

Bash scripting

processes practice for CSC420 Operating Systems Spring 2022 Lyon College

README

- This file accompanies lectures on the shell and `bash(1)`. To gain practice, you should type along in your own Org-mode file. You have to have Emacs and my `.emacs` file installed on your PC or the Pi you're working with.
- This section is based on chapter 24 of Shotts, *The Linux Command Line* (2e), NoStarch Press (2019), and on the DataCamp course "Introduction to Bash Scripting".
- To make this easier, use the auto expansion (`<s`). This will only work if you have my `.emacs` file ([from GDrive](#)) installed.
- Add the following two lines at the top of your file, and activate each line with `C-c C-c` (this is confirmed in the echo area as `Local setup has been refreshed`):

```
#+PROPERTY: header-args:bash :results output
```

- Remember that `C-M-\` inside a code block indents syntactically (on Windows, this may only work if you have a marked region - set the mark with `C-SPC`).

Overview

- A shell script is a file containing a series of commands.
- The shell is both a **command line interface** to the OS and a **scripting language interpreter**.
- The shell reads the file, interprets and carries them out as if they had been entered on the command line.

How to write a shell script

- Write the script in a text editor (Emacs or `vi` or `nano`)
- Make the script executable by setting the file permissions
- Put the script somewhere the shell can find it

Script file format

- [X] Fire up an editor and create a "Hello World" program `hello.sh`. You can use `vi` or `nano` if you like!
 - In Emacs, `C-x C-f hello.sh` to create the file, and `C-x C-s` to save it
 - In `vi`, write `vi hello.sh` in the terminal, insert with `i`, save with `:w` and exit with `:q`
- [X] Put a comment in after the command, using `#`
- [X]

You got to get the location of your bash program right.

```
which bash # likely in /usr/bin/bash
```

First line of your script should look like this:

```
#!/usr/bin/bash
```

- [X] If successful, run the same command in the terminal (including the comment).
- The first line of the script is the *shebang* to tell the kernel the name of the interpreter that should be used to execute the script.
- [X] Make a copy of the file, find a different interpreter (e.g. `csh`, the C shell) and modify the file accordingly.

Executable permissions

- [X] Check file permissions with the command `chmod`
- [X] Make your file executable. Check the permissions.

Script file location

- [X] Save and run the file on the shell (you can do that inside Emacs with `M-x shell`).
- For the file to run, an *explicit* path has to be provided, otherwise you get the `Command not found` error
- The 'source' operator `.` executes bash on the current location. It is a shell builtin that reads a specified file of shell commands and treats it like input from the keyboard.
- [X]

Print the path that the OS searches when looking for a command:

```
echo $PATH
```

- [X] Make a directory `/bin` in your home directory and add it to the `PATH` using the syntax
`PATH=$HOME/bin:$PATH`
- [X] Check that `PATH` was altered as you wanted. The new directory should be the first in the list.
- [X] Copy `hello.sh` to that new directory and run the file again from your current location.
- []

To apply this change of `PATH` whenever bash is called, you need to include this line in your initialization file `$HOME/.bashrc`:

To find the file:

```
ls -la .bashrc
```

```
export PATH=$HOME/bin:$PATH
```

To append this line to `.bashrc` do:

```
echo "export PATH=$HOME/bin:$PATH" >> .bashrc
```

To check if the appending was successful (cat works, too):

```
tail -1 .bashrc
```

- []

To make the change, you have to source the `$HOME/.bashrc` file using the source operator `source`:

```
. .bashrc
```

Summary

- [X] How to write a shell script in 3 steps
- [X] Script file format with *shebang*
- [X] Permission to execute with `chmod`
- [X] Location with `$PATH`

Assignment: "BASH scripting will change your life"

What is this?

- Assignment for Tuesday, 19 April (no physical session because of Honors Convocation session).
- These notes are based on [NetworkChuck's video \(Apr 12, 2022\)](#).
- This guy is a wildly successful Linux aficionado, who seems to make quite a bit of money with the recent resurgence of the command line¹.
- Do not sign up for "Linode" by the way. You're better than that: I told you seven different ways of getting hold of Linux. If you're totally lazy, just use bash on replit.com.
- Note: you're already on this journey while others are still only thinking about it or have no clue on how to begin!

