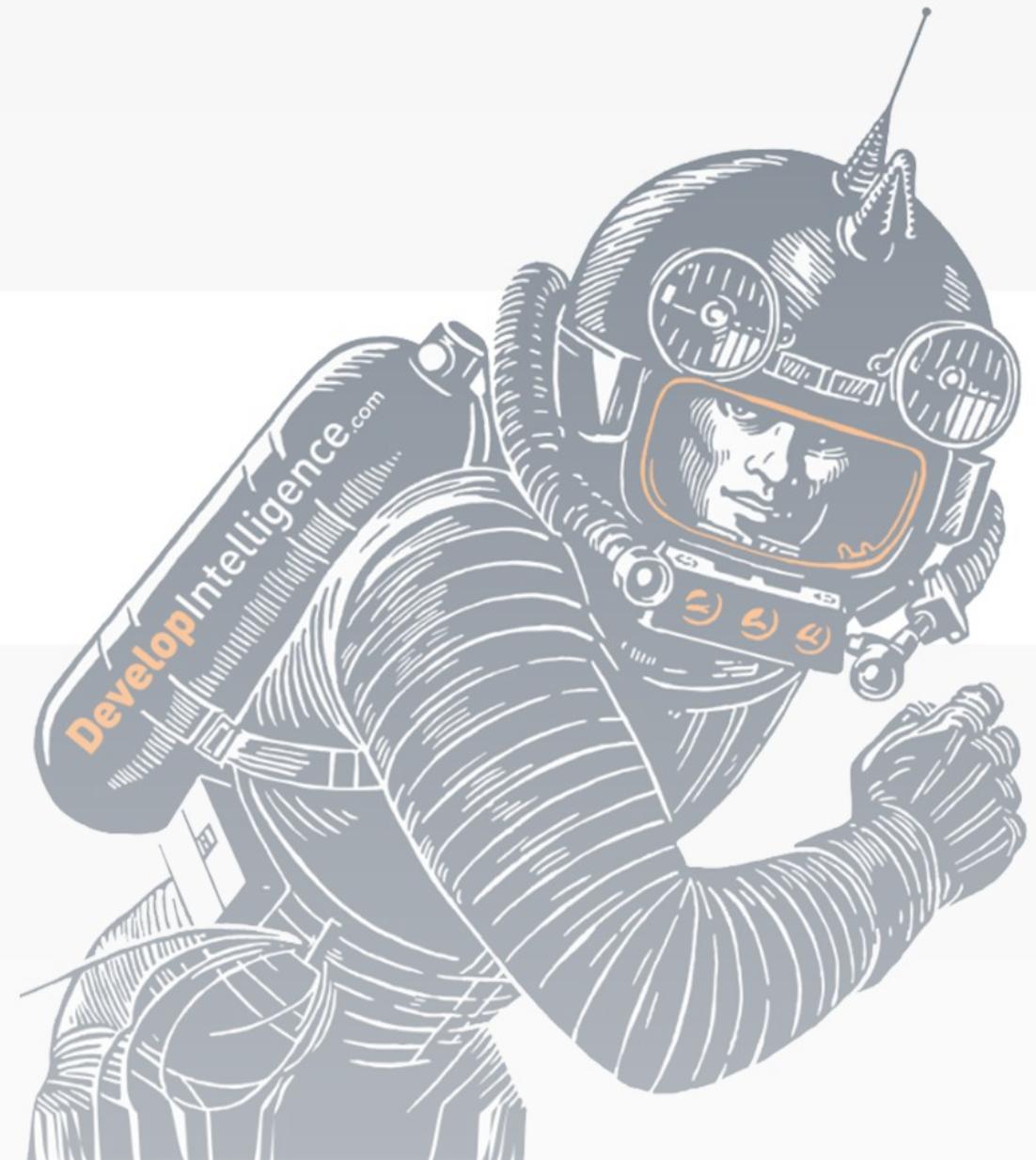
Operation	In C#	In Powershell
Equals	<code>==</code>	<code>-eq</code>
Not equals	<code>!=</code>	<code>-ne</code>
Greater than	<code>></code>	<code>-gt</code>
Greater than or equal	<code>≥</code>	<code>-ge</code>
Less than	<code><</code>	<code>-lt</code>
Less than or equal	<code>≤</code>	<code>-le</code>



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Iteration





Loop Flavors

1. for
2. foreach
3. while
4. do . . while / do . . until



foreach

```
1 $names='Rob', 'Mary', 'David', 'Jenny', 'Chris', 'Imogen'  
2 foreach ($name in $names){  
3     "Name of: " + $name  
4 }
```



for

- Works just like C family
- Doesn't feel very much like PowerShell

```
1 # C-flavored
2 for ($i = 0; $i -lt 10; $i++){
3     "Digit: " + $i
4 }
5 # Idiomatic pwsh
6 0..9 | ForEach-Object {"Digit: " + $_}
```



while

- Executes as long as a condition is true

```
1 $i = 0
2 while ($i -lt 3){
3     Write-Host $i
4     $i = $i + 1
5 }
```



Kicking Out

- Quit function with return
- Quit loop with break

```
1 $i = 0
2 while ($true){
3     Write-Host $i
4     $i++
5     if($i -gt 3){
6         break
7     }
8 }
9 Write-Host 'Done'
```



Lab:FizzBuzz



- Read instructions: `$/labs/fizz-buzz/README.md`
- Build the applications starting with 'startingpoint'





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Review

1. Discuss two ways to invoke a function
2. List 3 different comparison operators
3. Name two different loop constructs

