

Due date: 3/30/2020. (See instructions for deliveries below)

Objective: understand different shell functionalities and how one can add features to the shell.

In the last assignment you were asked to write the framework for our unix shell (called *msh*). Now that we have a basic shell we want to add several features:

Here is the general battle plan:

- 1) Your shell is to allow for inputting multiple commands separated by “;”
e.g., *ls ; ps* will execute first *ls* then *ps*.
- 2) Your shell is to read input from a file called *mshrc* one line at a time and execute each line as a command.
- 3) Implement aliasing, i.e. define an alias and undefine it. If you don't know the unix syntax for aliases, go and find out.
- 4) Implement the feature to expend the *PATH* variable, i.e., logically this should implement *New PATH = Old PATH + local path extension*. This should be bash-compatible in syntax, e.g., *export PATH=\$PATH:/usr/local/foo*
- 5) Implement a "history" mechanism, which will allow to display the last 20 shell commands (including duplicate commands and those that actually were unsuccessful).
 - a. Typing *history* should display the entire history (but not more than 20 lines), while the numbers increment (i.e., the numbers are not bound by 20).
 - b. Typing *!!* should re-execute the last command.
 - c. You should be able to recall commands by number, e.g., *!413* will re-execute the command line 413 (stored in your 20 item history).
- 6) Using the history mechanism in item 5) implement using the up and down arrow to scroll through history. Hitting return should execute the history command currently visible.
- 7) Implement piping. For example, *ls -al | more* will pipe the output of *ls* to *more*.

Deliverables: You need to turn in:

- 1) The assignment sheet with your name as a **cover sheet**.
- 2) The hardcopy of your well documented code.
- 3) A tar file called **CS240-Ass3.tar** (turned in via the *cscheckin* utility) containing
 - a. All files necessary to test your shell.
 - b. A text file called *ReadMe*, that states how to compile and run your shell