

Shell Programming

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Overview

What

- ▶ POSIX shells provide full-featured programming languages in addition to executing what you tell them to
- ▶ Can use shell scripting constructs to automate some things
- ▶ Aided by small utility programs/commands
- ▶ Some commands are shell “builtins” instead of separate executables on disk



Overview

Why

- ▶ Convenience
 - ▶ Each line of a shell script is directly executed by the shell; it's easy to run a program and capture its output
- ▶ Portability: shell scripting can be treated as a lowest common denominator
 - ▶ Perl is everywhere but the differences between versions can be important
 - ▶ It was unpleasant to get Python 3 installed on Case's high performance computing cluster
 - ▶ In some environments a shell may be all you have (e.g. Linux `initrd` images)



Overview

How

- ▶ Bash provides many constructs common in other languages (if, while, for, case, functions, ...)
 - ▶ Bash's manpage is *huge*
 - ▶ Syntax in other shells (zsh, (t)csh) is usually not the same
- ▶ Variable assignment is straightforward (all strings though)
- ▶ Can make a file full of commands and run it with e.g. `bash script.sh`
- ▶ Pipes ("`|`") are your friend



Variables

Assignment, Usage

```
$ name=value
```

```
$ echo $name
```

```
value
```

```
$ path=/
```

```
$ ls $path
```

```
bin boot cdrom dev etc home lib media mnt opt ...
```

- ▶ “=” must directly follow the variable name in assignments
- ▶ Variables aren't visible in subprocesses unless you export
variable=value



Math

Arithmetic Expansion

- ▶ Math goes inside `$(())`

```
$ echo $((4 * 2 ** 30))
```

```
4294967296
```



Process Execution & Output

Command Substitution

- ▶ Run a program and obtain what's written to its standard output with `$(command)`
- ▶ Or use backticks: ``command``
- ▶ Backticks don't nest well (*i.e.* at all); I prefer `$()`

```
$ # Add current directory to PATH:
```

```
$ export PATH=$PATH:$(pwd)
```



Useful Programs

Unix systems ship with a *ton* of small useful programs

- ▶ `grep`: search for patterns in standard input or files, print matching lines to stdout
- ▶ `sed`: perform regex-defined substitutions on data from stdin; write to stdout
- ▶ `[` (a.k.a. `test`): perform various checks on files or strings
 - ▶ This is an actual executable that's often in `/usr/bin`, but it's also a shell builtin
- ▶ `head`, `tail`: print first/last n lines of input
- ▶ `sort`: sorts input



Useful Programs

Many commands are built in to bash

- ▶ `unset`: remove a variable assignment
- ▶ `trap`: intercept signals; run a command when the signal is received
- ▶ `read`: read from standard input, store result(s) in variable(s)



Return Codes, Boolean Evaluation

Central concept: *return codes*

- ▶ Programs return a value after execution
- ▶ Convention: 0 means success, nonzero means failure

Conditional execution (basics)

- ▶ Run a second command iff the first one succeeds: `command && echo "command succeeded"`
- ▶ Run a second command iff the first one fails: `command || echo "command failed"`



Conditional Execution

Semantics aren't surprising

```
if condition; then
    # do things
elif condition; then
    # do other things
else
    # different things
fi
```

- Check if a string is empty:

```
$ if [ -z $var ]; then echo "unset"; fi
unset
```



while loops

Repeated if

```
while condition; do  
    # things  
done
```

- Run something every 2 seconds:

```
while [ 1 ]; do  
    command  
    sleep 2  
done
```



for loops

Not the same as C

```
for name in sequence; do
    echo $name # or do something more useful
done
```

- Convert all JPEGs to PNGs:

```
$ for f in *.jpg; do
> convert $f $(echo $f | sed 's/jpg/png/')
> done
```



Something that I do reasonably often

```
# mount /dev/sda1 /mnt/btrfs
# cd /mnt/btrfs/snapshots
# root_count=$((ls -d root* | wc -l) - 1)
# home_count=$((ls -d home* | wc -l) - 1)
# for f in $(ls -d root* | head -n $root_count;
> ls -d home* | head -n $home_count); do
> btrfs subvolume delete $f; done
# cd
# umount /mnt/btrfs
```



case

Check input against repeated patterns

```
case $value in
  0)
    do_if_0
    ;;
  1|2)
    do_if_1_or_2
    ;;
  *)
    do_otherwise
    ;;
esac
```

- There are options other than
;; for ending each case;
check bash manpage for
details



Functions

No explicit arguments

```
func_name()  
{  
    do_thing $1  
    do_other_thing $@  
}
```

- ▶ Access function arguments through numbered variables \$1, \$2, ... or special variables \$@ or \$*
- ▶ Call with e.g. `func_name arg1 arg2`

