

C O N T E N T S

About the Authors vii Preface viii PART ONE-Shell for the Novice 1 1. The Power of Shell 3 Why Shell? What's in It for Me? 6 Shell Simplicity The UNIX Shells 8 When to Use the Shell 12 Productivity and the Shell 13 2. UNIX Basics 16 What Is UNIX? The UNIX Kernel 16 **UNIX Files** 17 20 Logging In The Graphical User Interface (GUI) 24 30 Summary Exercises 31 3. Shell Fundamentals 33 Command Syntax 33 Metacharacters and Filename Generation 39 Regular Expressions 49 59 **Filters** 61 Input/Output Redirection 64 Pipes 67 Summary Exercises 68

4. Shell Commands 69	
File and Directory Commands 70	
Selection Commands 82	
Combining and Ordering Commands 88	
Transformers and Translators 93	
Printing 98	
Security 101 Built-In Commands 104	
Duiti-in Communes	
Summary 110	
Exercises 111	
E Chall Decisions and Repetitions 113	
5. Shell Decisions and Repetitions	
Shell Variables 114	
Inspiring Quotes 126	
Test 132	
Expr 135	
Sequential Control Structures 138	
Looping Commands 144	
Summary 154	
Exercises 155	
6. Shell Programming 157 Interactive Shell Usage 157 Command History and Editing 165 Foreground and Background Procedures 178 Interactive Shell Summary 183 When to Create Shell Programs 183 Creating Shell Programs 184 How the Shell Finds Commands 199 Shell Programming 203 Summary 216 Exercises 217	
PART TWO—Shell Programming for the User	219
7. User Shell Programming 221	
The Shell Relational Database 223	
Data Input 227	
Database Update 240	
Data Selection 244	
Reporting 249	
System Interfaces 250 Working with News	
Working with Numbers 252 Summary 260	
Summary 260 Exercises 260	
Exercises 260	

	Cont
8. Structuring Shell Programs 26	1
Shell Functions 262	
Good Program Structure 272	
Designing Reusable Functions 273	
Recursive Functions 274	
Summary 277 Exercises 277	
Exercises 277	
9. Internet and the Shell 279	
HTML (Hypertext Markup Language)	280
CGI (Common Gateway Interface) Progra	amming 284
Security 295	
Summary 295	
Exercises 296	
10. C Shell 297	
Setting Up Your C Shell Environment	208
C Shell Commands 300	298
Redirection Using C Shell 302	
Control Structures 303	
History 308	
Job Control 309	
Summary 309	
CARL STREET, S	
PART THREE—Shell Programming fo	r the Power User 311
d Parid Protestantan and Pro-	
11. Rapid Prototyping and Reuse	313
Benefits of Prototyping 314	
Rapid Prototyping 316	
Rapid Evolution Metaphors 319	
tapid Prototyping Process 321	
oftware Evolution 323	
nnovation 324	
ision 329	
ecommendations 332	
euse 332	
xercise 347	
ACICISC 547	
2. Shell for Programmers 349	
Language Programming 350	
mpiling 353	
eating and Maintaining Libraries: ar	358
esting sing walling libratics, at	
eting and Debugging 359	and the second

Change Control and Configuration Management 367 Summary 369 The Shell Innovator 371 Systems Integration 373 Strategic Information Systems 376 Rapid Prototyping 381 Tools for Strategic System Development Development and Maintenance Tools 383 Shell Tools 386 389 Unimaginable Systems 389 Summary 390 Exercises 14. Shell Mastery 391 Reliability 392 396 Maintainability 399 Reusability Efficiency 400 Portability 402 Usability 403 Summary 406 Exercises 406 15. The UNIX System Administrator 407 Administration Duties 408 Administrative Directories and Files 408 Daily Administration 411 Routine Maintenance 415 Diagnose and Fix Problems 417 Ensure System Security 418 Provide User Assistance 420 Summary 421 Exercises 421 Appendixes A. Reusable Shell Code 423 B. C Language Prototype 425 C. Makefile Prototype 427 D. Shell Syntax 429 E. Shell Built-in Commands Reference 433 F. Sed Reference 489 G. Awk Reference 497 Bibliography 509

Index

513

363