

<https://github.com/hpcleuven/Linux-scripting>



# Linux scripting

Mag Selwa

ICTS Leuven



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# Overview

- I/O, pipes, redirections
- Scripts (bash)
- Variables and quotes
- Expressions
- Loops
- Arrays
- Some useful commands/features

# Input and Output

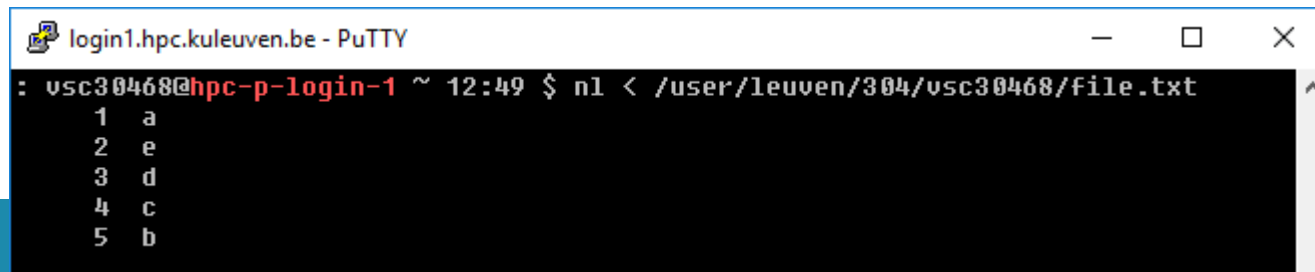
- Programs and commands can contain an input and output. These are called 'streams'. UNIX programming is oftentimes stream based.
- STDIN – 'standard input,' or input from the keyboard
- SDTOUT – 'standard output,' or output to the screen
- STDERR – 'standard error,' error output which is sent to the screen.

# File Redirection

- Often we want to save output (stdout) from a program to a file. This can be done with the 'redirection' operator.
  - **myprogram** > *myfile* – using the '>' operator we redirect the output from **myprogram** to file *myfile*
- Similarly, we can append the output to a file instead of rewriting it with a double '>>'
  - **myprogram** >> *myfile* – using the '>' operator we append the output from **myprogram** to file *myfile*

# Input Redirection

- Input can also be given to a command from a file instead of typing it to the screen, which would be impractical.
  - **mycommand** < *programinput* – using the ‘<’ operator we redirect the input from the file *programinput* to **mycommand**
  - *programinput* is printed to stdout, which is redirected to a command **mycommand**.
  - Not all commands read standard input (ls, date, who, pwd, cd, ps, ...)



A screenshot of a PuTTY terminal window titled 'login1.hpc.kuleuven.be - PuTTY'. The terminal shows a command prompt where the user has entered 'nl < /user/leuven/304/vsc30468/file.txt'. The output of the command is displayed as a numbered list:

```
1 a
2 e
3 d
4 c
5 b
```

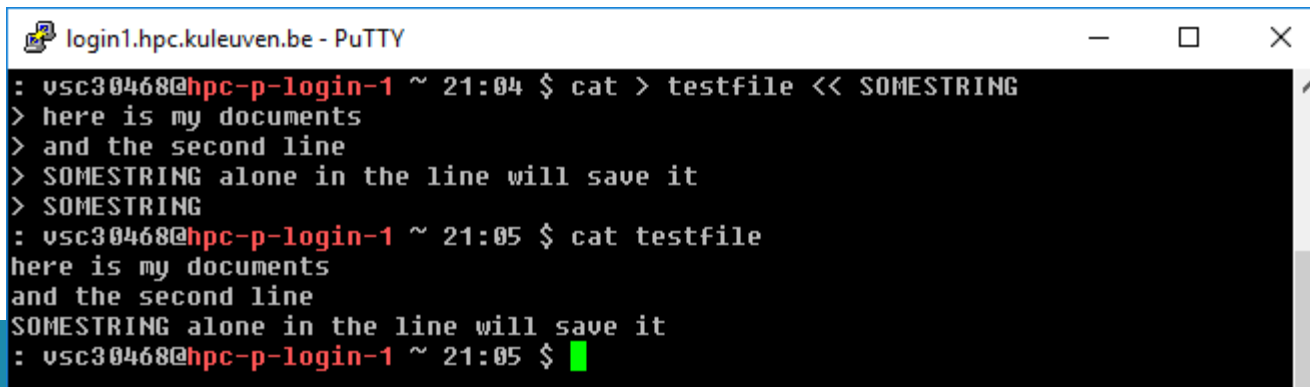
# Redirecting stderr

- Performing a normal redirection will not redirect stderr. In Bash, this can be accomplished with '2>'
  - **command** 2> *file1*
- Or, one can merge stderr to stdout (most popular) with '2>&1'
  - **command** > *file* 2>&1

# Redirecting: here docs and here strings

- ‘Here docs’ are files created inline in the shell.
- The ‘trick’ is simple. Define a closing word, and the lines between that word and when it appears alone on a line become a file.
- Notice that:
  - the string could be included in the file if it was not ‘alone’ on the line
  - the string SOMEENDSTRING is more normally END, but that is just convention
- Lesser known is the ‘here string’:

```
$ cat > testfile <<< 'This file has one line'
```



```
login1.hpc.kuleuven.be - PuTTY
vsc30468@hpc-p-login-1 ~ 21:04 $ cat > testfile << SOMESTRING
> here is my documents
> and the second line
> SOMESTRING alone in the line will save it
> SOMESTRING
vsc30468@hpc-p-login-1 ~ 21:05 $ cat testfile
here is my documents
and the second line
SOMESTRING alone in the line will save it
vsc30468@hpc-p-login-1 ~ 21:05 $
```

# Pipes

- Using a pipe operator '|' commands can be linked together. The pipe will link the standard output from one command to the standard input of another.
- Very helpful for searching files
- e.g. when we want to list the files, but only the ones that contain test in their name:

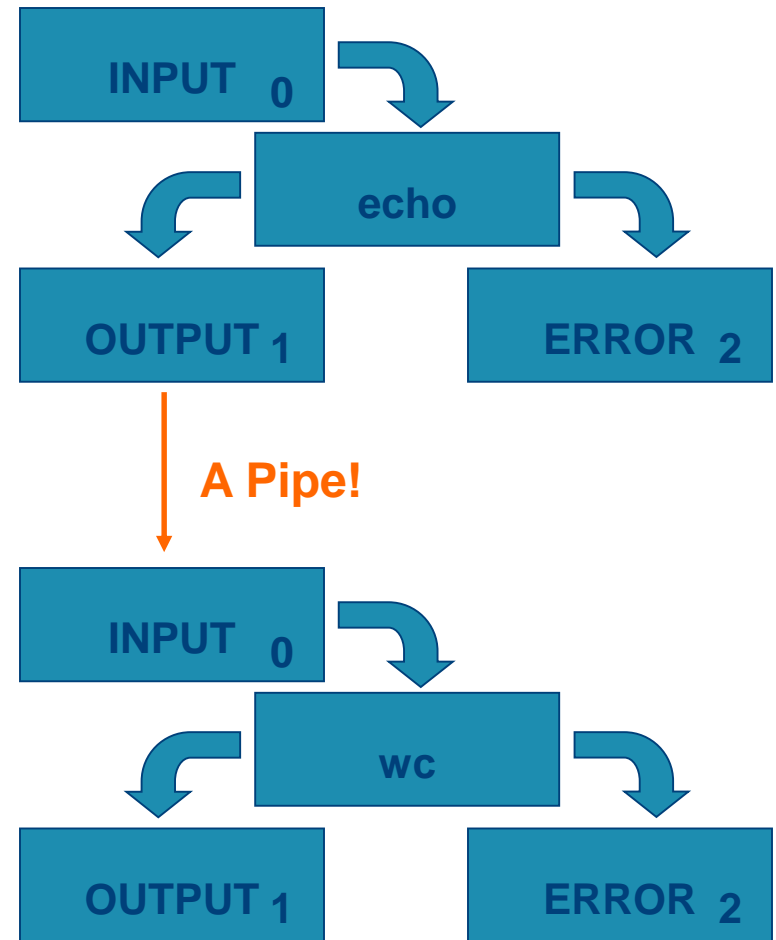
```
ls -la|grep test
```



# Pipes

- Lots of Little Tools

```
echo "Hello" | \
wc -c
```



# Bash scripts



# To Script or not to Script

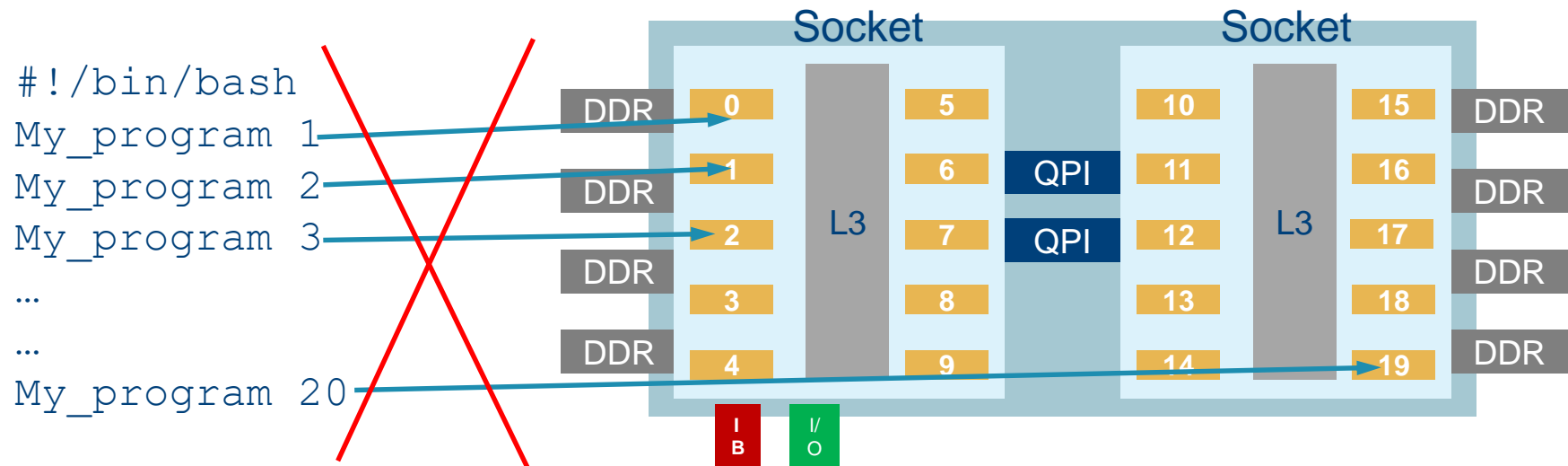
- Pros
  - File processing
  - Glue together compelling, customized testing utilities
  - Create powerful, tailor-made manufacturing tools
  - Cross-platform support
  - Custom testing and debugging
- Cons
  - Performance slowdown
  - Accurate scientific computing

# So Many Commands...

- Unix has a lot of commands, but there is no way it has everything
- What do you do if no command exists that does what you want?
  - Build it yourself!
  - The shell itself is actually a programming language
  - A shell program consists of a sequential list of commands
  - Think of it as a listing of programs to run in order (interpreted language)

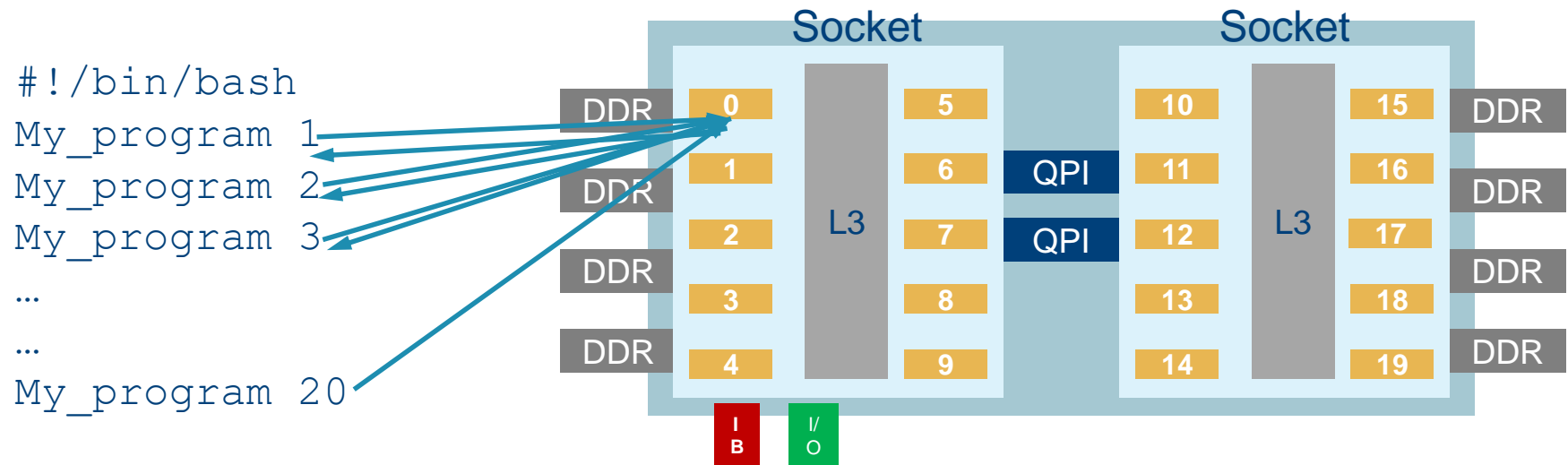
# Sequential...

- A shell program consists of a sequential list of commands
- -> bash script on HPC cluster will run sequentially



# Sequential...

- A shell program consists of a sequential list of commands
- -> bash script on HPC cluster will run sequentially



# When Not to Use

- Resource-intensive tasks, especially where speed is a factor (sorting, hashing, etc.)
- Procedures involving heavy-duty math operations, especially floating point arithmetic arbitrary precision calculations, or complex numbers
- Cross-platform portability required
- Complex applications, where structured programming is a necessity (need type-checking of variables, function prototypes, etc.)
- Project consists of subcomponents with interlocking dependencies
- Extensive file operations required (Bash is limited to serial file access, and that only in a particularly clumsy and inefficient line-by-line fashion)
- Need native support for multi-dimensional arrays or data structures, such as linked lists or trees
- Need to generate or manipulate graphics or GUIs
- Need direct access to system hardware or port or socket I/O

# First Thing: Comments

- A comment in a shell script is started with the # symbol
- Example:
  - `# This is a comment`
- Comments are not processed and are only there to help people read your program
- Use them to explain your code



# Using the Shell

## In a file

We can execute those commands in the order in which they appear in the file:

```
$ bash newscript
```

```
$ source newscript
```

```
$ . newscript
```

# Using the Shell

As a shell script

BUT we can take the last step and start to create self-contained scripts that run on their own.

We will need to do two things:

1. Specify the CLI to use, and
2. Make our file executable

# The “Shebang”

To specify that a file is to become a shell script you specify the interpreter like this at the very start of the file:

```
#!/bin/bash
```

(or `#!/usr/bin/perl` or ...)

This is known as the “Shebang” (`#!`).

# What's Next?

Now let's create a very simple shell script. This will simply echo back what you enter on the command line:

```
#!/bin/bash  
echo Hello
```

Enter this in a file `new.sh`, then do:

```
$ chmod 755 new.sh
```

or

```
$ chmod u+x new.sh
```

To run the script do:

```
$ ./new.sh
```

# chmod: changing permissions

- Permissions allow you to share files or directories or to lock them down to be private.
- `$ chmod (change mode)`
- `$ chmod <permissions> <files>`  
2 formats for permissions:
  - octal format (3 digit octal form)
  - symbolic format

# chmod: changing permissions

- octal format (abc):

$a, b, c = r*4 + w*2 + x*1$  (r, w, x: booleans)

- 0 none ---
- 1 execute-only --x
- 2 write -w-
- 3 execute and write -wx
- 4 read-only r-
- 5 read and execute r-x
- 6 read and write rw-
- 7 read, write, and execute rwx

- `$ chmod 644 <file>`  
(rw for u, r for g and o)

660 : 110 110 000

⇒ rw- rw- ---

545 : 101 100 101

⇒ r-x r-- r-x

# chmod: changing permissions

- **symbolic format:**

- \$ `chmod go+r`: add read permissions to group and others.

- \$ `chmod u-w`: remove write permissions from user.

- \$ `chmod a-x`: (a: all) remove execute permission from all.

- \$ `chmod u+rwx g+r`: add all permissions for the user, read permissions to group and none to the others.

- \$ `chmod 740`

# Shell scripts

- Shell scripts are “programs” that are completely uncompiled, but read and executed by the shell line by line.
- Typically end in .sh
- Must be chmod’ed executable.
- Start with a “shebang” – tells the shell what to use to interpret it.  
e.g.,
  - `#!/bin/bash` for a bash script.