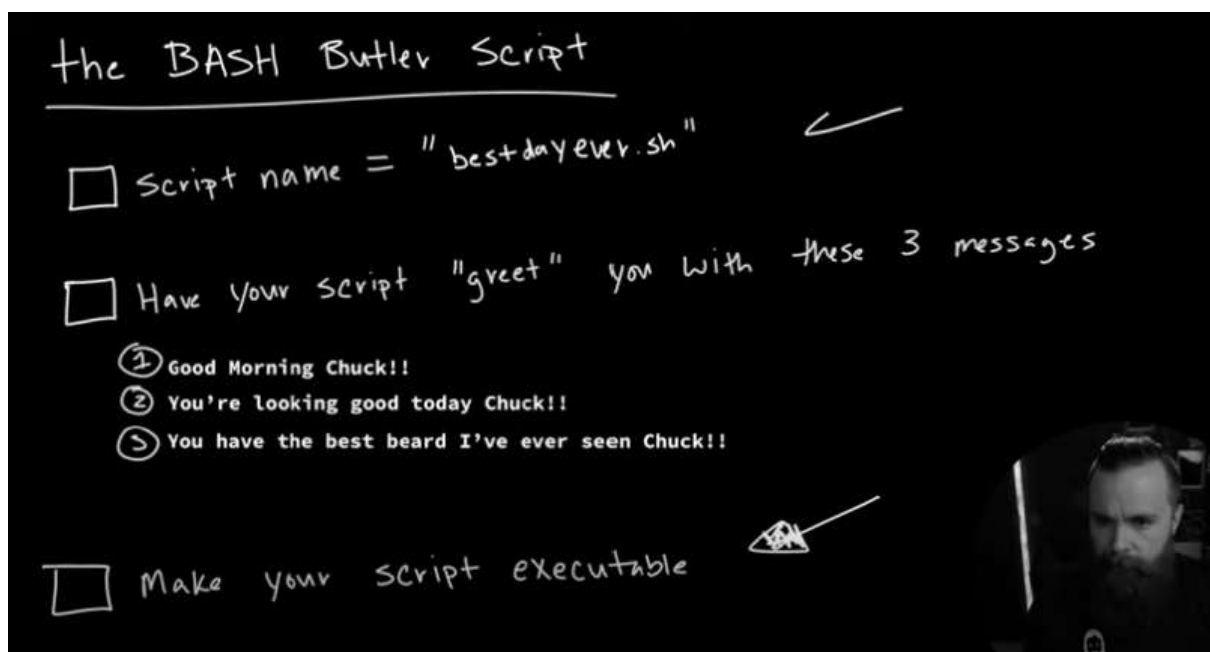


Figure 1: Network Chuck's bash scripting project

What you should do

- Watch the 14 min video and follow Chuck's instructions!
- If you're not on Linux, use replit.com as you know it from class.
- Check my notes below if you like.

My notes while watching the video

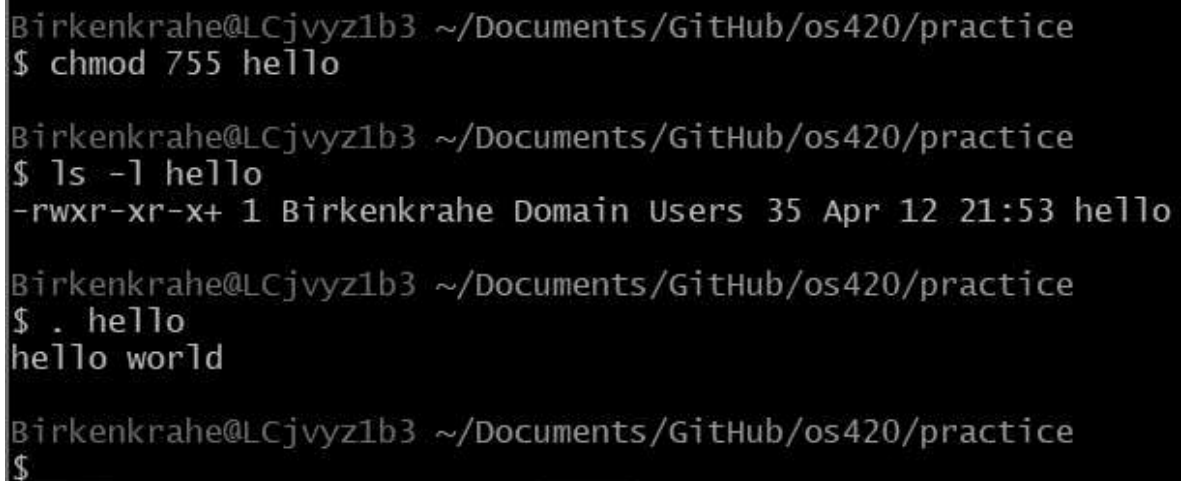
- In Emacs, of course. My Windows box recognizes bash because of Cygwin:

```
which bash
```

```
/usr/bin/bash
```

