

✎ Module 5 - Assignment

Problem Statement:

You work for xyz organization. Your organization uses a UNIX/Linux based server.

You have been asked to:

1. Create 2 shell script files — `one.sh` and `two.sh`
2. In `one.sh`, create a code which involves looping statements, Conditional statements and 3 functions
3. In `two.sh`, create a Case..esac statement in which first option runs the first function, 2nd option runs 2nd function and 3rd option runs the third function

1. Creating script `one.sh` containing a loop, a conditional statement, and three functions.

```
nano one.sh
```

The contents:

```
#!/bin/bash

# Function to greet
greet() {
    echo "Hello, $1"
}

# Function to calculate square of a number
square() {
    echo "Square of $1 is $((($1 * $1))"
}

# Function to check if a number is even or odd
check_even_odd() {
    if [ $((($1 % 2)) -eq 0 ]; then
        echo "$1 is even"
    else
        echo "$1 is odd"
    fi
}

# Loop to call functions
for i in 1 2 3; do
    if [ $i -eq 1 ]; then
```

```
greet "User"
elif [ $i -eq 2 ]; then
    square 4
elif [ $i -eq 3 ]; then
    check_even_odd 5
fi
done
```

Making script executable:

```
chmod +x one.sh
```

Testing one.sh

```
vagrant@ubuntu-bionic:~$ nano one.sh
vagrant@ubuntu-bionic:~$ chmod +x one.sh
vagrant@ubuntu-bionic:~$ ./one.sh
Hello, User
Square of 4 is 16
5 is odd
vagrant@ubuntu-bionic:~$
```

2. Creating script `two.sh` containing a `case..esac` statement to call the functions defined in `one.sh`.

```
nano two.sh
```

The contents:

```
#!/bin/bash

# Source the functions from one.sh
source ./one.sh

# Menu for case..esac
echo "Choose an option:"
echo "1. Greet User"
echo "2. Square a number"
echo "3. Check if a number is even or odd"

read choice

# Case..esac statement
case $choice in
    1)
        greet "User"
        ;;
    2)
        square 4
```

```
;;  
3)  
    check_even_odd 5  
    ;;  
*)  
    echo "Invalid choice"  
    ;;  
esac
```

Making script executable:

```
chmod +x two.sh
```

Testing two.sh

```
vagrant@ubuntu-bionic:~$ ./two.sh  
Hello, User  
Square of 4 is 16  
5 is odd  
Choose an option:  
1. Greet User  
2. Square a number  
3. Check if a number is even or odd  
2  
Square of 4 is 16  
vagrant@ubuntu-bionic:~$
```

Executing two.sh also executes one.sh that's why we see its output at the beginning. Then we see the output of two.sh which prompts us to pick an option, I picked 2 which triggered function square