Otherwise it can be called as

```
$ bash newscript
```

Easy hello world program:

```
#!/bin/bash  
echo "Hello World"
```



# Return Values And exit

- Every program and shell returns an integer value (exit status) to indicate success or failure (mainly of the last command)
- Used to inform other programs how things went
- 0 = Success
- Any other number = Failure (different type)

# Key concepts

- Upon exiting, every command returns an integer to its parent called a return value.
- The shell variable `$?` expands to the return value of previously executed command (e.g. 0 when success).

compare:

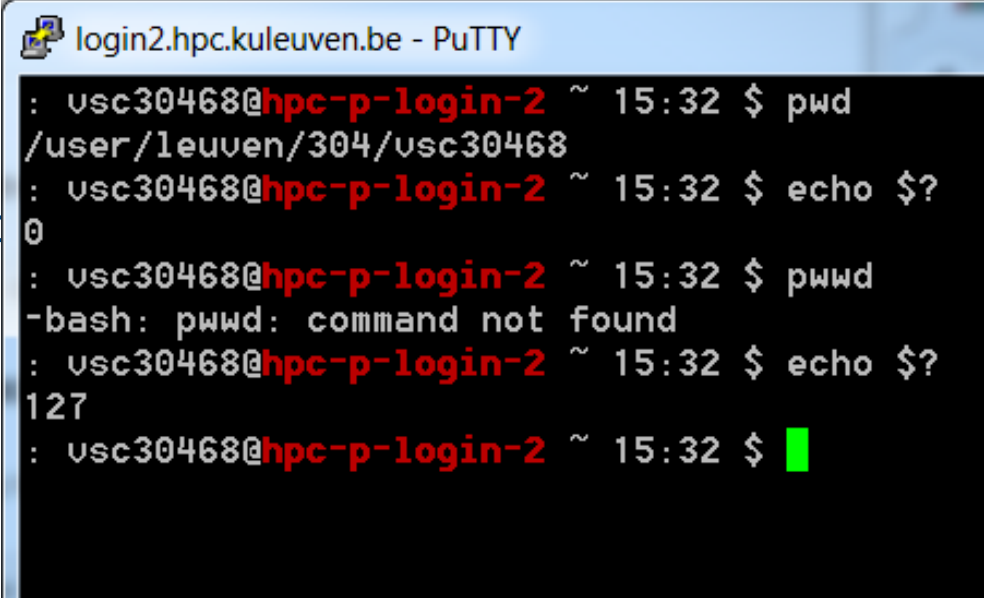
```
$ pwd
```

```
$ echo $?
```

with

```
$ pwwd (does not exist, mistyped)
```

```
$ echo $?
```



```
login2.hpc.kuleuven.be - PuTTY
: usc30468@hpc-p-login-2 ~ 15:32 $ pwd
/user/leuven/304/usc30468
: usc30468@hpc-p-login-2 ~ 15:32 $ echo $?
0
: usc30468@hpc-p-login-2 ~ 15:32 $ pwwd
-bash: pwwd: command not found
: usc30468@hpc-p-login-2 ~ 15:32 $ echo $?
127
: usc30468@hpc-p-login-2 ~ 15:32 $
```

# Exit Status

- \$?
- 0 is True

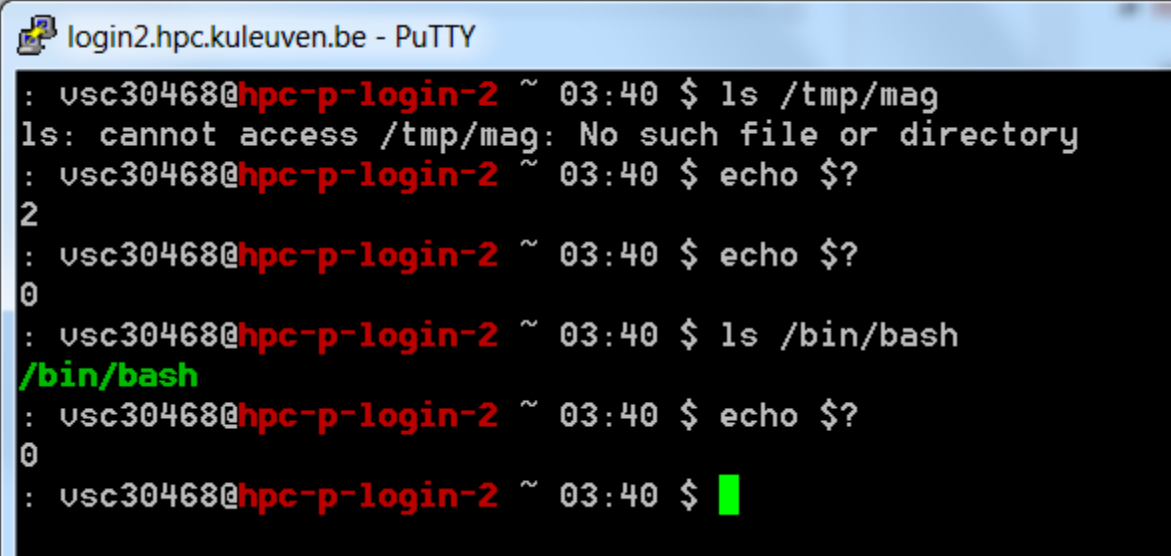
```
$ ls /does/not/exist
```

```
$ echo $?
```

```
1
```

```
$ echo $?
```

```
0
```



```
login2.hpc.kuleuven.be - PuTTY
: usc30468@hpc-p-login-2 ~ 03:40 $ ls /tmp/mag
ls: cannot access /tmp/mag: No such file or directory
: usc30468@hpc-p-login-2 ~ 03:40 $ echo $?
1
: usc30468@hpc-p-login-2 ~ 03:40 $ echo $?
0
: usc30468@hpc-p-login-2 ~ 03:40 $ ls /bin/bash
/bin/bash
: usc30468@hpc-p-login-2 ~ 03:40 $ echo $?
0
: usc30468@hpc-p-login-2 ~ 03:40 $ █
```

# Reserved exit codes

Exit Code Number	Meaning	Example	Comments
1	Catchall for general errors	let "var1 = 1/0"	Miscellaneous errors, such as "divide by zero" and other impermissible operations
2	Misuse of shell builtins (according to Bash documentation)	empty_function() {}	Missing keyword or command, or permission problem (and <i>diff</i> return code on a failed binary file comparison).
126	Command invoked cannot execute	/dev/null	Permission problem or command is not an executable
127	"command not found"	illegal_command	Possible problem with \$PATH or a typo
128	Invalid argument to exit	exit 3.14159	<b>exit</b> takes only integer args in the range 0 - 255 (see first footnote)
128+n	Fatal error signal "n"	kill -9 \$PPID of script	<b>\$?</b> returns 137 (128 + 9)
130	Script terminated by Control-C	Ctl-C	Control-C is fatal error signal 2, (130 = 128 + 2, see above)
255*	Exit status out of range	exit -1	<b>exit</b> takes only integer args in the range 0 – 255. An exit value greater than 255 returns an exit code modulo 256. For example, <i>exit 3809</i> gives an exit code of 225 (3809 % 256 = 225).

# Variables

- In order to hold values, variables are supported
- Any combination of letters, numbers, and \_
  - Must start with a letter or \_
- Case sensitive
  - D and d are two separate variables
- Different from filenames concept!

# Setting And Using Variables

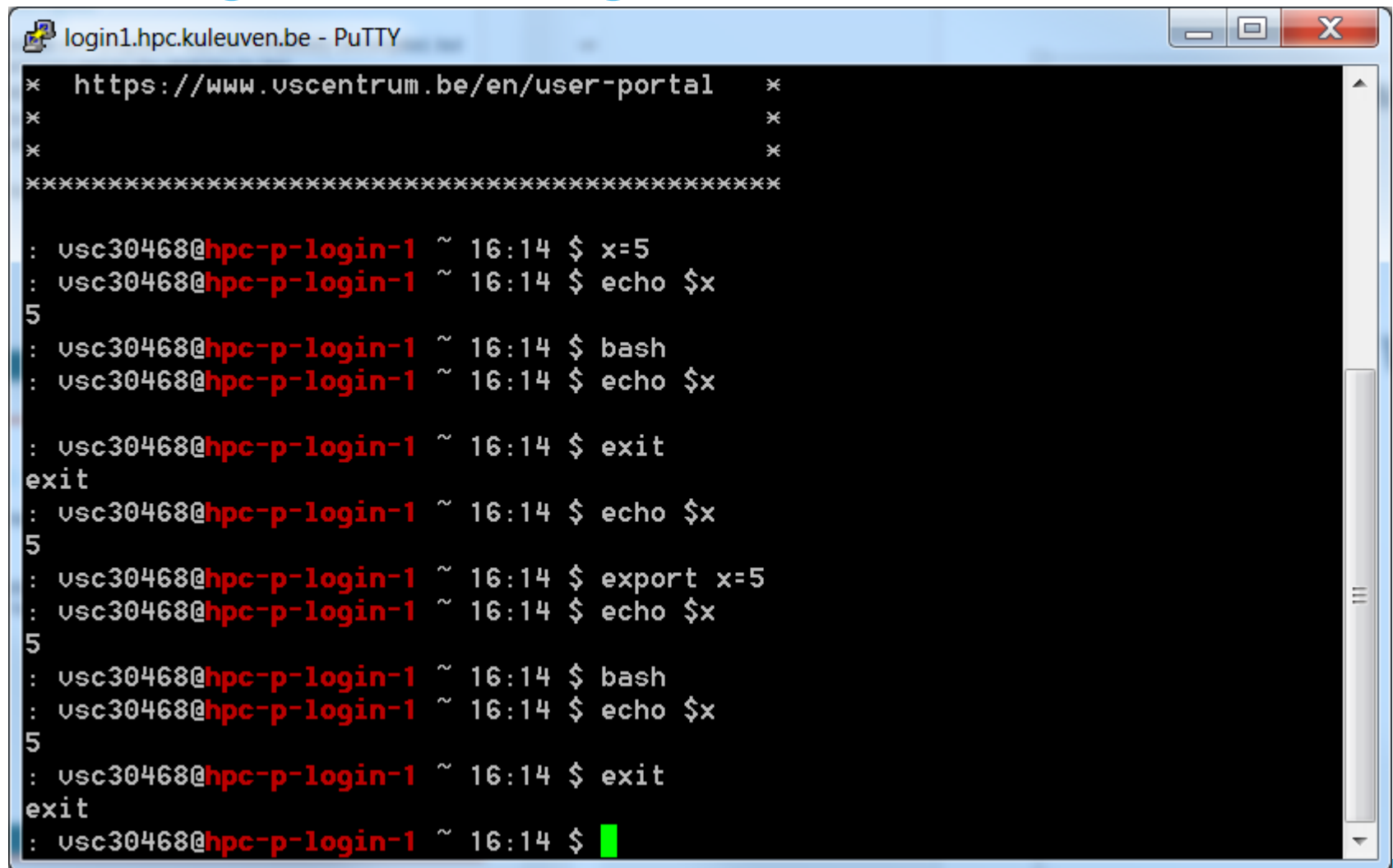
- Setting variables is done through the = operation
  - No prior declaration is needed
  - All variables are just strings of characters
  - `$ d=date`
  - `export` exports to children of the current process, by default they are not exported
  - `$ export d=date`
- Reading variables and accessing variables is done with the `$`
  - Variable is replaced with its value
  - `$ echo $d`
  - `$ echo ${d}`

# Child process

- Each process may create many child processes but will have at most one parent process; if a process does not have a parent this usually indicates that it was created directly by the kernel.
- When a child process terminates, some information is returned to the parent process.
- When a child process terminates before the parent has called `wait`, the kernel retains some information about the process, such as its exit status, to enable its parent to call `wait` later. Because the child is still consuming system resources but not executing it is known as a zombie process.
- Structure of the processes can be checked with `ps tree` command that shows running processes as a tree:

```
$ ps tree vsc30468
screen—bash—ssh
screen—bash—sudo—su—bash
sshd—bash—ps tree
sshd—bash—ssh
sshd—bash—top
sshd—bash—gedit
```

# Setting And Using Variables



The screenshot shows a PuTTY terminal window titled 'login1.hpc.kuleuven.be - PuTTY'. The terminal output is as follows:

```
✖ https://www.uscentrum.be/en/user-portal ✖
✖
✖
*****

: usc30468@hpc-p-login-1 ~ 16:14 $ x=5
: usc30468@hpc-p-login-1 ~ 16:14 $ echo $x
5
: usc30468@hpc-p-login-1 ~ 16:14 $ bash
: usc30468@hpc-p-login-1 ~ 16:14 $ echo $x
5
: usc30468@hpc-p-login-1 ~ 16:14 $ exit
exit
: usc30468@hpc-p-login-1 ~ 16:14 $ echo $x
5
: usc30468@hpc-p-login-1 ~ 16:14 $ export x=5
: usc30468@hpc-p-login-1 ~ 16:14 $ echo $x
5
: usc30468@hpc-p-login-1 ~ 16:14 $ bash
: usc30468@hpc-p-login-1 ~ 16:14 $ echo $x
5
: usc30468@hpc-p-login-1 ~ 16:14 $ exit
exit
: usc30468@hpc-p-login-1 ~ 16:14 $ █
```



# Defining local variables

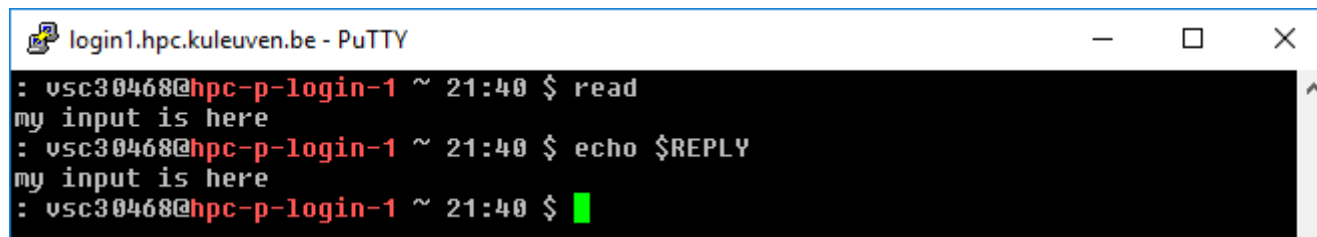
- As in any other programming language, variables can be defined and used in shell scripts.
  - Unlike other programming languages, variables in Shell Scripts are not typed.
  - Examples :
    - a=1234 # a is NOT an integer, a string instead
    - b=\$a+1 # will not perform arithmetic but be the string '1234+1'
    - b=`expr \$a + 1 ` will perform arithmetic so b is 1235 now.
- Note :** +, -, /, \*, \*\*, % operators are available.
- b=abcde # b is string
  - b=`abcde` # same as above but much safer.
  - b=abc def # will not work unless 'quoted'
  - b=`abc def` # i.e. this will work.

IMPORTANT: DO NOT LEAVE SPACES AROUND THE =

# Reading User Input Into Variables

- **REPLY**

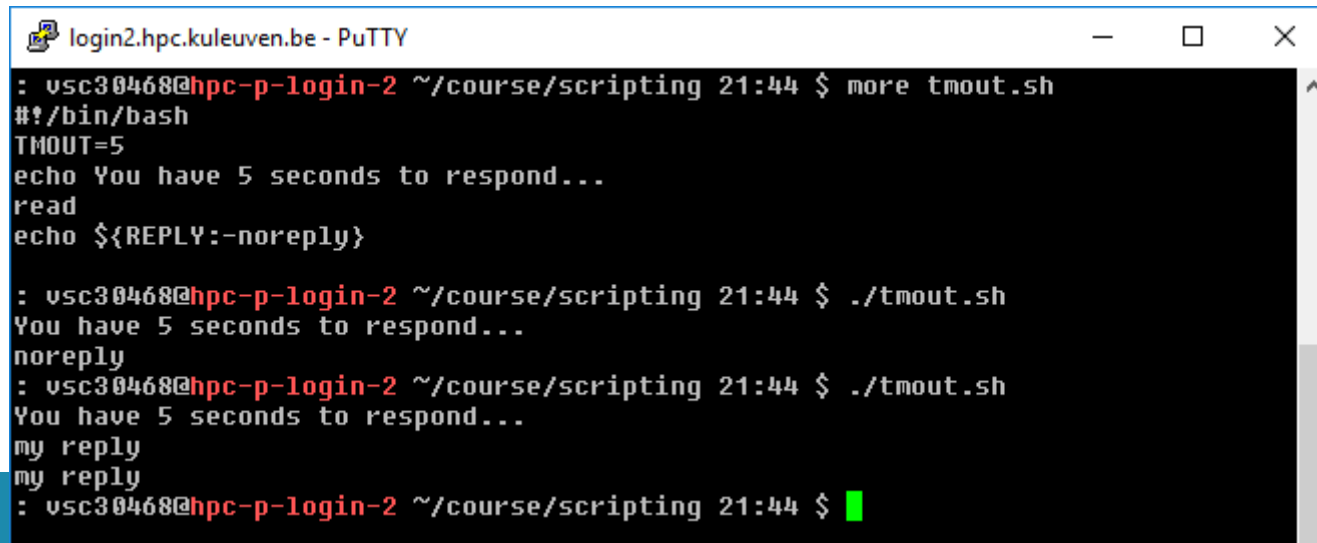
No need to give a variable name for read



```
login1.hpc.kuleuven.be - PuTTY
: vsc30468@hpc-p-login-1 ~ 21:40 $ read
my input is here
: vsc30468@hpc-p-login-1 ~ 21:40 $ echo $REPLY
my input is here
: vsc30468@hpc-p-login-1 ~ 21:40 $
```

