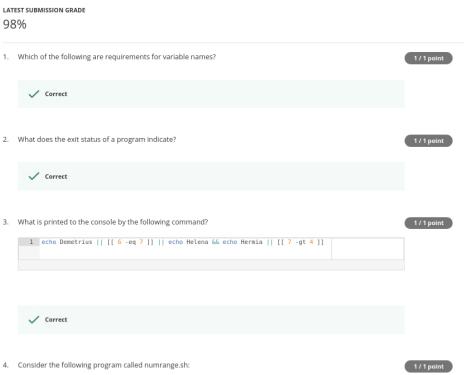




TO PASS 80% or higher

GRADE 98%

Bash Programming



```
1 #!/usr/bin/env bash
2 # File: numrange.sh
2 # File: numrange.sh

3 odd=$(echo "$1 % 2" | bc)

5 if [[ $odd -eq 0 ]]

7 then

8 status="even"

9 else

10 status="odd"

11 fi

12

13 if [[ $1 -gt 0 ]] && [[ $1 -lt 10 ]]

14 then

15 location="in"

16 else

17 location="out of"

18 fi

19

20 echo "This number is $status and $location range."
```

Which of the following is the result of commands below?

```
1 bash numrange.sh 6
2 bash numrange.sh 11
3 bash numrange.sh 400 10
```

```
✓ Correct
```

5. What is the result of the script below?

```
1 lab=(jeff roger brian)
2 lab[3]=sean
3 lab=("${lab[*]}" "${lab[*]}")
4 echo ${#lab[*]}
```

6. Consider the following program called reqseq.sh:

1/1 point

1 / 1 point

```
1 #:/usr/bin/env bash
2 # File: repseq.sh
       sequence=$(eval echo {$1..$2})

for i in $sequence
do
compute=$(echo "$i % $3" | bc)
result="$result $compute"
done
echo $result

     Which of the commands below would create the following output?
     1 120120120
         ✓ Correct
7. What's the purpose of the local keyword?
                                                                                                                                     1/1 point
         ✓ Correct
8. Which of the following are not part of the Unix Philosophy?
                                                                                                                                     0.8 / 1 point
         Incorrect
9. What actions are taken by the following commands?
                                                                                                                                     1 / 1 point
     1 chmod a+x my_program
2 chmod go-rw my_program
         ✓ Correct
10. What is one reason you might want to modify the PATH environmental variable?
                                                                                                                                     1 / 1 point
        ✓ Correct
```