- This means that I can use this *shebang* for my files: `#!/usr/bin/bash`
- When bash finds this expression at the top of a file (any file), it'll run the script. Really any file? Let's test that:
 - I created a shell script with the *shebang* but called it `hello` (without the `.sh` file extension). Will it run? Try it!
 - The following script worked in Cygwin with the command `. hello` after changing the permissions to 755.

```
#!/usr/bin/bash  
echo 'hello world'
```



```
Birkenkrahe@LCjvyz1b3 ~/Documents/GitHub/os420/practice  
$ chmod 755 hello  
  
Birkenkrahe@LCjvyz1b3 ~/Documents/GitHub/os420/practice  
$ ls -l hello  
-rwxr-xr-x+ 1 Birkenkrahe Domain Users 35 Apr 12 21:53 hello  
  
Birkenkrahe@LCjvyz1b3 ~/Documents/GitHub/os420/practice  
$ . hello  
hello world  
  
Birkenkrahe@LCjvyz1b3 ~/Documents/GitHub/os420/practice  
$
```

Figure 2: Running hello world with shebang

- As you can see you don't need the `bash` command before the file, or the file type `.sh` (remember: Linux doesn't need file types).

- I notice that he uses the nano editor: you can install this editor with Cygwin if you like. To do this, re-run the setup program and when you're in the installation dashboard, choose nano.
- I simply create this file in Emacs and tangle it to a shell script (just in case I decide to run it on the command line, too). Then I run it in here.