- **TMOUT**

You can timeout reads, which can be really handy



```
login2.hpc.kuleuven.be - PuTTY
: vsc30468@hpc-p-login-2 ~/course/scripting 21:44 $ more tmout.sh
#!/bin/bash
TMOUT=5
echo You have 5 seconds to respond...
read
echo ${REPLY:-noreply}

: vsc30468@hpc-p-login-2 ~/course/scripting 21:44 $ ./tmout.sh
You have 5 seconds to respond...
noreply
: vsc30468@hpc-p-login-2 ~/course/scripting 21:44 $ ./tmout.sh
You have 5 seconds to respond...
my reply
my reply
: vsc30468@hpc-p-login-2 ~/course/scripting 21:44 $
```

# Reading User Input Into Variables

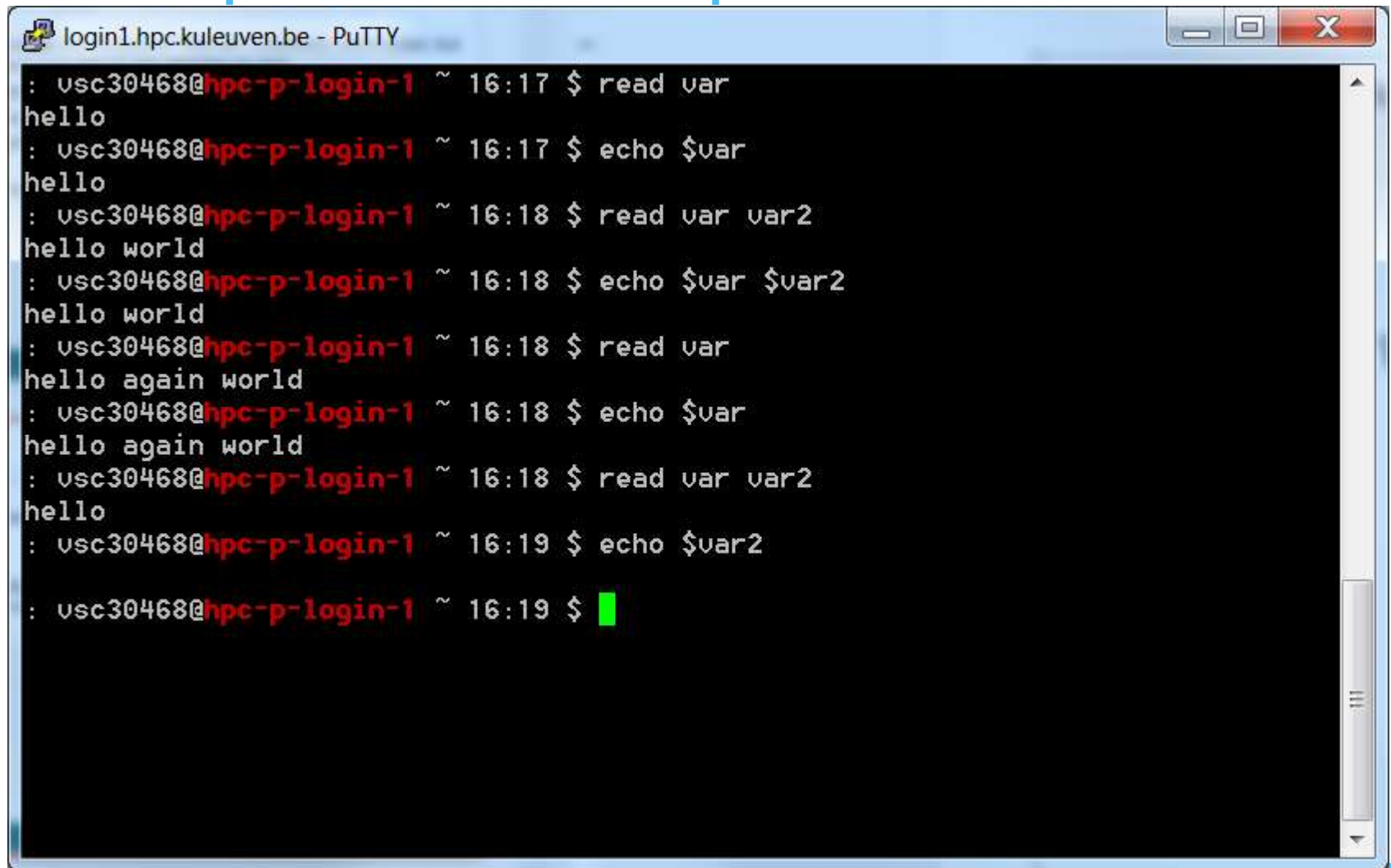
- Usage: `read var1 var2 ...`
- Reads values from standard input and assigns them to each variable
- If more words are typed in then the excess gets assigned to the last variable
- If more variables are assigned than values given, the excess variables are empty
- **REPLY**

No need to give a variable name for read



```
login1.hpc.kuleuven.be - PuTTY
: vsc30468@hpc-p-login-1 ~ 21:40 $ read
my input is here
: vsc30468@hpc-p-login-1 ~ 21:40 $ echo $REPLY
my input is here
: vsc30468@hpc-p-login-1 ~ 21:40 $
```

# Example Of User Input



The image shows a PuTTY terminal window titled "login1.hpc.kuleuven.be - PuTTY". The terminal displays a sequence of commands and their outputs:

```
: usc30468@hpc-p-login-1 ~ 16:17 $ read var
hello
: usc30468@hpc-p-login-1 ~ 16:17 $ echo $var
hello
: usc30468@hpc-p-login-1 ~ 16:18 $ read var var2
hello world
: usc30468@hpc-p-login-1 ~ 16:18 $ echo $var $var2
hello world
: usc30468@hpc-p-login-1 ~ 16:18 $ read var
hello again world
: usc30468@hpc-p-login-1 ~ 16:18 $ echo $var
hello again world
: usc30468@hpc-p-login-1 ~ 16:18 $ read var var2
hello
: usc30468@hpc-p-login-1 ~ 16:19 $ echo $var2
: usc30468@hpc-p-login-1 ~ 16:19 $
```

The terminal window has a standard Windows-style title bar with minimize, maximize, and close buttons. A vertical scrollbar is visible on the right side of the terminal area.

# Difference Between Single, Double, and Backwards Quote

- Single quotes (') do not interpret any variables
- Double quotes (") interpret variables
- Backwards quotes (`) interpret variables and treat them as a program to run and return the results of that program

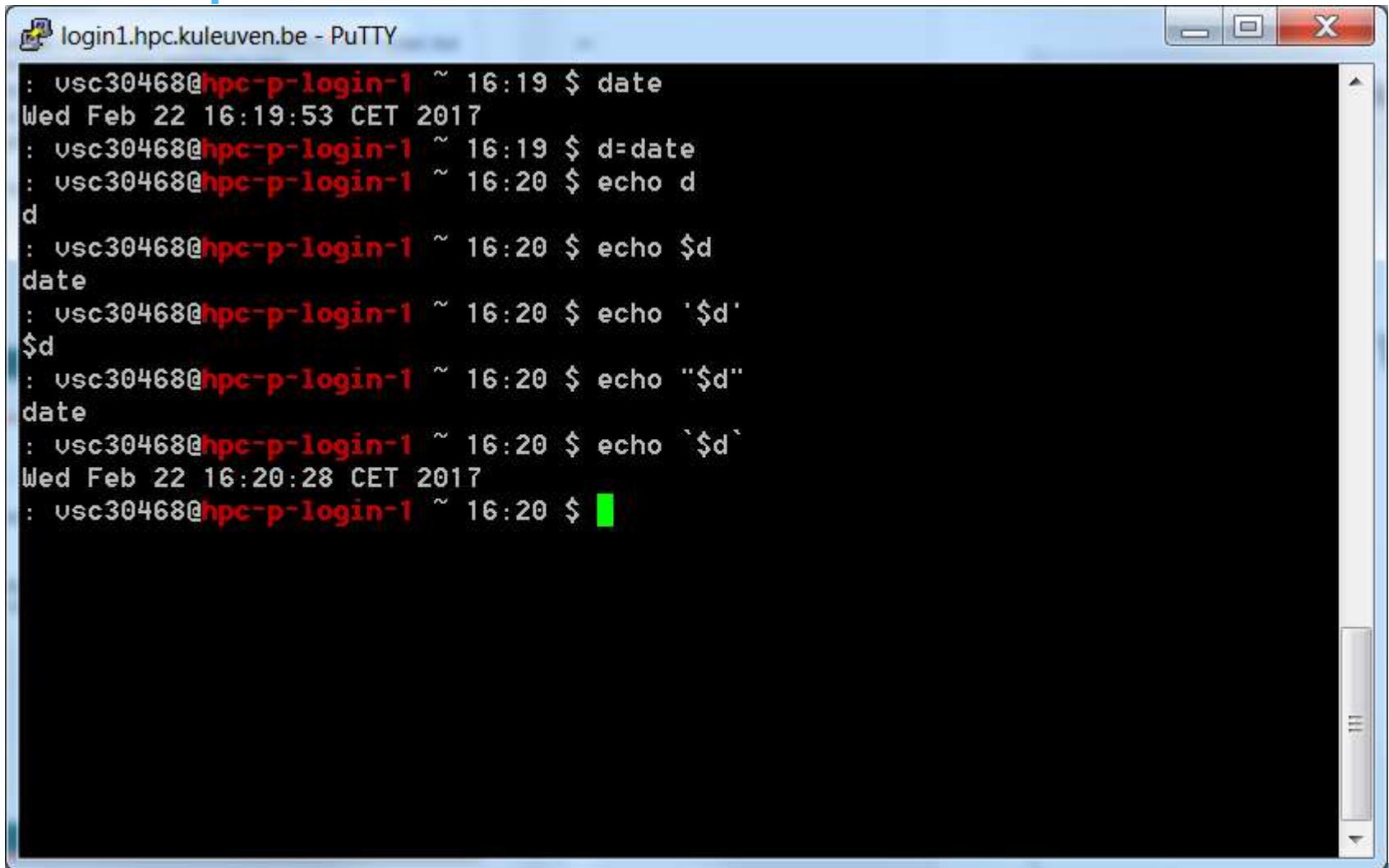
# Quote characters

There are three different quote characters with different behaviour. These are:

- “ : **double quote**, weak quote. If a string is enclosed in “ ” the references to variables (i.e. **\$variable**) are replaced by their values. Also back-quote and escape \ characters are treated specially.
- ‘ : **single quote**, strong quote. Everything inside single quotes are taken literally, nothing is treated as special.
- ` : **back quote**. A string enclosed as such is treated as a command and the shell attempts to execute it. If the execution is successful the primary output from the command replaces the string.

Example: `echo "Today is:" `date``

# Example Of Quote Difference



```
login1.hpc.kuleuven.be - PuTTY
: usc30468@hpc-p-login-1 ~ 16:19 $ date
Wed Feb 22 16:19:53 CET 2017
: usc30468@hpc-p-login-1 ~ 16:19 $ d=date
: usc30468@hpc-p-login-1 ~ 16:20 $ echo d
d
: usc30468@hpc-p-login-1 ~ 16:20 $ echo $d
date
: usc30468@hpc-p-login-1 ~ 16:20 $ echo '$d'
$d
: usc30468@hpc-p-login-1 ~ 16:20 $ echo "$d"
date
: usc30468@hpc-p-login-1 ~ 16:20 $ echo `d`
Wed Feb 22 16:20:28 CET 2017
: usc30468@hpc-p-login-1 ~ 16:20 $
```

# Command Line Parameters

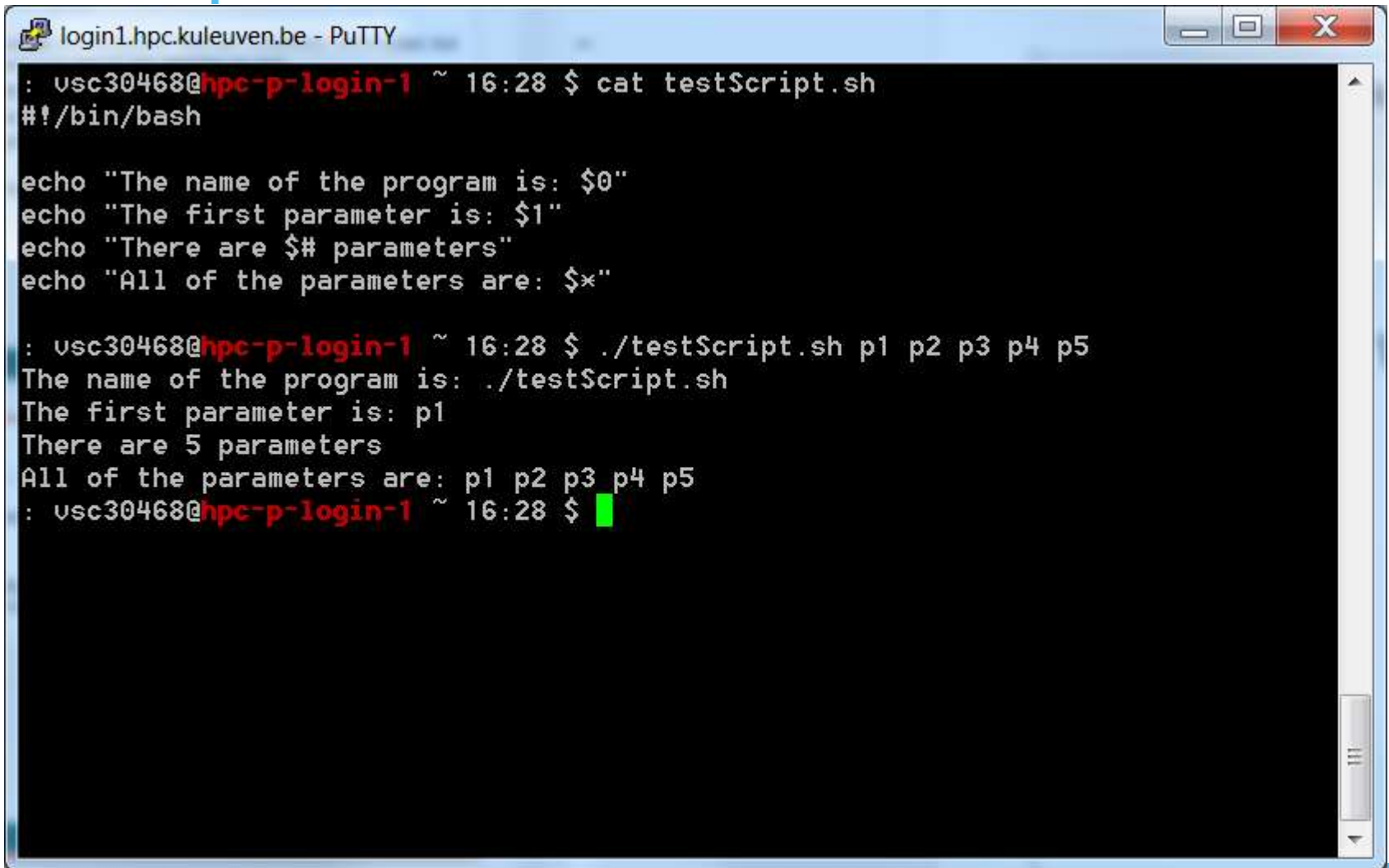
- Just like all other Unix programs, shell scripts can read parameters of the command line
- Different from user input
  - Value is known before execution, not typed in during execution
- Example:
  - `$ testScript.sh testFile`



# Special Variables For Command Line Parameters

- Accessing command line parameters requires special variables
  - \$0  
The name of the running program
  - \$1–\$9  
The first nine arguments to the program
  - \$\*  
All of the command line arguments
  - \$#  
The total number of command line arguments

