CMSC 257 Assignment 1: Sample Unix Shell Script

Write a shell script to archive and unarchive files. The Linux tar command should be the core of this shell script.   Your script should be interactive.

For archiving, it should prompt for a source directory and ask for either a list of files in that directory to be archived or everything in that directory. The archive files could be the names of the files or just *.c (suffix).

For unarchiving (i.e. extract), your script should ask for target directory for the archived files to be extracted.

Both the archive and the extract should prompt for tar options in plain language. Anytime a user specifies a "**:q**", the script should exit.

Example:
Archive/Extract command:
> **vcutar** <call type>   call type is either "archive" or "extract"

Example of archive:

>vcutar archive
   v – show the progress of archive file,
   t – viewing content of archive file.
   j – filter archive through bzip2.
   z – filter archive through gzip.
   r – append or update files or directories to existing archive file.

vcutar options>

File or directory to archive. ":q" to exit – ":a" to archive directory, list of files or file

vcudirctory> *<directory>*   (* if current directory)

vcufile> *<file(s)>*   (specify filename or masking - * for all files, *.c for all c source files or specific filenames. :a to archive or :q to quit) This prompt will loop collecting filenames until :a or :q is entered

 Name of archive file:

vcuarchive> *<archive filename>*

Example of extract:

>vcutar extract

name of archive file

vcutar archive>

target directory to extract archive file

vcufile> <file or directory>

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>vcutar view

name of archive file

vcutar archive>

<displayed contents of tar file>

Interactive vs Batch
- Interactive
  - User types commands in, hits return to invoke them
- Batch
  - shell reads from an input file
- What is the difference?
  - where the commands come from
- You need to implement the Interactive shell model.