Introduction to Shell Swipting -starts at 9:05 pm

Agenda
1. First script
2. Shebang
3. Script task
4. Environment Variables.
5. Comments
6. Wildcards
7. User Input
3. Control Structures
Bover Shell → /bin/11
Bowne Shell → /bin/sh Bowne Again Shell → /bin/bash.
V /
Shepana (Hash Bane)

#! -> specifying the interpreter.

#! / usr / vin / pyth on 3

#1 /path to interpretu.

Just/local/bin/python3.
problem if we don't know.
At 1 him leny outhon 3
Affluser/bin/env python3
\$PATH - : separated list of dividorie
irrectory!: directory 2: directory 3:
list uniont
first stript #1/bin/bash
echo" Hello World"
chmod +x stript-sh 700
chmod +x stript-sh 700
·/ + to execute. 759
<i></i>

export PATH = \$PATH: dir.

" : java/home
; - to sun multipe commands.
Task.
De viale a user
2 create a group.
(3) Assign the user to that group
(4) Print a Welcome nessage for the at
3) Assign the user to that group (4) Print a Welcome message for the of user when they login.
Break → 10:20 pm.
#!/bin/bash
useradd -m Vedant -s /bin/bash
groupadd developer
usermod -aG developer Vedant
echo ' echo "Welcome Vedant!"' >> /home/Vedant/.bashrc

-> single Line comment Multi-line commenty -> : 3,6 s / /#/ -> comment : 3,6 s / /#/ -> uncomment -> here doe. : < < delimitter : -> no-op command. : < 'END_COMMENT'
Multi line comments -> : 3,6 s / ^/#/ -> comment :3,6 s / ^#// -> uncomment -> here doe. : < < delimitter :
Multiline comments -> : 3,6 s / ^/#/ -> comment :3,6 s / ^#// -> uncomment -> here doe. : < < delimitter : -> no-op command.
→ : 3,6 s / 4 / / → comment :3,6 s / 4 / / → uncomment → here doe. : < < delimitter : 1 - no-op command.
→ : 3,6 s / 4 / / → comment :3,6 s / 4 / / → uncomment → here doe. : < < delimitter : 1 - no-op command.
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: << delimitter : -> no-op command.
· - no-op command.
· - no-op command.
' < C 'EKID COMMENT'
deli mitter
•
Wild Cords.
(i) # END_COMMENT
LNV_COMMENT
ls file *

mat ches all patients.
(2) (7
2) (J , s file [1-3]
3 2 matches only 1 character
ls file?
Is file? Brone Expansion.
down file 21.159
touch {a, b, c, d} file
-> Rules important while veating a variable.
1. A variable name can have letters, numbers, and underscores and is case-sensitive.
2. There should be no whitespace on either side of the assignment operator(=).
3. The variable name cannot have special characters. \$ @ !
4. The first character of the variable name cannot be a number
5. Variable names cannot be reserved words.(if,else,for)
6. Variable name cannot have whitespace in between.
o. Valiable hame cannot have writespace in between.
→ User Input
Lead

read - p " Some text " variable ceho "\$ variable" - date -s → silent (not printing the text)
etho -e "Hello in Vedant" - e - expressions. Control structure if for while (ase (switch) if ((andition); then Commande else commands if (condition); then (ommands

elif [condition]; then (omn cuds Else Comm Cends for i in 123 4 ... j do commands dono for i in 21..54; do Commands done while (aunt = 1 while [condution]; do Commands done

Case
Case & variable in
aprian!)
Commands
option2)
Commands
option3)
Command
—————————————————————————————————————
commands ii
LSQC
#!/bin/bash
read -p "Enter your choice" number
case \$number in
1)

	4	Case Scr	ipt
echo "You chose 1"			<i>I</i> -
"			
2)			
echo "You chose 2"			
	/		
,,))			
*)			
echo "You didnt choose 1 or 2"			
·· "			
esac			
#!/bin/bash			
#!/DIN/Dasn			
	For 109	A script	
for i in 1 2 3 4 5; do	100,000		
I II 6			
echo -e "\$i\n"			
done			