# Example Of Command Line Parameters



```
login1.hpc.kuleuven.be - PuTTY
: usc30468@hpc-p-login-1 ~ 16:28 $ cat testScript.sh
#!/bin/bash

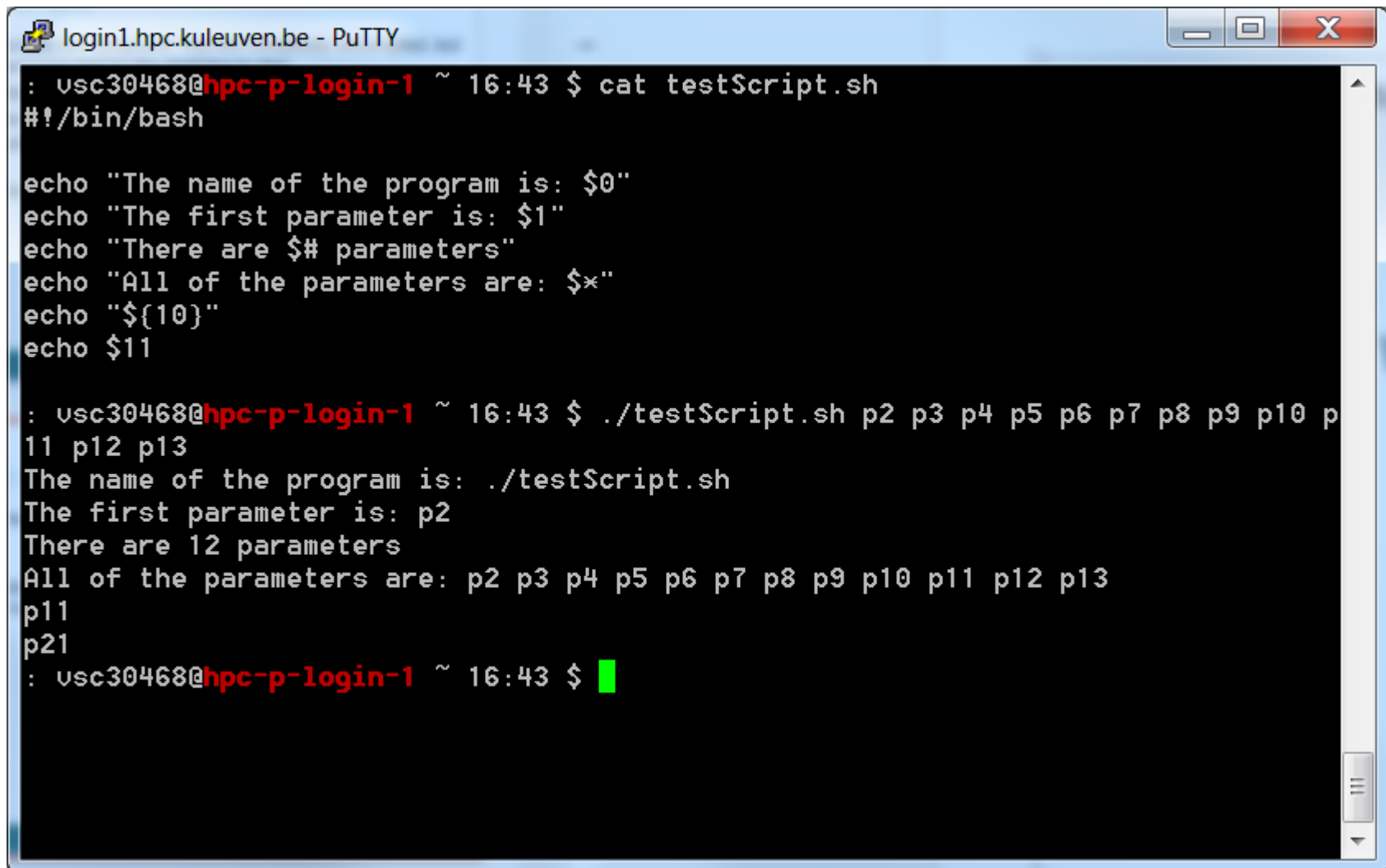
echo "The name of the program is: $0"
echo "The first parameter is: $1"
echo "There are $# parameters"
echo "All of the parameters are: $*"

: usc30468@hpc-p-login-1 ~ 16:28 $ ./testScript.sh p1 p2 p3 p4 p5
The name of the program is: ./testScript.sh
The first parameter is: p1
There are 5 parameters
All of the parameters are: p1 p2 p3 p4 p5
: usc30468@hpc-p-login-1 ~ 16:28 $
```

# What If There Are More?

- Shell programs aren't limited to only 9 arguments
- Unfortunately, you can only access 9 at a time
- Using `$var` instead of `${var}` is shorthand in bash. Bash internally treats variables that start with a digit as a "positional parameter." When bash detects a positional parameter it only looks at the first digit, e.g. `$10` returns `$1"0"`. By calling `${10}` you are instructing bash to look at the complete variable instead of its built-in default of the first digit.
- `shift` command
  - Shifts the arguments to the left and brings new values in from the right

# What If There Are More?



The image shows a PuTTY terminal window titled 'login1.hpc.kuleuven.be - PuTTY'. The terminal displays the following commands and output:

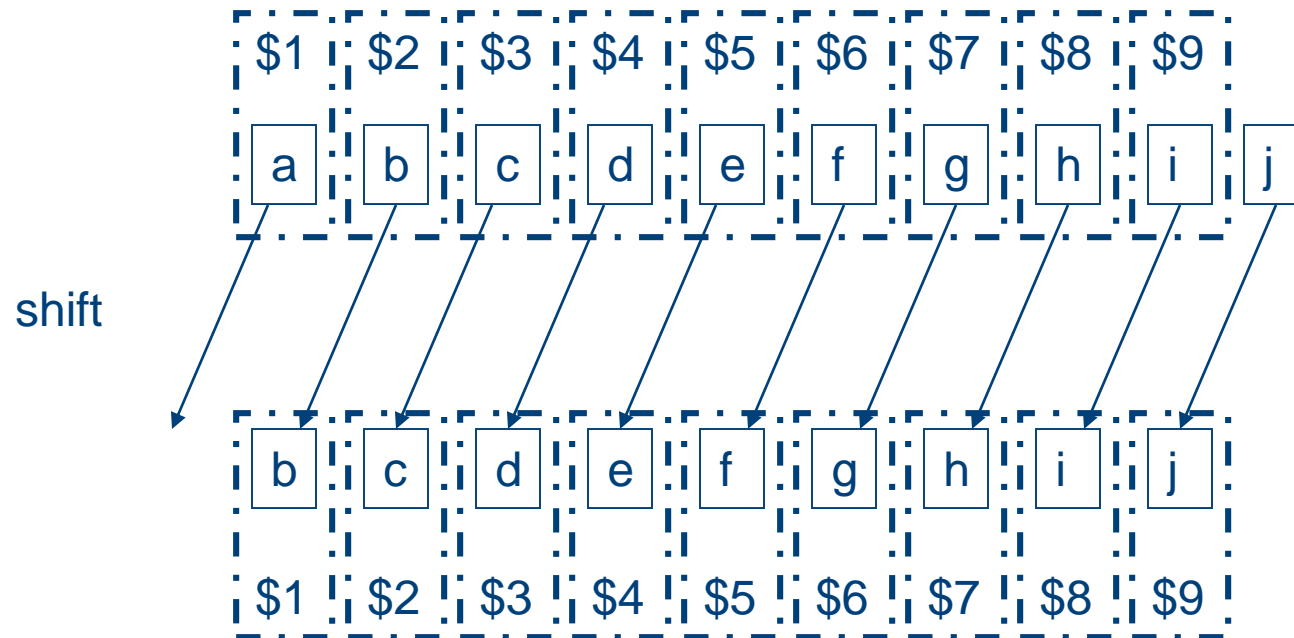
```
: usc30468@hpc-p-login-1 ~ 16:43 $ cat testScript.sh
#!/bin/bash

echo "The name of the program is: $0"
echo "The first parameter is: $1"
echo "There are $# parameters"
echo "All of the parameters are: $*"
echo "${10}"
echo $11

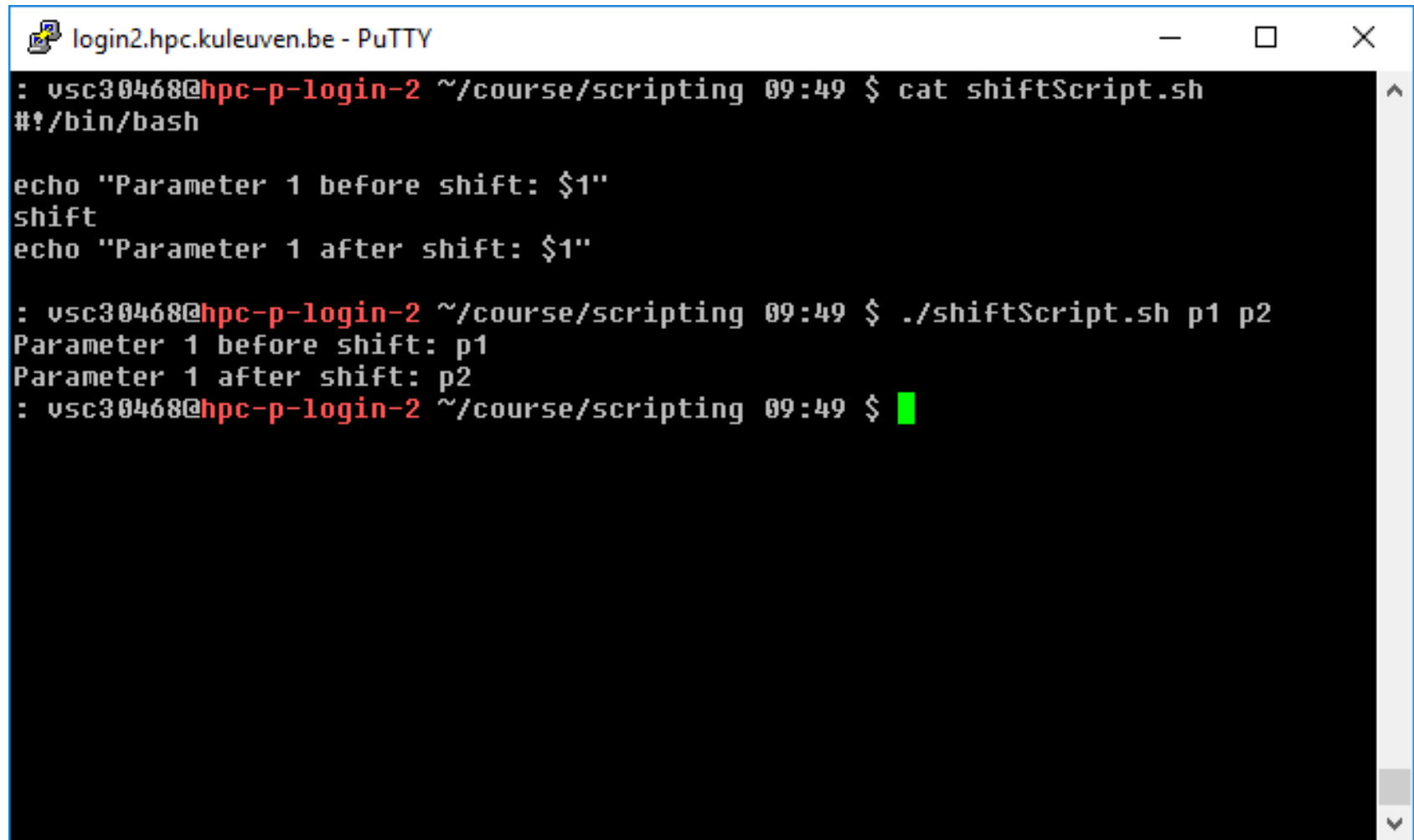
: usc30468@hpc-p-login-1 ~ 16:43 $ ./testScript.sh p2 p3 p4 p5 p6 p7 p8 p9 p10 p
11 p12 p13
The name of the program is: ./testScript.sh
The first parameter is: p2
There are 12 parameters
All of the parameters are: p2 p3 p4 p5 p6 p7 p8 p9 p10 p11 p12 p13
p11
p21
: usc30468@hpc-p-login-1 ~ 16:43 $ █
```

The output demonstrates how shell variables like `$0`, `$1`, `$#`, `$*`, `${10}`, and `$11` are used to access command-line arguments. The script correctly identifies 12 parameters and lists them all, including those beyond the first 10.

# Visual Representation Of shift



# Example Of Shift



```
login2.hpc.kuleuven.be - PuTTY
: vsc30468@hpc-p-login-2 ~/course/scripting 09:49 $ cat shiftScript.sh
#!/bin/bash

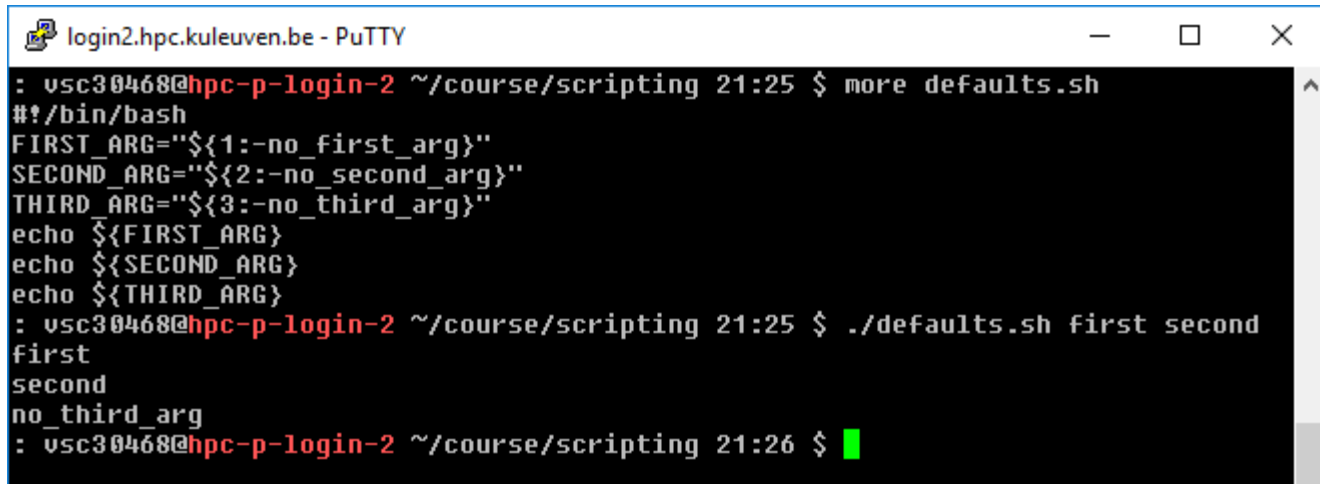
echo "Parameter 1 before shift: $1"
shift
echo "Parameter 1 after shift: $1"

: vsc30468@hpc-p-login-2 ~/course/scripting 09:49 $ ./shiftScript.sh p1 p2
Parameter 1 before shift: p1
Parameter 1 after shift: p2
: vsc30468@hpc-p-login-2 ~/course/scripting 09:49 $
```

# Command Line Parameters - defaults

If you have a variable that's not set, you can 'default' them by

```
ARGUMENT="${1:-default_argument}"
```

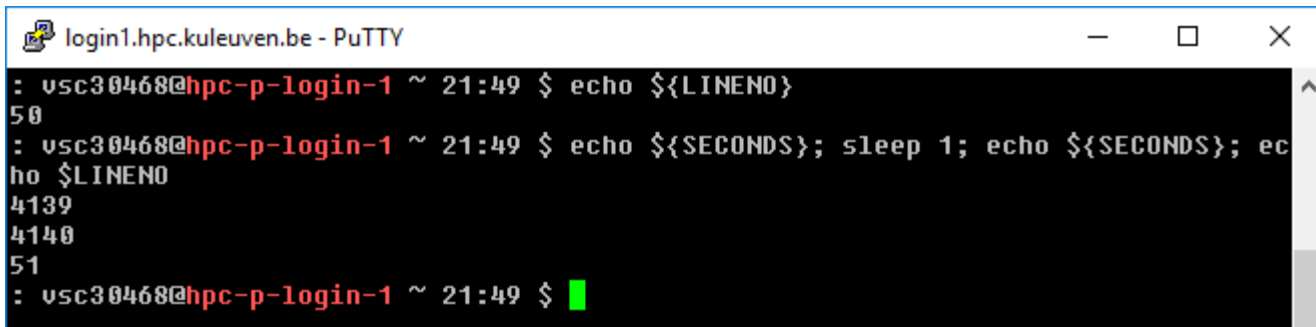


```
login2.hpc.kuleuven.be - PuTTY
: vsc30468@hpc-p-login-2 ~/course/scripting 21:25 $ more defaults.sh
#!/bin/bash
FIRST_ARG="${1:-no_first_arg}"
SECOND_ARG="${2:-no_second_arg}"
THIRD_ARG="${3:-no_third_arg}"
echo ${FIRST_ARG}
echo ${SECOND_ARG}
echo ${THIRD_ARG}
: vsc30468@hpc-p-login-2 ~/course/scripting 21:25 $ ./defaults.sh first second
first
second
no_third_arg
: vsc30468@hpc-p-login-2 ~/course/scripting 21:26 $ █
```

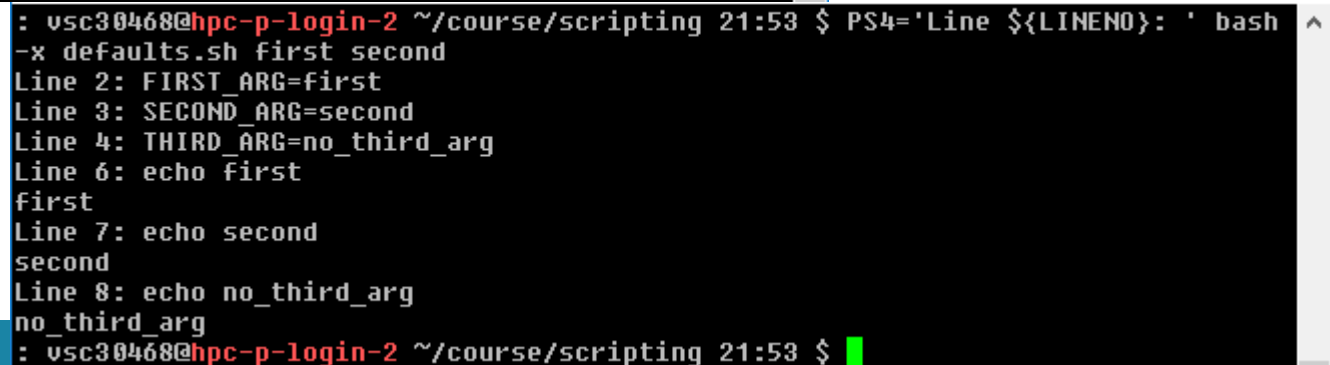
# Handy for debugging: LINENO and SECONDS

- The variable PS4 denotes the value is the prompt printed before the command line is echoed when the -x option is set and defaults to : followed by space.
- PS4 can be changed to emit the LINENO (The line number in the script or shell function currently executing).

```
$ PS4='Line ${LINENO}: ' bash -x script
```

A terminal window titled 'login1.hpc.kuleuven.be - PuTTY' showing the output of a script with PS4 debugging enabled. The prompt is 'vsc30468@hpc-p-login-1 ~ 21:49 \$'. The script content is 'echo \${LINENO}', 'echo \${SECONDS}; sleep 1; echo \${SECONDS}; echo \${LINENO}', and the prompt returns. The output shows line numbers 50, 4139, 4140, and 51, and a green cursor.

```
login1.hpc.kuleuven.be - PuTTY
: vsc30468@hpc-p-login-1 ~ 21:49 $ echo ${LINENO}
50
: vsc30468@hpc-p-login-1 ~ 21:49 $ echo ${SECONDS}; sleep 1; echo ${SECONDS}; ec
ho ${LINENO}
4139
4140
51
: vsc30468@hpc-p-login-1 ~ 21:49 $ █
```

A terminal window showing the output of a script with PS4 debugging enabled. The prompt is 'vsc30468@hpc-p-login-2 ~/course/scripting 21:53 \$'. The script content is 'PS4='Line \${LINENO}: ' bash -x defaults.sh first second', 'Line 2: FIRST\_ARG=first', 'Line 3: SECOND\_ARG=second', 'Line 4: THIRD\_ARG=no\_third\_arg', 'Line 6: echo first', 'first', 'Line 7: echo second', 'second', 'Line 8: echo no\_third\_arg', 'no\_third\_arg', and the prompt returns. The output shows line numbers 2, 3, 4, 6, 7, and 8, and a green cursor.