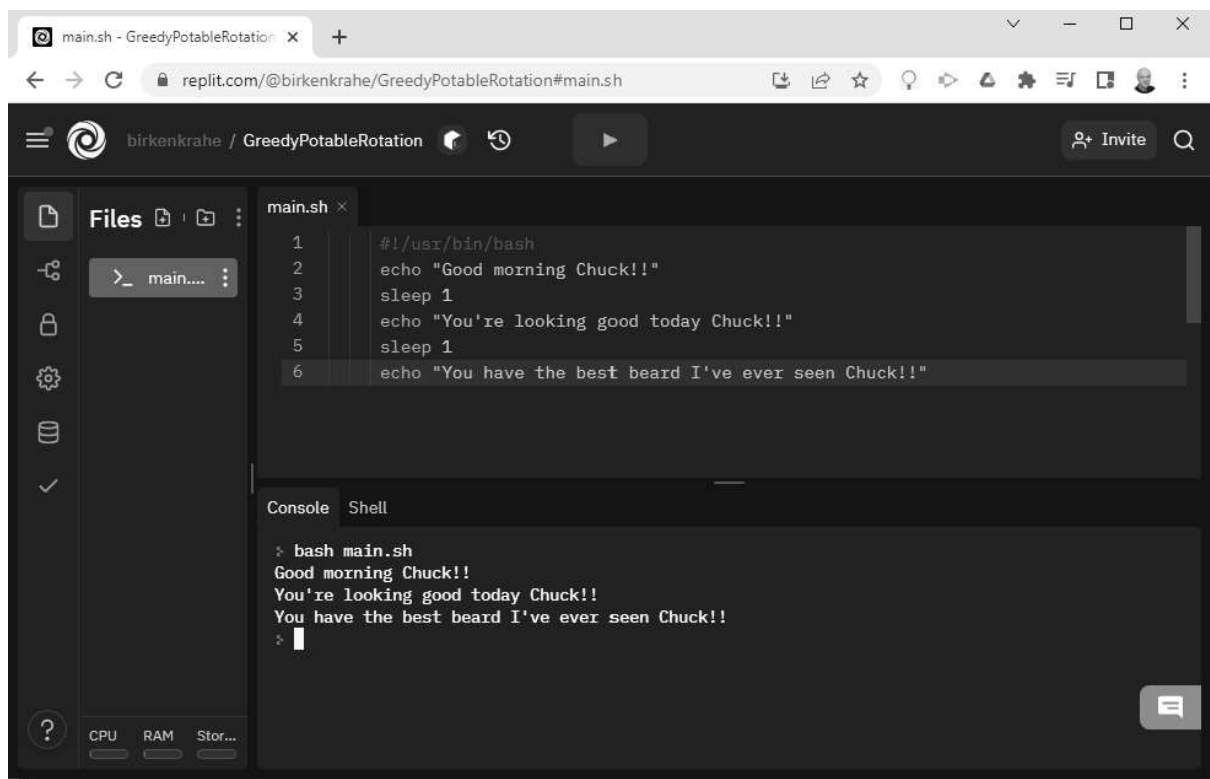
```
#!/usr/bin/bash
echo "Good morning Chuck!!"
sleep 1
echo "You're looking good today Chuck!!"
sleep 1
echo "You have the best beard I've ever seen Chuck!!"
```

`bash`

```
Good morning Chuck!!
You're looking good today Chuck!!
You have the best beard I've ever seen Chuck!!
```

```
Good morning Chuck!!
You're looking good today Chuck!!
You have the best beard I've ever seen Chuck!!
```

- Though this works alright in Emacs, the sleep command is not recognized. So I'm going to move over to replit.com. Here, it looks like this:

The screenshot shows a web browser window with the URL `replit.com/@birkenkrahe/GreedyPotableRotation#main.sh`. The Replit interface is visible, showing a file named `main.sh` with the following content:

```
1  #!/usr/bin/bash
2  echo "Good morning Chuck!!"
3  sleep 1
4  echo "You're looking good today Chuck!!"
5  sleep 1
6  echo "You have the best beard I've ever seen Chuck!!"
```

Below the file editor, the 'Console' tab is active, showing the output of running `bash main.sh`:

```
➤ bash main.sh
Good morning Chuck!!
You're looking good today Chuck!!
You have the best beard I've ever seen Chuck!!
➤
```

