## 7. homework assignment; part 2, JAVA, Academic year 2014/2015; FER

## Problem 3.

The Maven coordinates for your solution of this problem are: groupId

hr.fer.zemris.java.studentVASJMBAG.hw07, artifactId myshell. In your pom.xml you don't have to have the exec:exec support. Write a command line program Myshell and put it in package hr.fer.zemris.java.tecaj.hw07.shell. When started, your program should write a greeting message to user (Welcome to Myshell v 1.0), write a prompt symbol and wait for the user to enter a command. The command can span across multiple lines. However, each line that is not the last line of command must end with a special symbol that is used to inform the shell that more lines as expected. We will refer to these symbols as PROMPTSYMBOL and MORELINESSYMBOL. For each line that is part of multi-line command (except for the first one) a shell must write MULTILINESYMBOL at the beginning followed by a single whitespace. Your shell must provide a command symbol that can be used to change these symbols. See example (classpath is omitted; set as appropriate):

```
C:\Users> java hr.fer.zemris.java.tecaj.hw07.shell.MyShell
Welcome to MyShell v 1.0
> symbol PROMPT
Symbol for PROMPT is '>'
> symbol PROMPT #
Symbol for PROMPT changed from '>' to '#'
# symbol \
| MORELINES \
Symbol for MORELINES changed from '\' to '!'
# symbol !
| MORELINES
Symbol for MORELINES is '!'
# symbol MULTILINE
Symbol for MULTILINE is '|'
# exit
C:\Users>
```

In order to make your shell usable, you must provide following built-in commands: charsets, cat, ls, tree, copy, mkdir, hexdump.

Command charsets takes no arguments and lists names of supported charsets for your Java platform (see Charset.availableCharsets()). A single charset name is written per line.

Command cat takes one or two arguments. The first argument is path to some file and is mandatory. The second argument is charset name that should be used to interpret chars from bytes. If not provided, a default platform charset should be used (see <code>java.nio.charset.Charset class</code> for details). This command opens given file and writes its content to console.

Command 1s takes a single argument – directory – and writes a directory listing (not recursive). Output should be formatted as in following example.

```
-rw- 53412 2009-03-15 12:59:31 azuriraj.ZIP

drwx 4096 2011-06-08 12:59:31 b

drwx 4096 2011-09-19 12:59:31 backup

-rw- 17345597 2009-02-18 12:59:31 backup-ferko-20090218.tgz

drwx 4096 2008-11-09 12:59:31 beskonacno
```

The output consists of 4 columns. First column indicates if current object is directory (d), readable (x), writable (w) and executable (x). Second column contains object size in bytes that is right aligned and occupies 10 characters. Follows file creation date/time and finally file name.

To obtain file attributes (such as creation date/time), see the following snippet.

The tree command expects a single argument: directory name and prints a tree (just as you did in lecture class, use same formatting).

The <code>copy</code> command expects two arguments: source file name and destination file name (i.e. paths and names). Is destination file exists, you should ask user is it allowed to overwrite it. Your <code>copy</code> command must work only with files (no directories). If the second argument is directory, you should assume that user wants to copy the original file in that directory using the original file name. You must implement copying yourself: you are not allowed to simply call copy methods from <code>Files</code> class.

The mkdir command takes a single argument: directory name, and creates the appropriate directory structure.

Finally, the hexdump command expects a single argument: file name, and produces hex-output as illustrated below. On the right side of the image only a standard subset of characters is shown; for all other characters a '.' is printed instead (i.e. replace all bytes whose value is less than 32 or greater than 127 with '.').

```
00000000: 31 2E 20 4F 62 6A 65 63|74 53 74 61 63 6B 20 69 | 1. ObjectStack i 00000010: 6D 70 6C 65 6D 65 6E 74|61 63 69 6A 61 0D 0A 32 | mplementacija..2 00000020: 2E 20 4D 6F 64 65 6C 2D|4C 69 73 74 65 6E 65 72 | . Model-Listener 00000030: 20 69 6D 70 6C 65 6D 65|6E 74 61 63 69 6A 61 0D | implementacija. 00000040: 0A | .
```

If user provides invalid or wrong argument for any of commands (i.e. user provides directory name for hexdump command), appropriate message should be written and your shell should be prepared to accept a new command from user. Shell terminates when user gives exit command.

How should you organize your code? Start by defining an interface Environment:

```
String readLine() throws IOException;
String write(String text) throws IOException;
String writeln(String text) throws IOException;
Iterable<ShellCommand> commands();
Character getMultilineSymbol();
void setMultilineSymbol(Character symbol);
Character getPromptSymbol();
void setPromptSymbol(Character symbol);
Character getMorelinesSymbol();
void setMorelinesSymbol(Character symbol);
```

This is an abstraction which will be passed to each defined command. The each implemented communicates with user (reads user input and writes response) only through this interface.

Define an interface ShellCommand that has following methods:

```
ShellStatus executeCommand(Environment env, String arguments);
String getCommandName();
List<String> getCommandDescription();
```

The second argument of method executeCommand is a single string which represents everything that user entered AFTER the command name. It is expected that in case of multiline input, the shell has already concatenated all lines into a single line and removed MORELINES symbol from line endings (before concatenation). This way, the command will always get a single line with arguments. Method getCommandName() returns the name of the command while getCommandDescription() returns a description (usage instructions); since the description can span more than one line, a read-only List must be used (either create read-only List decorator or check class Collections).

Implement the help command. If started with no arguments, it must list names of all supported commands. If started with single argument, it must print name and the description of selected command (or print appropriate error message if no such command exists).

```
ShellStatus should be enumeration {CONTINUE, TERMINATE}.
```

Implement each shell command as a class that implements ShellCommand interface. During shell startup, build a map of supported commands:

```
Map<String, ShellCommand> commands = ...;
commands.put("exit", new ExitShellCommand());
commands.put("ls", new LsShellCommand());
...
```

Then implement the shell as given by following pseudocode:

```
build environment
repeat {
    l = readLineOrLines
    String commandName = extract from l
    String arguments = extract from l
    command = commands.get(commandName)
    status = command.executeCommand(environment, arguments)
} until status!=TERMINATE
```

*Note:* the responsibility for argument splitting is on the commands themselves. Theoretically, each

command can define a different way how the splitting of its arguments must be done. This, however, does not mean that you must duplicate this functionality in all commands. Commands can use shared utility classes. In command where a file-path is expected, you must support quotes to allow paths with spaces (such as "Documents and Settings"). In order to do so, if argument starts with quotation, you must support during parsing \" as escape sequence representing " as regular character (and not string end). Additionally, a sequence \\ should be treated as single \. Every other situation in which after \ follows anything but " and \ should be literally copied as two characters, so that you can write "C:\Documents and Settings\Users\javko". Also, the simbol for MORELINES has only a special meaning if it is the last character in line.

Place command implementations into subpackage.