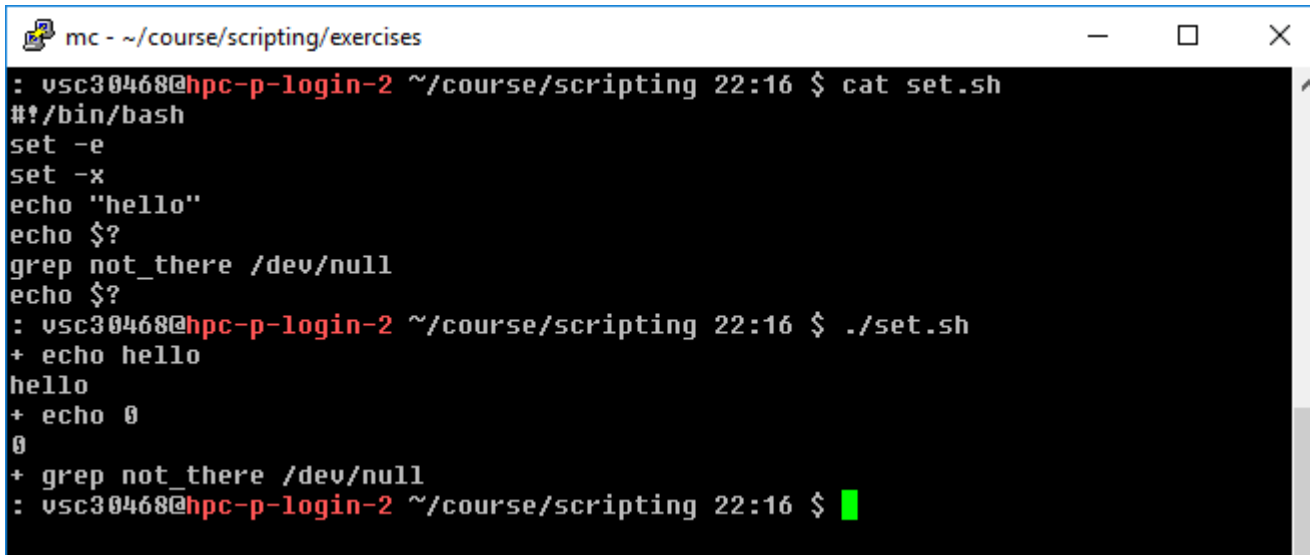
```

: vsc30468@hpc-p-login-2 ~/course/scripting 21:53 $ PS4='Line ${LINENO}: ' bash
-x defaults.sh first second
Line 2: FIRST_ARG=first
Line 3: SECOND_ARG=second
Line 4: THIRD_ARG=no_third_arg
Line 6: echo first
first
Line 7: echo second
second
Line 8: echo no_third_arg
no_third_arg
: vsc30468@hpc-p-login-2 ~/course/scripting 21:53 $ █
```



# Handy for debugging: set

- Bash has configurable options which can be set on the fly.
- `set -e`  
exits from a script if any command returned a non-zero exit code
- `set -x`  
outputs the commands that get run as they run



```
mc - ~/course/scripting/exercises
: vsc30468@hpc-p-login-2 ~/course/scripting 22:16 $ cat set.sh
#!/bin/bash
set -e
set -x
echo "hello"
echo $?
grep not_there /dev/null
echo $?
: vsc30468@hpc-p-login-2 ~/course/scripting 22:16 $ ./set.sh
+ echo hello
hello
+ echo 0
0
+ grep not_there /dev/null
: vsc30468@hpc-p-login-2 ~/course/scripting 22:16 $
```