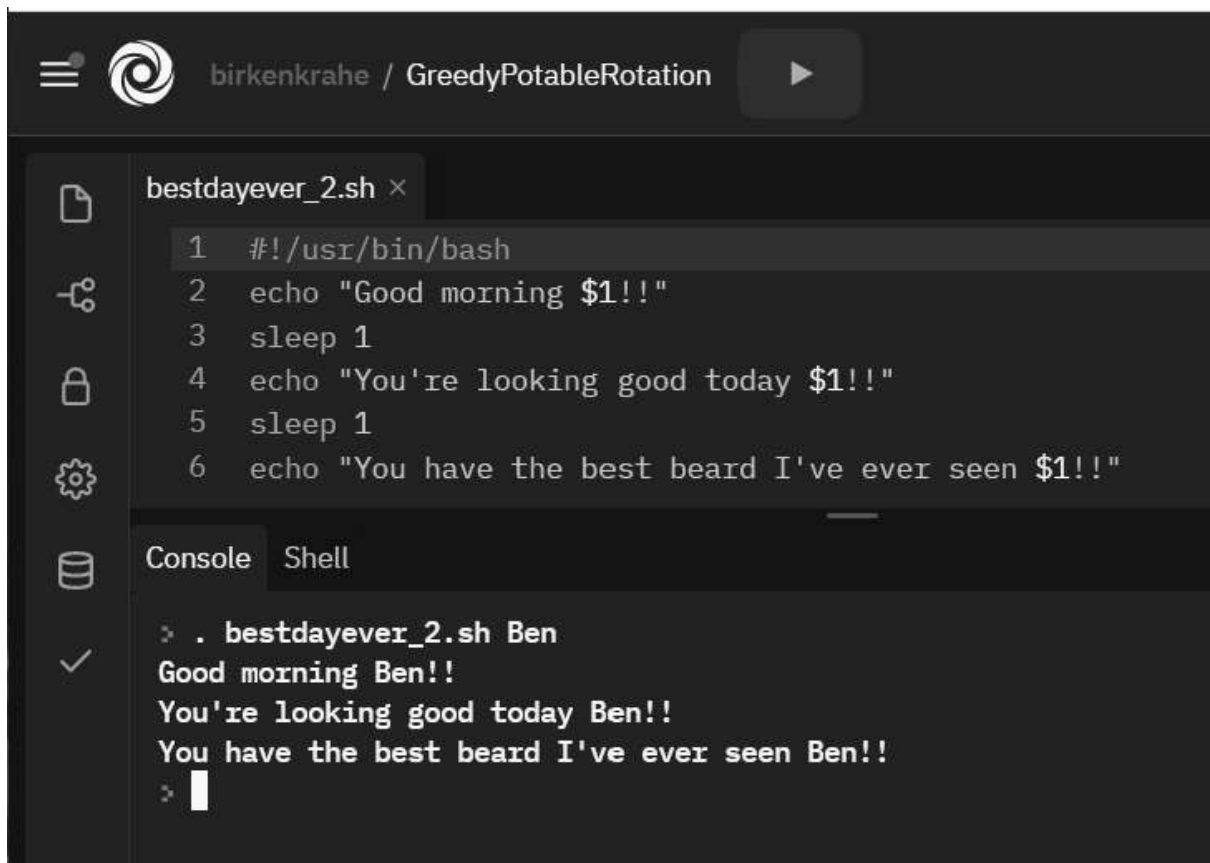
Figure 3: Chuck's script in a replit.com Linux container

- Enable execution of the script with `chmod +x` - that's the same thing as `chmod ugo+x`.

- In the video, Chuck is getting started with **variables**, because

"We're IT people and we're lazy."

- [] Assignments for you:
 1. Create Chuck's original script `bestdayever.sh`.
 2. Make the script executable.
 3. Copy the file to `bestdayever_1.sh` before you change it.
 4. Introduce a variable `$name` instead of Chuck and assign it to another name at the start of the file.
 5. Copy the file to `bestdayever_2.sh` before you change it.
- 6. Comment out the assignment of `$name` and change it in all statements to `$1`. Then run the file with the name as the argument.



The screenshot shows a code editor window titled "birkenkrahe / GreedyPotableRotation". The editor is displaying a file named "bestdayever_2.sh". The script content is as follows:

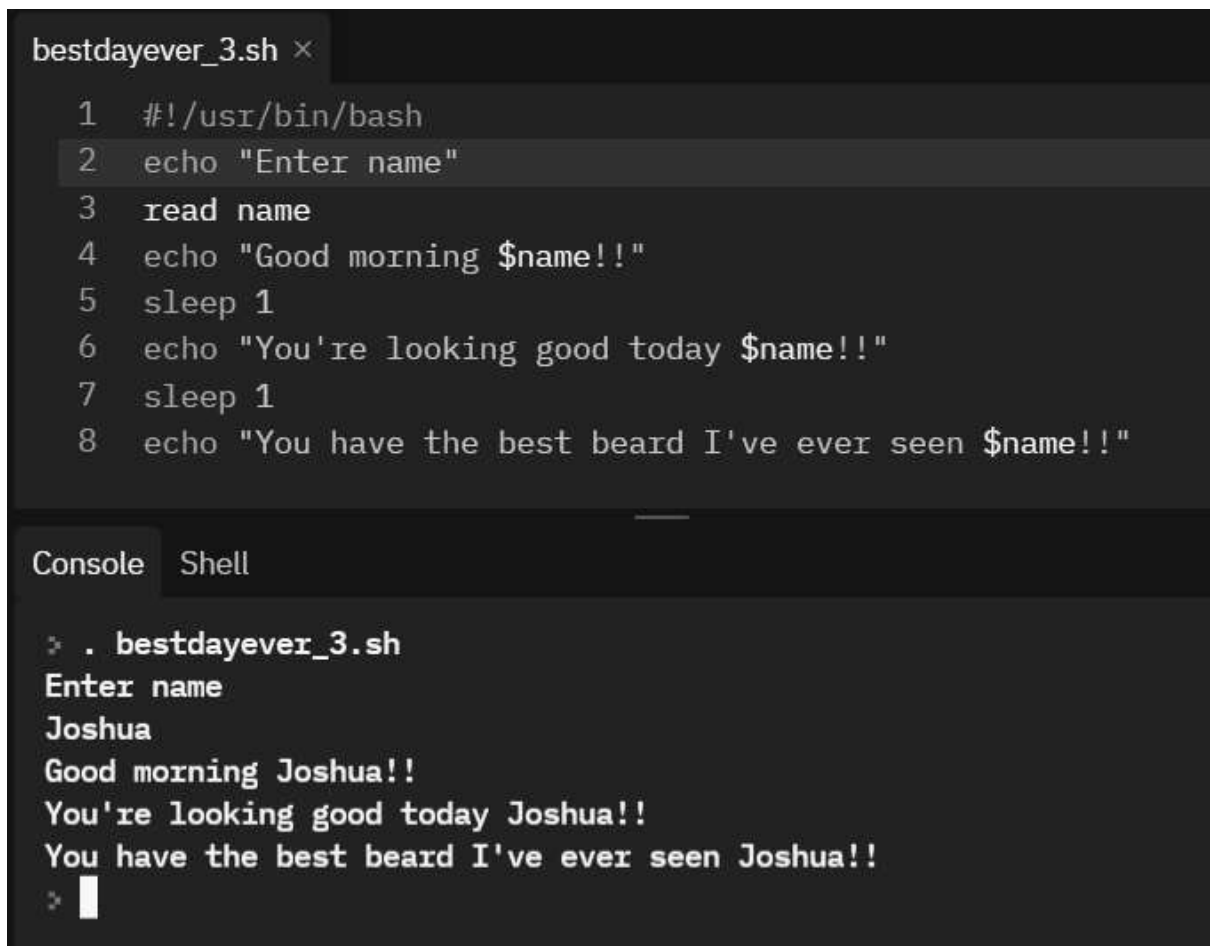
```
1 #!/usr/bin/bash
2 echo "Good morning $1!!"
3 sleep 1
4 echo "You're looking good today $1!!"
5 sleep 1
6 echo "You have the best beard I've ever seen $1!!"
```

Below the script, there is a "Console" tab showing the output of running the script with the argument "Ben":

```
> . bestdayever_2.sh Ben
Good morning Ben!!
You're looking good today Ben!!
You have the best beard I've ever seen Ben!!
> |
```

Figure 4: Chuck's script reading input (1)

7. Copy the file `bestdayever_1.sh` to `bestdayever_3.sh` before you change it.
8. Chuck shows another way to get the name variable set: with the command `read`.



```
bestdayever_3.sh ×
1  #!/usr/bin/bash
2  echo "Enter name"
3  read name
4  echo "Good morning $name!!"
5  sleep 1
6  echo "You're looking good today $name!!"
7  sleep 1
8  echo "You have the best beard I've ever seen $name!!"

Console  Shell

> . bestdayever_3.sh
Enter name
Joshua
Good morning Joshua!!
You're looking good today Joshua!!
You have the best beard I've ever seen Joshua!!
> █
```

Figure 5: Chuck's script reading input (2)

References

- Shotts, The Linux Command Line (2e), NoStarch Press (2019).
- DataCamp, Introduction to Bash Scripting (course).

Footnotes:

¹ In the wake of Microsoft and other vendors' decision to snuggle up to Linux, and the increased interest - partly politically motivated - to invest in cybersecurity.

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