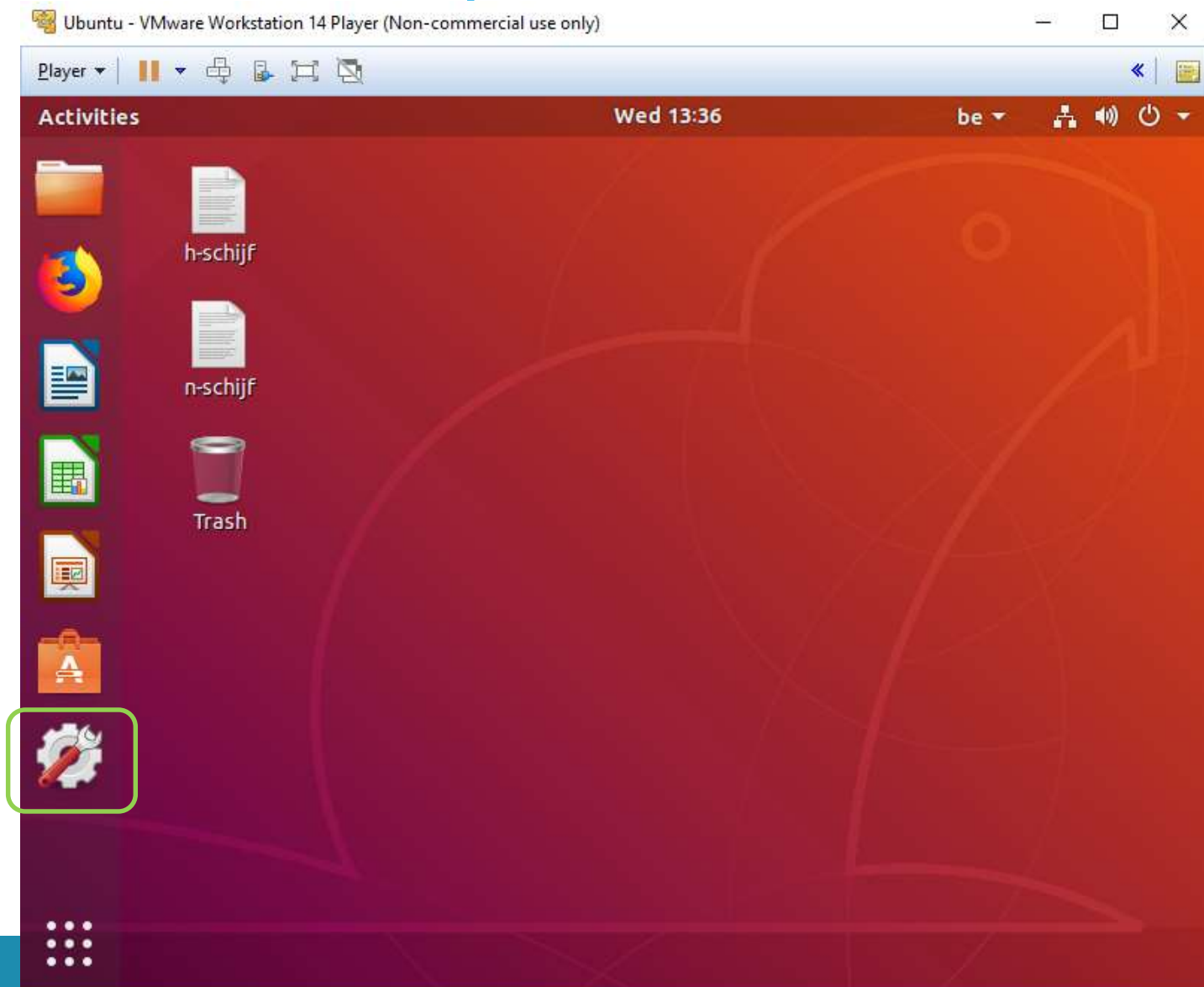
# Hands-on 1



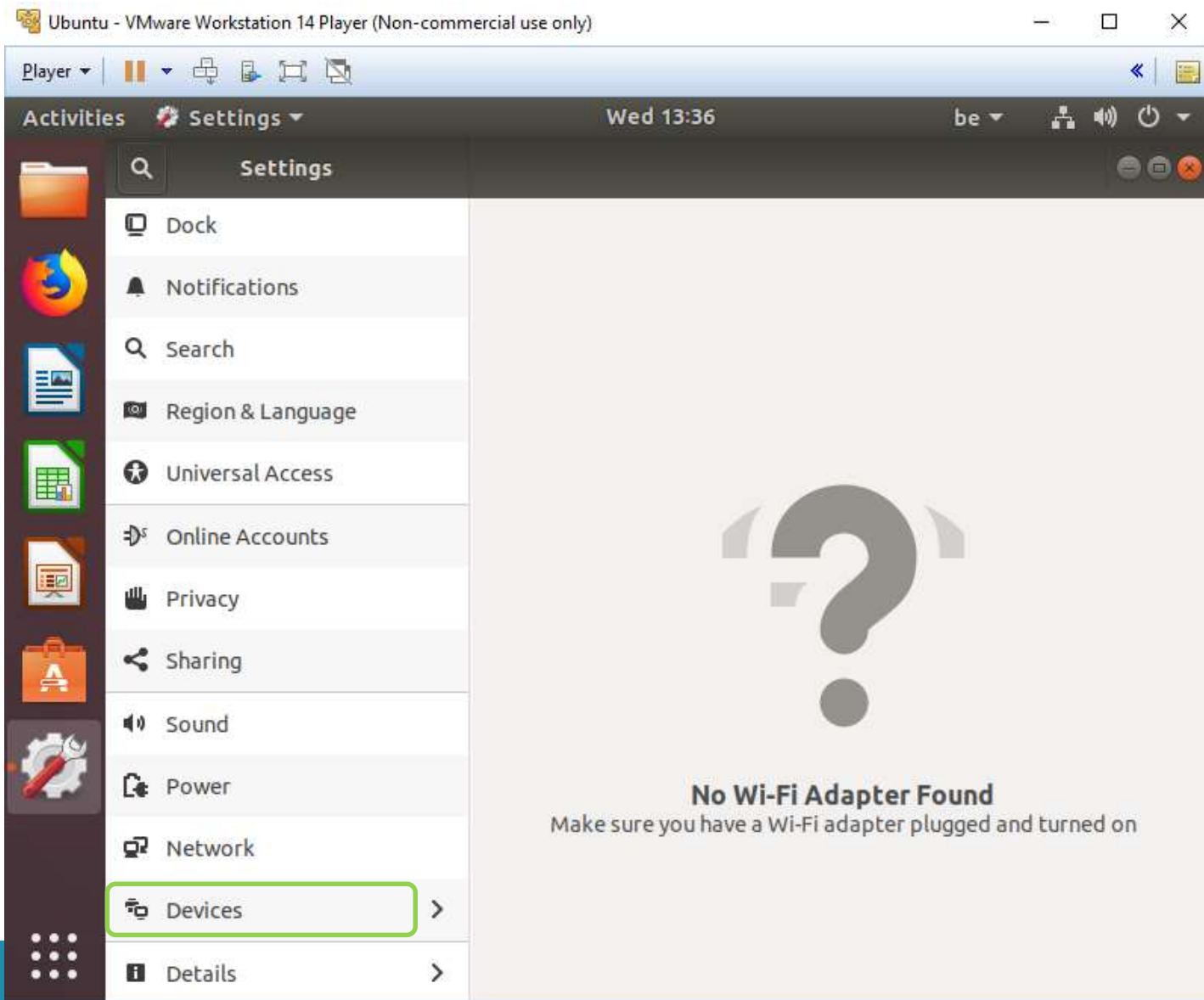
# Vmware in pc-klas



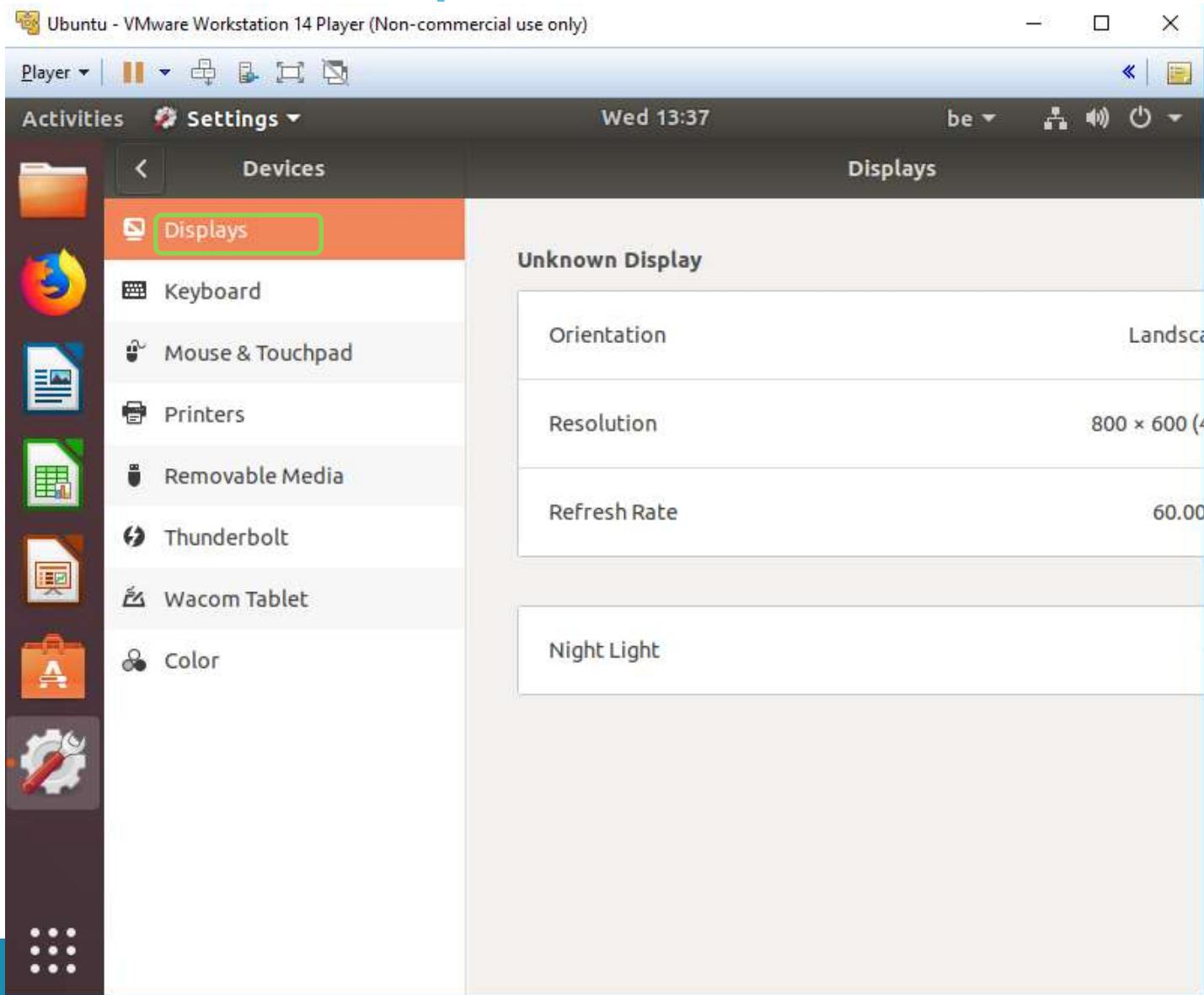
# Vmware in pc-klas



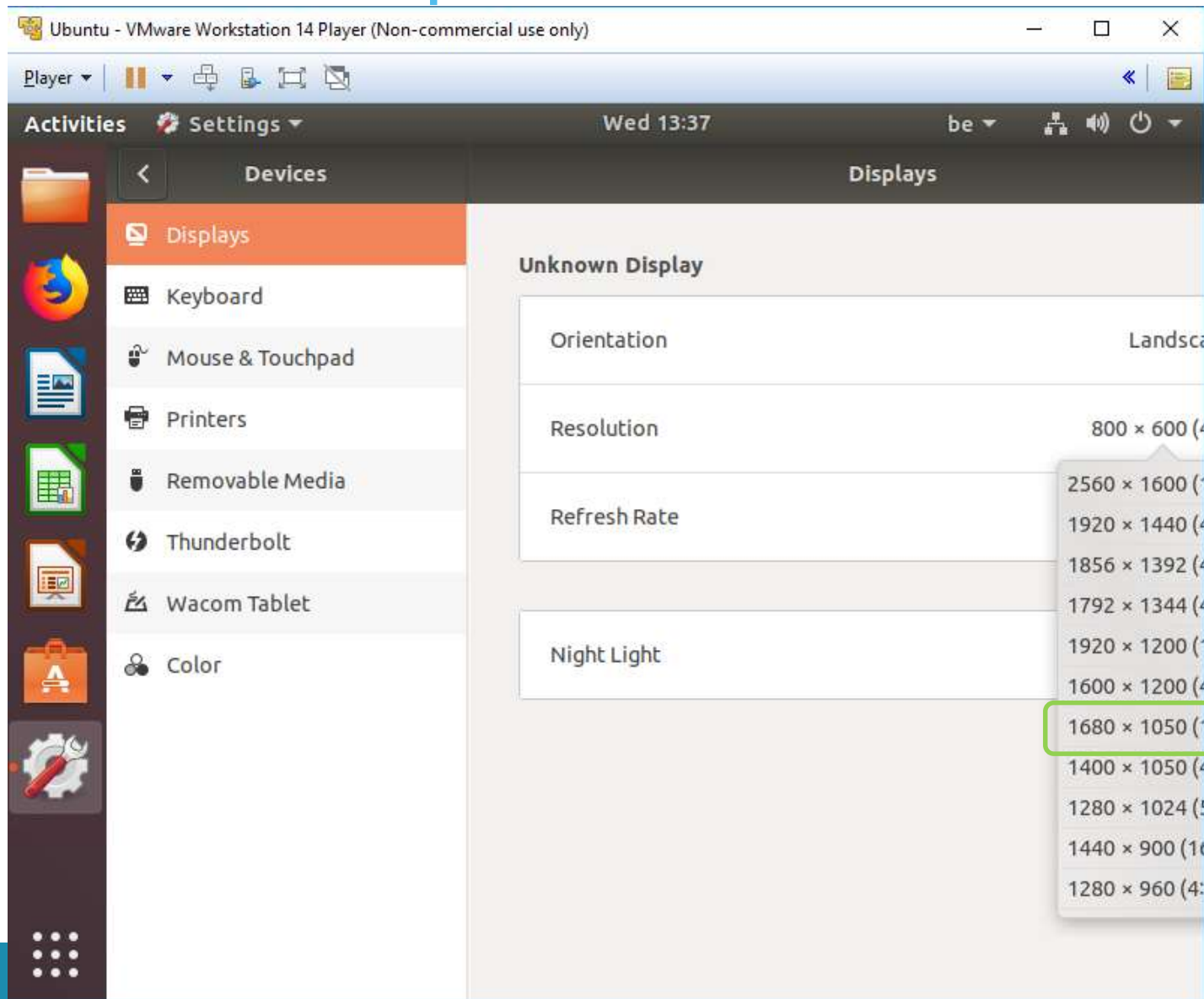
# Vmware in pc-klas



# Vmware in pc-klas



# Vmware in pc-klas





Cancel

 Displays

 Keyboard

 Mouse & Touchpad

 Printers

 Removable Media

 Thunderbolt

 Wacom Tablet

 Color

Apply Changes?

Unknown Display

Orientation

Landscape

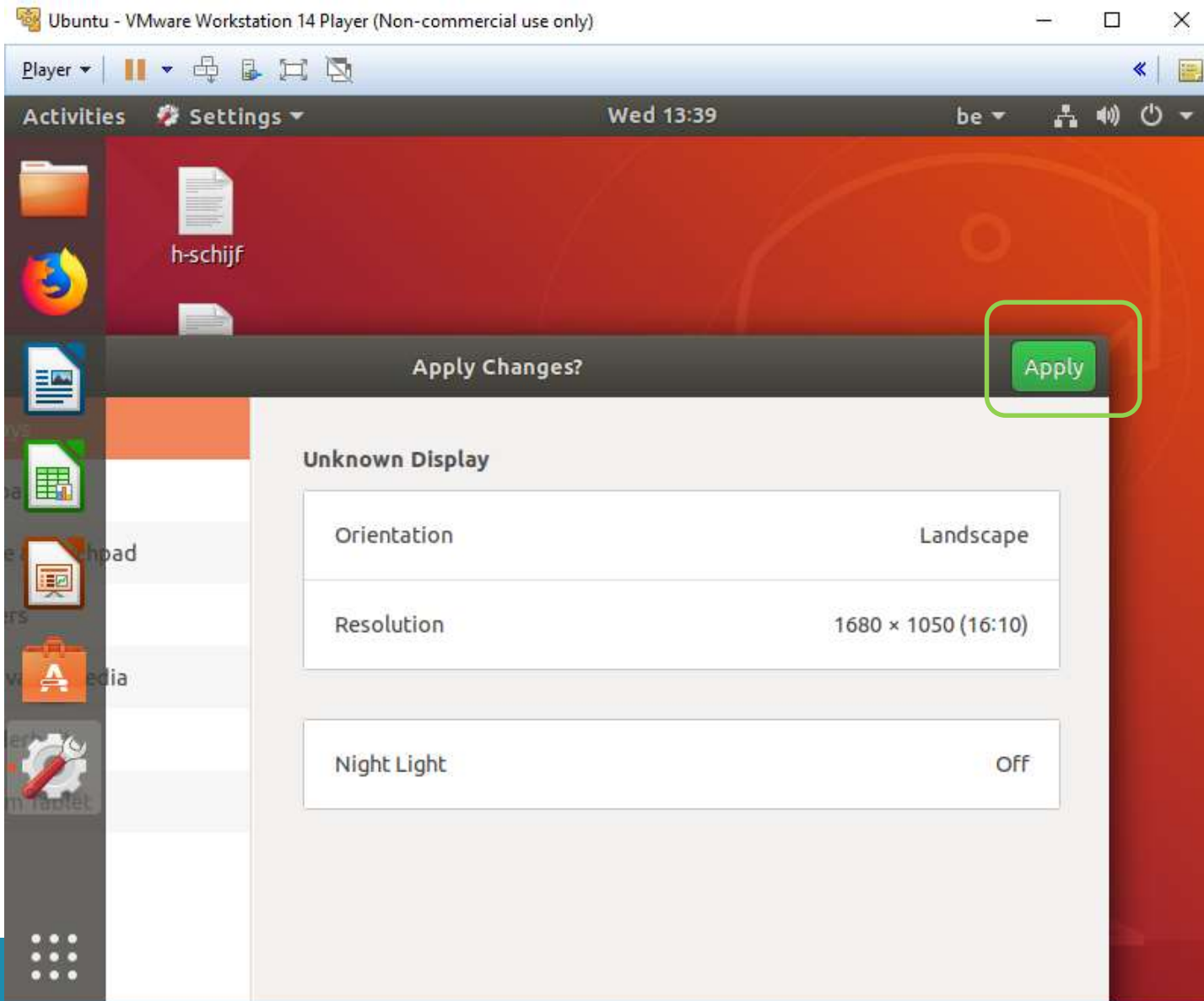
Resolution

1680 × 1050 (16:10)

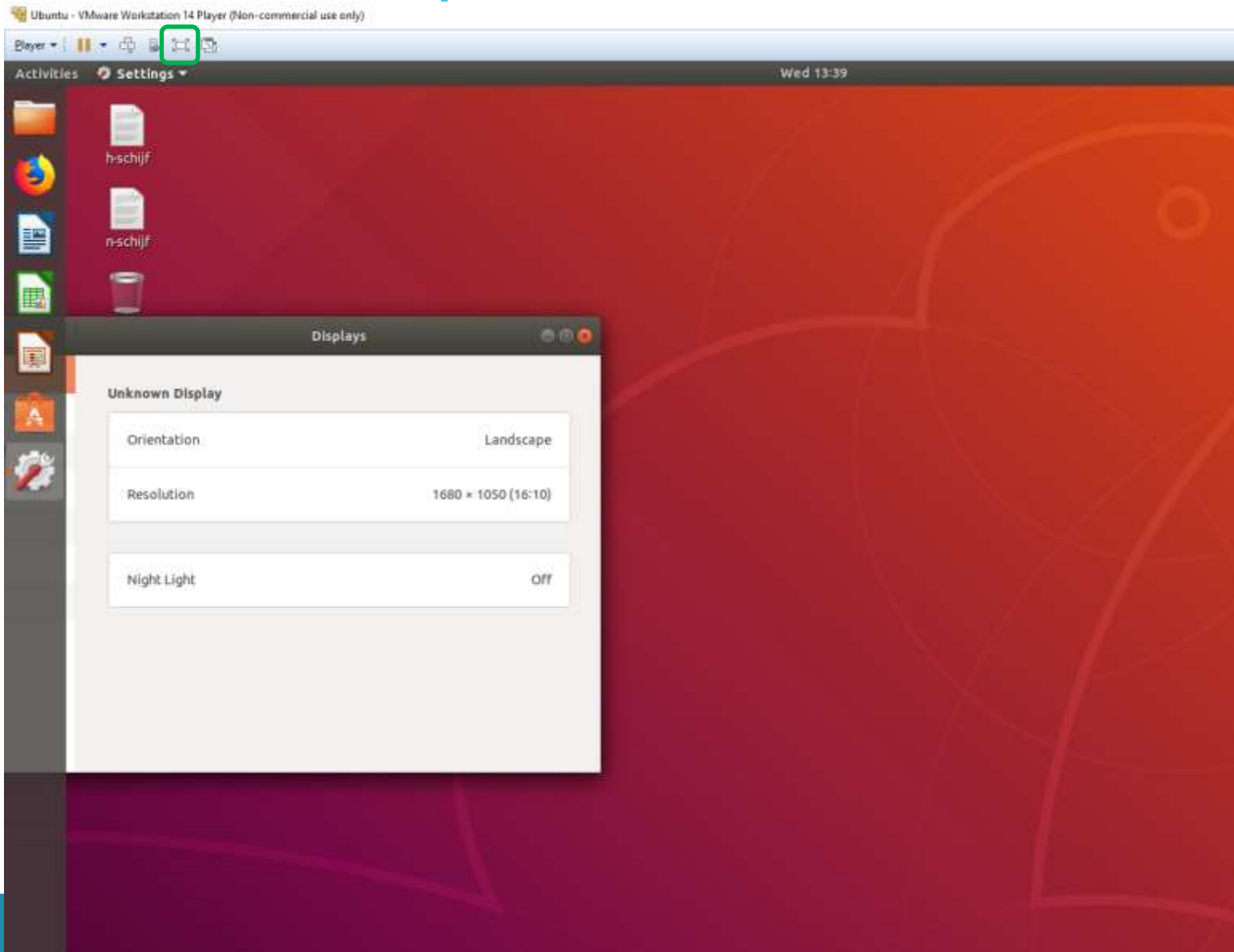
Night Light



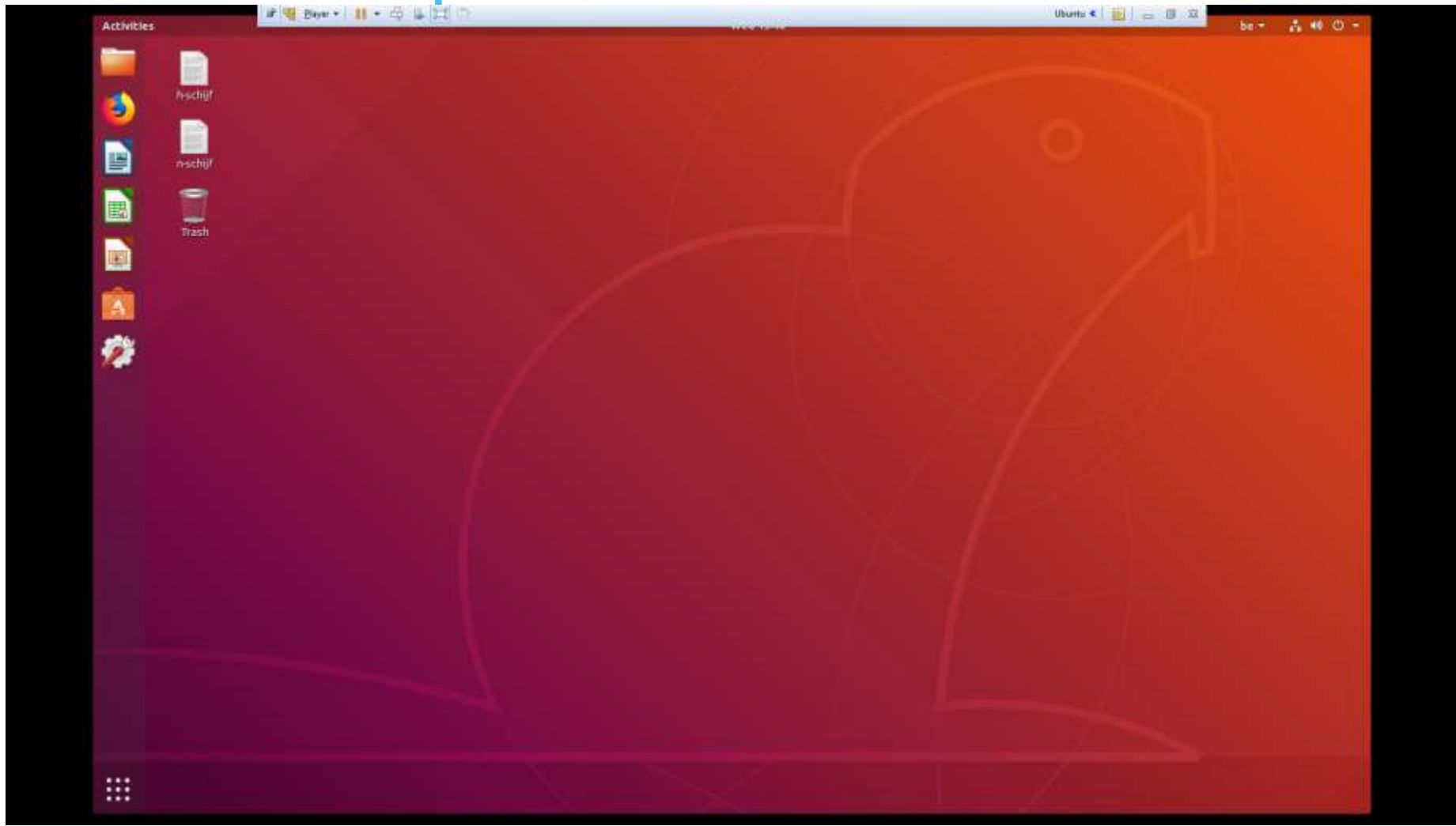
# Vmware in pc-klas



# Vmware in pc-klas



# Vmware in pc-klas



1. Write the simplest script that greets you with your name (e.g. “*Hello Mag!*”) after the execution – echo command and run it
2. Change your name to be taken from environment variables (`$USER`) and execute it
3. Check the exit code
4. Create a variable `today` that refers to the command `date`. Add to the first script a line that says “*Today is .....*” where the date is taken from the `today` variable.
5. Add an extra line to the first script that repeats given parameter in the sentence: “*Your input is: “*

# Arithmetic

- Variables that contain numbers can be treated as numbers
- They can be added, subtracted and so on

# expr

- Shell programming is not good at numerical computation, it is good at text processing.
- However, the `expr` command allows simple integer calculations, e.g.

```
$ i=1
$ expr $i + 1
2
```

- To assign the result of an `expr` command to another shell variable, surround it with backquotes:

```
$ i=1
$ i=`expr $i + 1`
$ echo "$i"
2
```

# expr

- The `*` character normally means “all the files in the current directory”, so you need a “\” to use it for multiplication:

```
$ i=2
$ i=`expr $i \* 3`
$ echo $i
6
```

- `expr` also allows you to group expressions, but the “(“ and “)” characters also need to be preceded by backslashes:

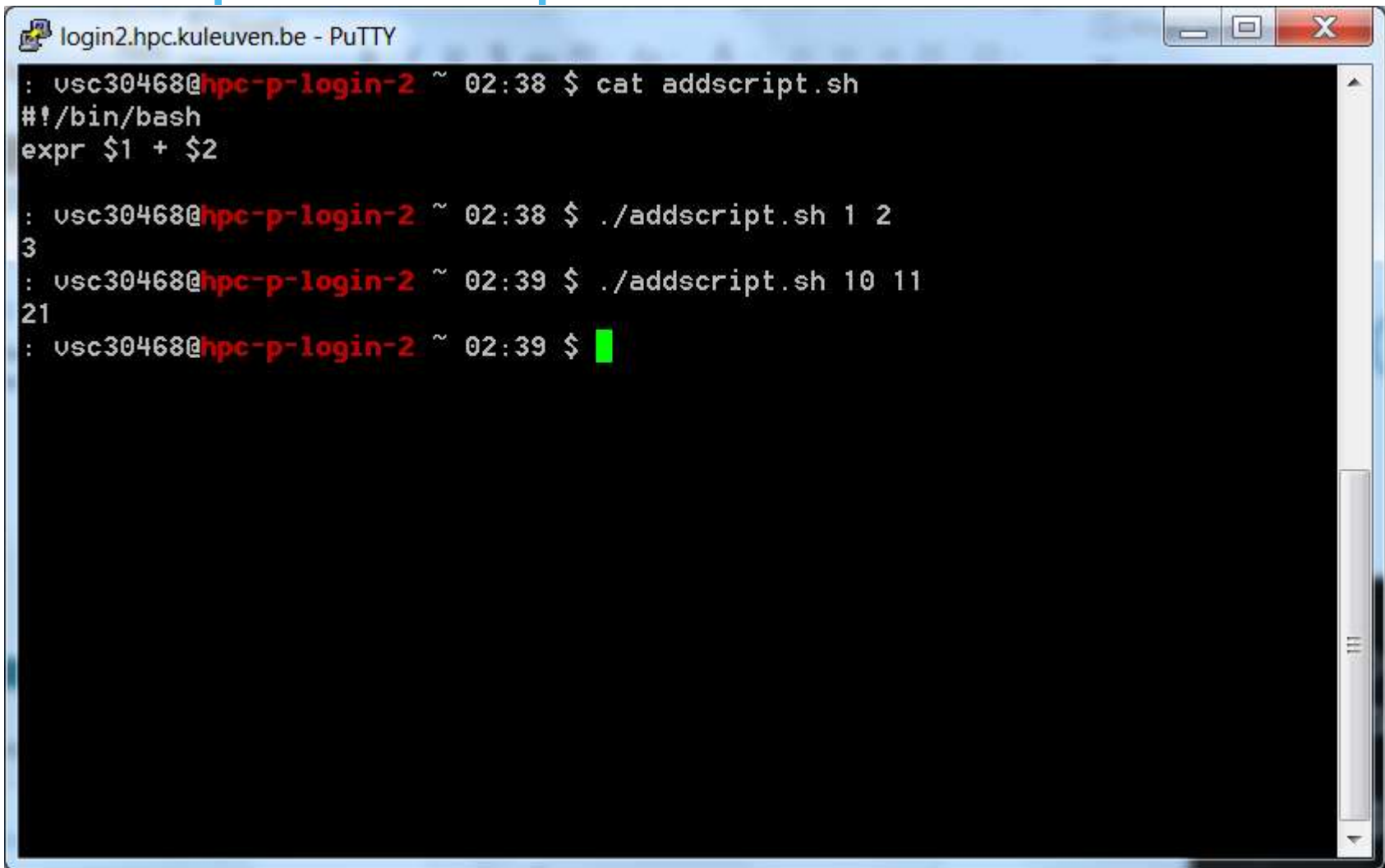
```
$ i=2
$ echo `expr 5 + \( $i \* 3 \)`
11
```

# Expr Command: Basic Usage

- Usage: `expr EXPRESSION`
  - `+` add
  - `-` subtract
  - `\*` multiply
  - `/` divide
  - `%` remainder after division (modulo operation)
- Examples (do not forget spaces!)
  - `expr 1 + 6`      `-> 7`
  - `expr 2 \* 3`      `-> 6`
  - `expr 4 % 3`      `-> 1`



# Example Of Expr

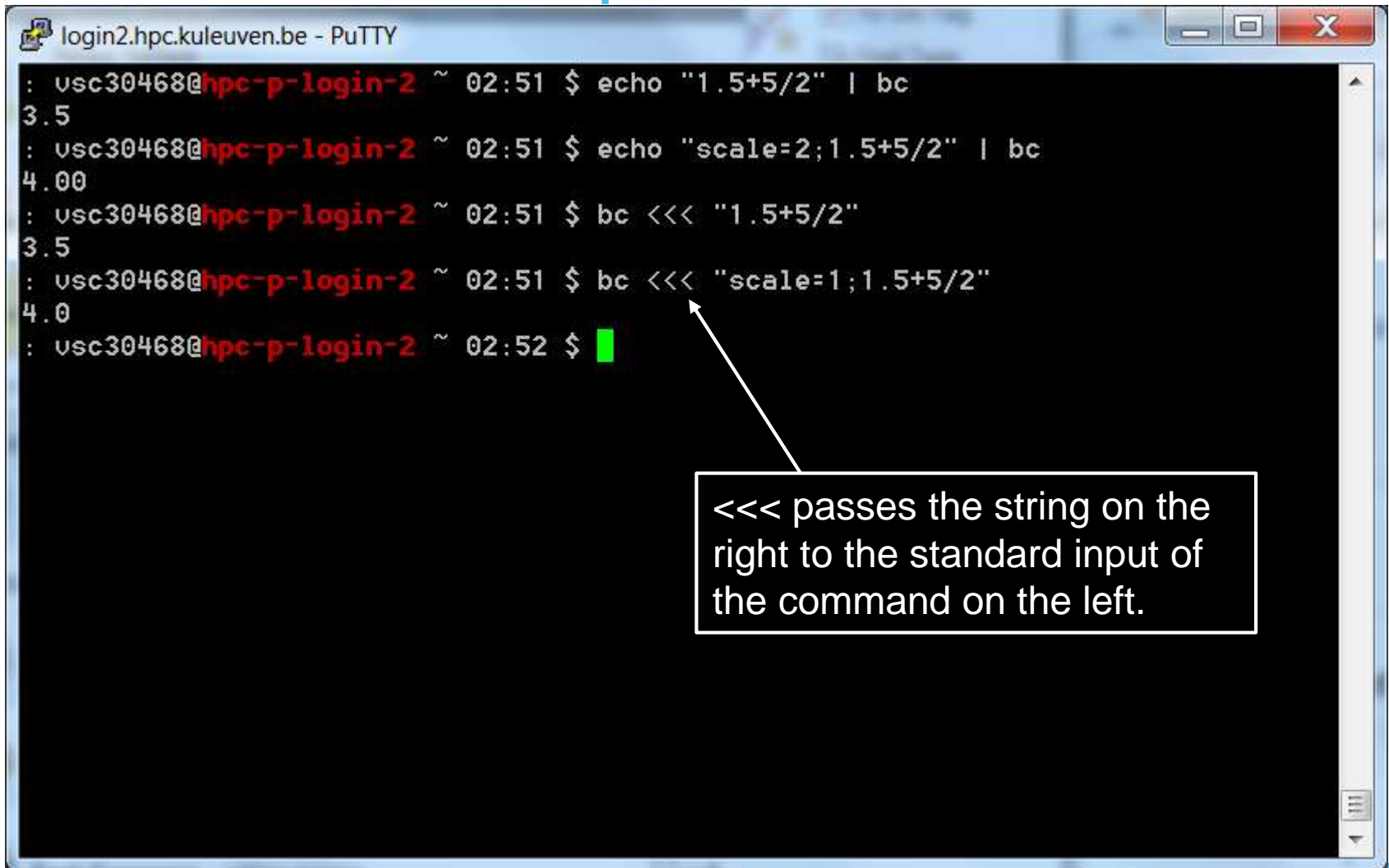


A screenshot of a PuTTY terminal window titled "login2.hpc.kuleuven.be - PuTTY". The terminal shows a user session where a script named "addscript.sh" is being examined and executed. The script uses the "expr" command to perform arithmetic. The first execution with arguments "1" and "2" results in the output "3". The second execution with arguments "10" and "11" results in the output "21". The terminal text is as follows:

```
login2.hpc.kuleuven.be - PuTTY
: usc30468@hpc-p-login-2 ~ 02:38 $ cat addscript.sh
#!/bin/bash
expr $1 + $2

: usc30468@hpc-p-login-2 ~ 02:38 $ ./addscript.sh 1 2
3
: usc30468@hpc-p-login-2 ~ 02:39 $ ./addscript.sh 10 11
21
: usc30468@hpc-p-login-2 ~ 02:39 $ █
```

# Alternative Of Expr



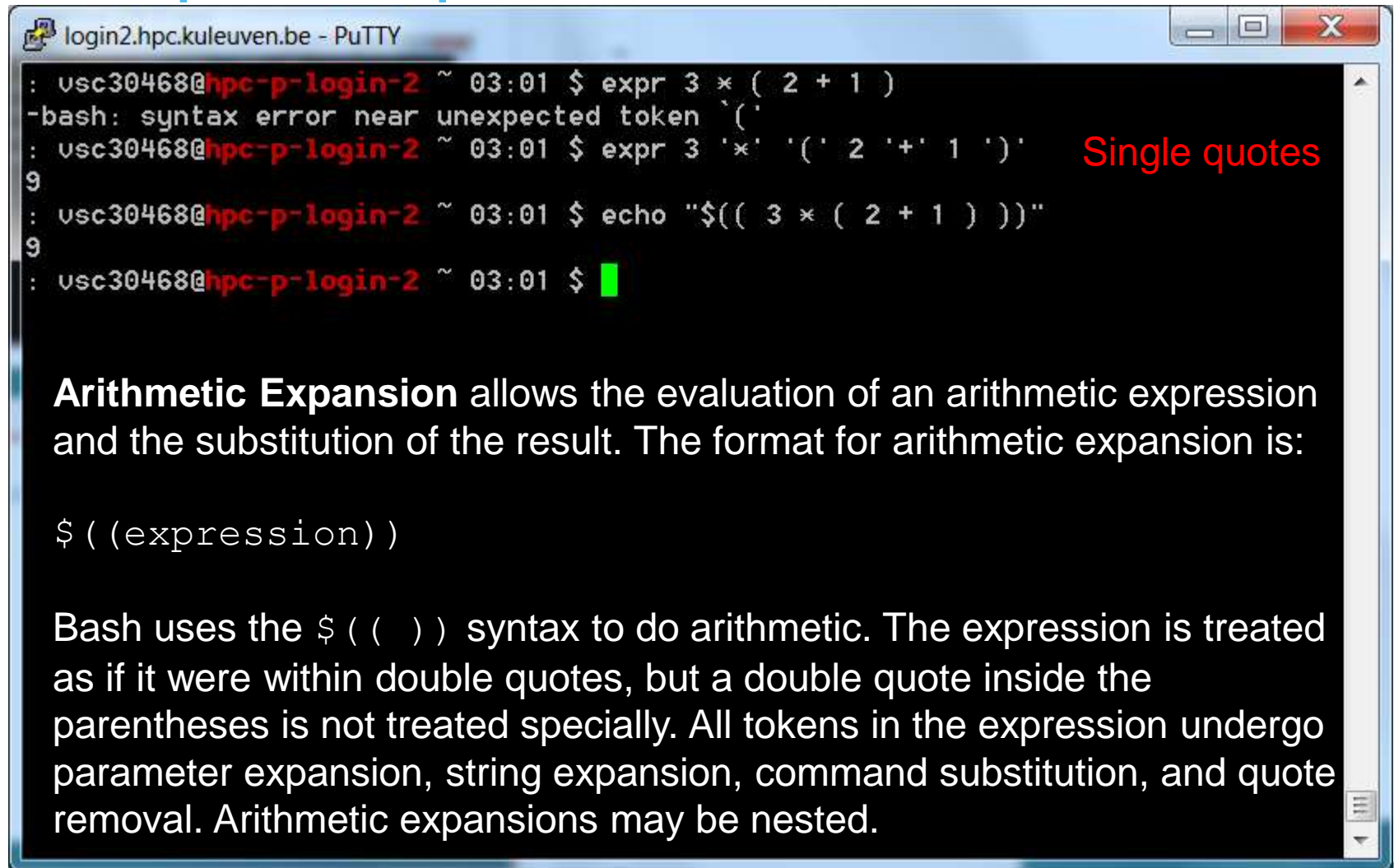
The screenshot shows a PuTTY terminal window titled "login2.hpc.kuleuven.be - PuTTY". The terminal displays the following commands and outputs:

```
: usc30468@hpc-p-login-2 ~ 02:51 $ echo "1.5+5/2" | bc
3.5
: usc30468@hpc-p-login-2 ~ 02:51 $ echo "scale=2;1.5+5/2" | bc
4.00
: usc30468@hpc-p-login-2 ~ 02:51 $ bc <<< "1.5+5/2"
3.5
: usc30468@hpc-p-login-2 ~ 02:51 $ bc <<< "scale=1;1.5+5/2"
4.0
: usc30468@hpc-p-login-2 ~ 02:52 $
```

An arrow points from a text box to the `<<<` operator in the fourth command line.

<<< passes the string on the right to the standard input of the command on the left.

# Complex Expr?



```
login2.hpc.kuleuven.be - PuTTY
: usc30468@hpc-p-login-2 ~ 03:01 $ expr 3 * ( 2 + 1 )
-bash: syntax error near unexpected token `('
: usc30468@hpc-p-login-2 ~ 03:01 $ expr 3 '*' '(' 2 '+' 1 ')''      Single quotes
9
: usc30468@hpc-p-login-2 ~ 03:01 $ echo "$(( 3 * ( 2 + 1 ) ))"
9
: usc30468@hpc-p-login-2 ~ 03:01 $
```

**Arithmetic Expansion** allows the evaluation of an arithmetic expression and the substitution of the result. The format for arithmetic expansion is:

```
$((expression))
```

Bash uses the `$(( ))` syntax to do arithmetic. The expression is treated as if it were within double quotes, but a double quote inside the parentheses is not treated specially. All tokens in the expression undergo parameter expansion, string expansion, command substitution, and quote removal. Arithmetic expansions may be nested.

# Let

`let` performs arithmetic on shell variables.

Note that each arithmetic expression has to be passed as a single argument to the `let` command, so you need quotes if there are spaces or globbing characters.

`let` is very similar to `((` but is simpler way to do arithmetic operations.



```
login1.hpc.kuleuven.be - PuTTY
: vsc30468@hpc-p-login-1 ~ 13:49 $ a=12;b=24; let c=a+b; echo $c
36
: vsc30468@hpc-p-login-1 ~ 13:49 $ a=12;b=24; c=$((a+b)); echo $c
36
: vsc30468@hpc-p-login-1 ~ 13:49 $
```

# Let

`let a=a+5` # Equivalent to `let "a = a + 5"` (Double quotes and spaces make it more readable.)

`let "a /= 4"` # Equivalent to `let "a = a / 4"`

`let "a -= 5"` # Equivalent to `let "a = a - 5"`

`let "a *= 10"` # Equivalent to `let "a = a * 10"`

`let "a %= 8"` # Equivalent to `let "a = a % 8"`

# Arithmetic operators

Operator	Description	Example	Result
+	Addition	<code>echo \$(( 7 + 5 ))</code>	12
-	Subtraction	<code>echo \$(( 7 - 5 ))</code>	2
/	Division	<code>echo \$(( 6 \ 3 ))</code>	2
*	Multiplication	<code>echo \$(( 2 * 3 ))</code>	6
%	Modulo	<code>echo \$(( 5 % 3 ))</code>	2
**	Exponentiation	<code>echo \$(( 2 ** 3 ))</code>	8

- `$RANDOM` is an internal Bash function (not a constant) that returns a pseudorandom integer in the range 0 - 32767
- How to generate an inclusive random number between 1 to 10  
`r=$(( RANDOM % 10 + 1 )); echo $r`

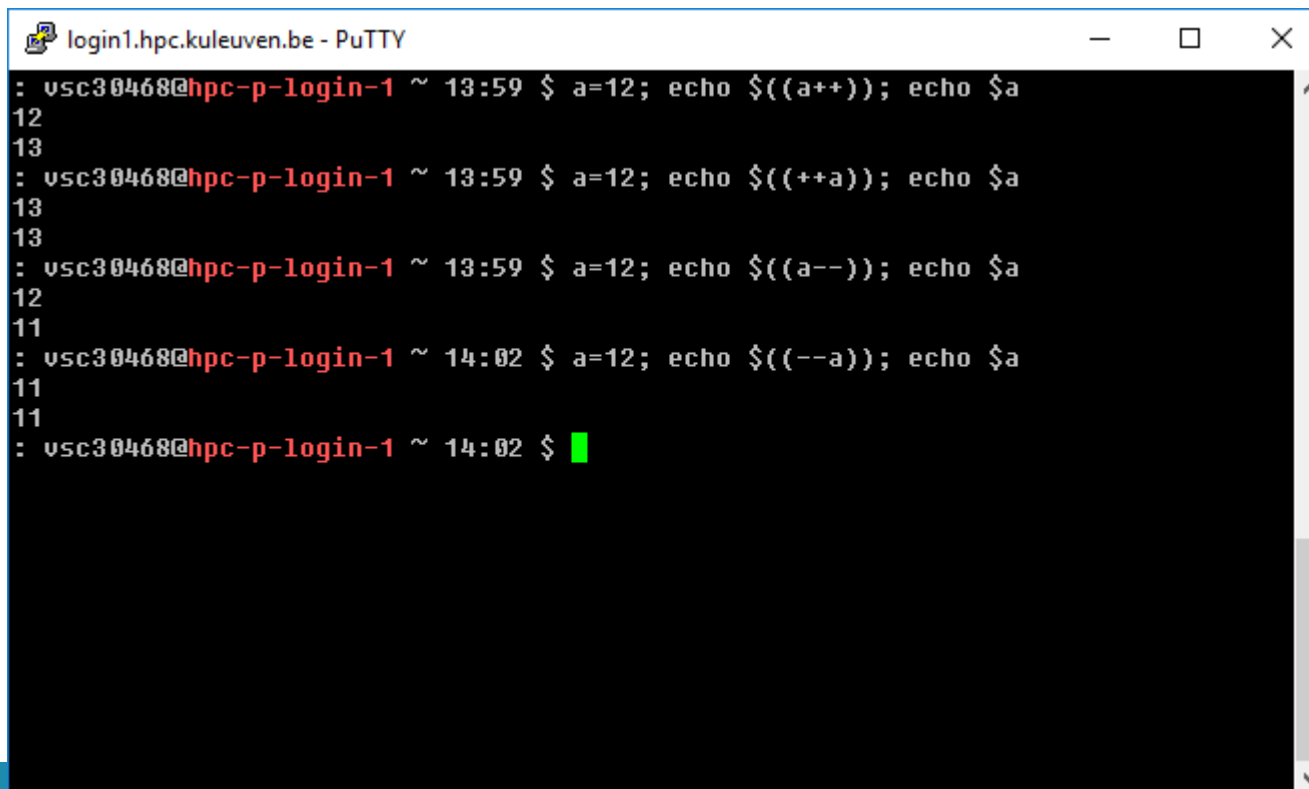
# Pre/Post Increment/Decrement

`x++` post-increment  
`x--` post-decrement  
`++x` pre-increment  
`--x` pre-decrement

- The *post*-increment and *post*-decrement operators increase (or decrease) the value of their operand by 1, but the value of the expression is the operand's original value *prior* to the increment (or decrement) operation.
- The *pre*-increment and *pre*-decrement operators increment (or decrement) their operand by 1, and the value of the expression is the resulting incremented (or decremented) value.

# Pre/Post Increment/Decrement

- `x++` post-increment – makes a copy, increases `x`, returns the copy (old value)
- `x--` post-decrement – makes a copy, decreases `x`, returns the copy (old value)
- `++x` pre-increment – increases `x`, and returns `x` (new value)
- `--x` pre-decrement – decreases `x`, and returns `x` (new value)



```
login1.hpc.kuleuven.be - PuTTY
: vsc30468@hpc-p-login-1 ~ 13:59 $ a=12; echo $((a++)); echo $a
12
13
: vsc30468@hpc-p-login-1 ~ 13:59 $ a=12; echo $((++a)); echo $a
13
13
: vsc30468@hpc-p-login-1 ~ 13:59 $ a=12; echo $((a--)); echo $a
12
11
: vsc30468@hpc-p-login-1 ~ 14:02 $ a=12; echo $((--a)); echo $a
11
11
: vsc30468@hpc-p-login-1 ~ 14:02 $ █
```



# Pre/Post Increment/Decrement

`x++` post-increment  
`x--` post-decrement  
`++x` pre-increment  
`--x` pre-decrement



```
login1.hpc.kuleuven.be - PuTTY
: vsc30468@hpc-p-login-1 ~ 14:04 $ a=5; let b=$((a++));echo $a;echo $b
6
5
: vsc30468@hpc-p-login-1 ~ 14:04 $ a=5; let b=$((++a));echo $a;echo $b
6
6
: vsc30468@hpc-p-login-1 ~ 14:04 $ a=5; let b=$((a--));echo $a;echo $b
4
5
: vsc30468@hpc-p-login-1 ~ 14:04 $ a=5; let b=$((--a));echo $a;echo $b
4
4
: vsc30468@hpc-p-login-1 ~ 14:05 $
```

# Other expr Options

- |
  - Logical or
- &
  - Logical and
- Many others... check the man page
  - `ARG1 < ARG2`      ARG1 is less than ARG2
  - `ARG1 <= ARG2`      ARG1 is less than or equal to ARG2
  - `ARG1 = ARG2`      ARG1 is equal to ARG2
  - `ARG1 != ARG2`      ARG1 is unequal to ARG2
  - `ARG1 >= ARG2`      ARG1 is greater than or equal to ARG2
  - `ARG1 > ARG2`      ARG1 is greater than ARG2

# Control Flow And Conditionals

- Shell scripts can be more powerful than just a list of commands
- Sometimes you want to perform some commands only if certain conditions are true
  - Example: Only print out a file if it is not a binary file

# The test Command

- Used to check if certain conditions are true
- Usage: test EXPRESSION
- You get 0 (true) or 1 (false) in the exit code (`echo $?).`

# Conditions test Checks

- Comparisons

- -eq
- -ne
- -lt
- -le
- -gt
- -ge

# More Conditions

- System conditions
  - -d
    - File is a directory
  - -e
    - File exists
  - -f
    - File is a normal file (not a directory, device)
  - -s
    - File is non-empty
  - -r
    - True if 'file' is readable
  - -w
    - True if 'file' is writable
  - -x
    - True if 'file' is executable

# More test Conditions

- **!**
  - Not
  - Negates the next check
  - **Example:** `test ! -x tFile`
- **-a**
  - And two conditions
    - **Example:** `test $1 -eq $2 -a $2 -gt 5`
- **-o**
  - Or two conditions
    - **Example:** `test $1 -eq $2 -o $2 -gt 5`

# Relational operators

Meaning	Numeric	String
Greater than	<code>-gt</code>	
Greater than or equal	<code>-ge</code>	
Less than	<code>-lt</code>	
Less than or equal	<code>-le</code>	
Equal	<code>-eq</code>	<code>=</code> or <code>==</code>
Not equal	<code>-ne</code>	<code>!=</code>
str1 is less than str2		<code>str1 &lt; str2</code>
str1 is greater str2		<code>str1 &gt; str2</code>
String length is greater than zero		<code>-n str</code>
String length is zero		<code>-z str</code>



# Shortcut For Test

- Because this is used very often, a shortcut exists
- `[]`
  - **Example:** `[ -f tFile ]`
  - `test -f tFile`

# When Do You Use This?

- `test` is used to control the operation of your script
- The answer from `test` should guide the execution of your code one way or another
- Used in conditional statements

# Logic: test

```
$ test 1 -lt 10
```

```
$ echo $?
```

```
0
```

```
$ test 1 == 10
```

```
$ echo $?
```

```
1
```

# Logic: test

- test
- [ ]
  - [ 1 -lt 10 ]
- [[ ]]
  - [[ "this string" =~ "this" ]]
- (( ))
  - (( 1 < 10 ))

The =~ Regular Expression matching operator within a double brackets test expression.

# Logic: test

- `[ -f /etc/passwd ]`
- `[ ! -f /etc/passwd ]`
- `[ -f /etc/passwd -a -f /etc/shadow ]`
- `[ -f /etc/passwd -o -f /etc/shadow ]`

# Key concepts

- Multiple commands can be separated with a ;  
e.g. `cd $VSC_HOME; pwd`
- **&&** and **||** conditionally separate multiple commands. When commands are conditionally joined, the first will always execute. The second command may execute or not, depending on the return value of the first command. For example, a user may want to create a directory, and then move a new file into that directory. If the creation of the directory fails, then there is no reason to move the file. The two commands can be coupled as follows:
  - `echo „one two three four five” > numbers.txt;`
  - `mkdir /tmp/my-dir && mv numbers.txt /tmp/my-dir`

# Key concepts

- Similarly, multiple commands can be combined with `||`. In this case, **bash** will execute the second command only if the first command "fails" (has a non zero return value). This is similar to the "or" operator found in programming languages. In the following example, we attempt to change the permissions on a file. If the command fails, a message to that effect is echoed to the screen.
  - `chmod 600 /tmp/my-dir/numbers.txt || echo „chmod failed“`
  - `chmod 600 /tmp/my-dir/Numbers.txt || echo „chmod failed“`
- In the first case, the **chmod** command succeeded, and no message was echoed. In the second case, the **chmod** command failed (because the file didn't exist), and the "chmod failed" message was echoed (in addition to **chmod**'s standard error message).

# Key concepts: escape character

- ", \$, `, and \ are still interpreted by the shell, even when they're in double quotes.
- The backslash (\) character is used to mark these special characters so that they are not interpreted by the shell, but passed on to the command being run (for example, echo)

- E.g. to output the string: (Assuming that the value of \$X is 5):

A quote is ", backslash is \, backtick is `.

A few spaces are      and dollar is \$. \$X is 5.

**we would have to write:**

```
$ echo "A quote is \", backslash is \\, backtick is \`."
```

```
A quote is ", backslash is \, backtick is `.
```

```
$ echo "A few spaces are      ; dollar is \$. \$X is ${X}."
```

```
A few spaces are      ; dollar is $. $X is 5.
```



# Key concepts: escape character

- \$ is used for interpreting variable which has some value assigned
- When you create a file that contains space in it, e.g. `touch "my file"` it is difficult to use it later
  - How to copy the file (`cp source destination`)
  - -> use escape character so that space is understood as a part of the file and not as a separator in command syntax
  - `cp my\ file myfile`
- Better avoid using „special“ characters (", \$, `, \, ... ) in your filenames!

# Key concepts: history

- `!` is used in history event designators: you can execute a previous command using `![N]` where `N` is the line number in history you want to recall (or 2 commands before `!-2`)
- `echo "Hi $USER!"` works from the script, but gives an error `"-bash: !": event not found"` from interactive bash shell (because of history)
- There are 2 ways to deal with that:
  - `echo "Hi $USER"' '!'`
  - `$ set +H` - switch off `-H` option in bash (`-H` is used to enable `!` style history substitution. This option is on by default when the shell is interactive). To set it back use `$ set -H`

# Hands-on 2



1. Write the script that reads integer input and displays the result *Initial value is:* `value`. Next it adds 2 to the read value and displays the result *Value after adding is* `value`. After that it multiplies the result by 3 and displays the new result *Value after multiplying is* `value`. Finally it calculates modulo 2 and displays the result as *Value after performing modulo is* `value`. Run the script.
2. Try to run the script for input parameter that is not integer, but real, e.g. 1.5. What happens?
3. Correct the script so that it does the same for real parameters. Use the `-n` option for echo to skip printing newline at the end.
4. Write the script that reads 2 integer parameters and checks if the first value is greater or equal the second value. Display the exit code. Test the script with different values.
5. Modify the script such that it tests if the first value is greater than the second one. If test is succeeded it should display “*True*”, if test fails it should display “*False*”.

# Shell logic structures

The four basic logic structures needed for program development are:

- **Sequential logic:** to execute commands in the order in which they appear in the program
- **Decision logic:** to execute commands only if a certain condition is satisfied
- **Looping logic:** to repeat a series of commands for a given number of times
- **Case logic:** to replace “if then/else if/else” statements when making numerous comparisons

# Loops

Loop is a block of code that is repeated a number of times.

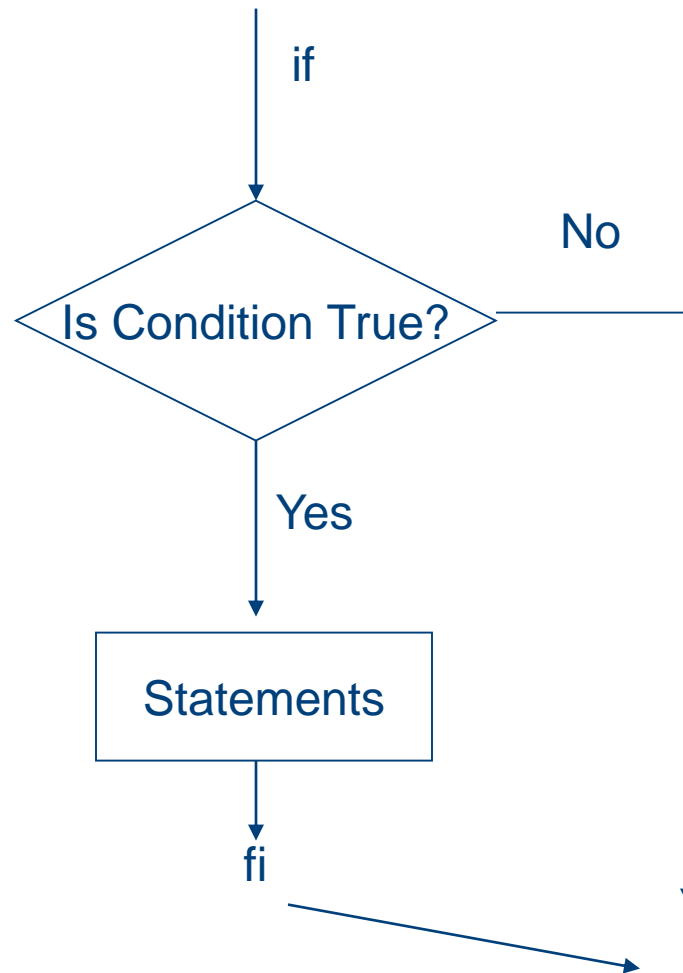
The repeating is performed either a pre-determined number of times determined by a list of items in the loop count ( **for loops** ) or until a particular condition is satisfied ( **while** and **until loops** )

To provide flexibility to the loop constructs there are also two statements namely **break** and **continue** are provided.

# if then fi

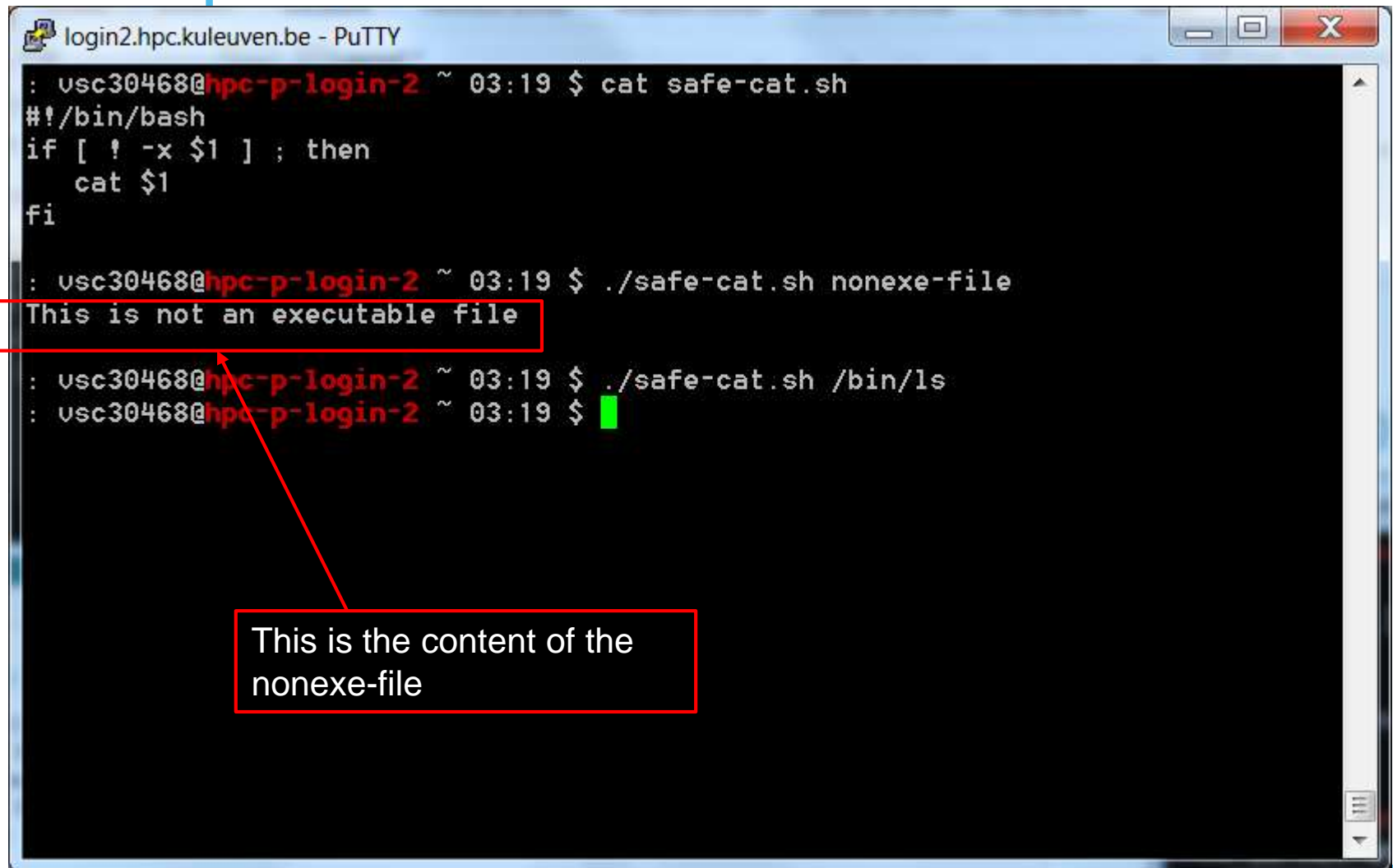
```
if [ CONDITION ] ; then  
    STATEMENTS  
fi
```

# Flowchart of if





# Example of if



The screenshot shows a PuTTY terminal window titled "login2.hpc.kuleuven.be - PuTTY". The terminal displays the following commands and output:

```
: usc30468@hpc-p-login-2 ~ 03:19 $ cat safe-cat.sh
#!/bin/bash
if [ ! -x $1 ] ; then
    cat $1
fi

: usc30468@hpc-p-login-2 ~ 03:19 $ ./safe-cat.sh nonexe-file
This is not an executable file

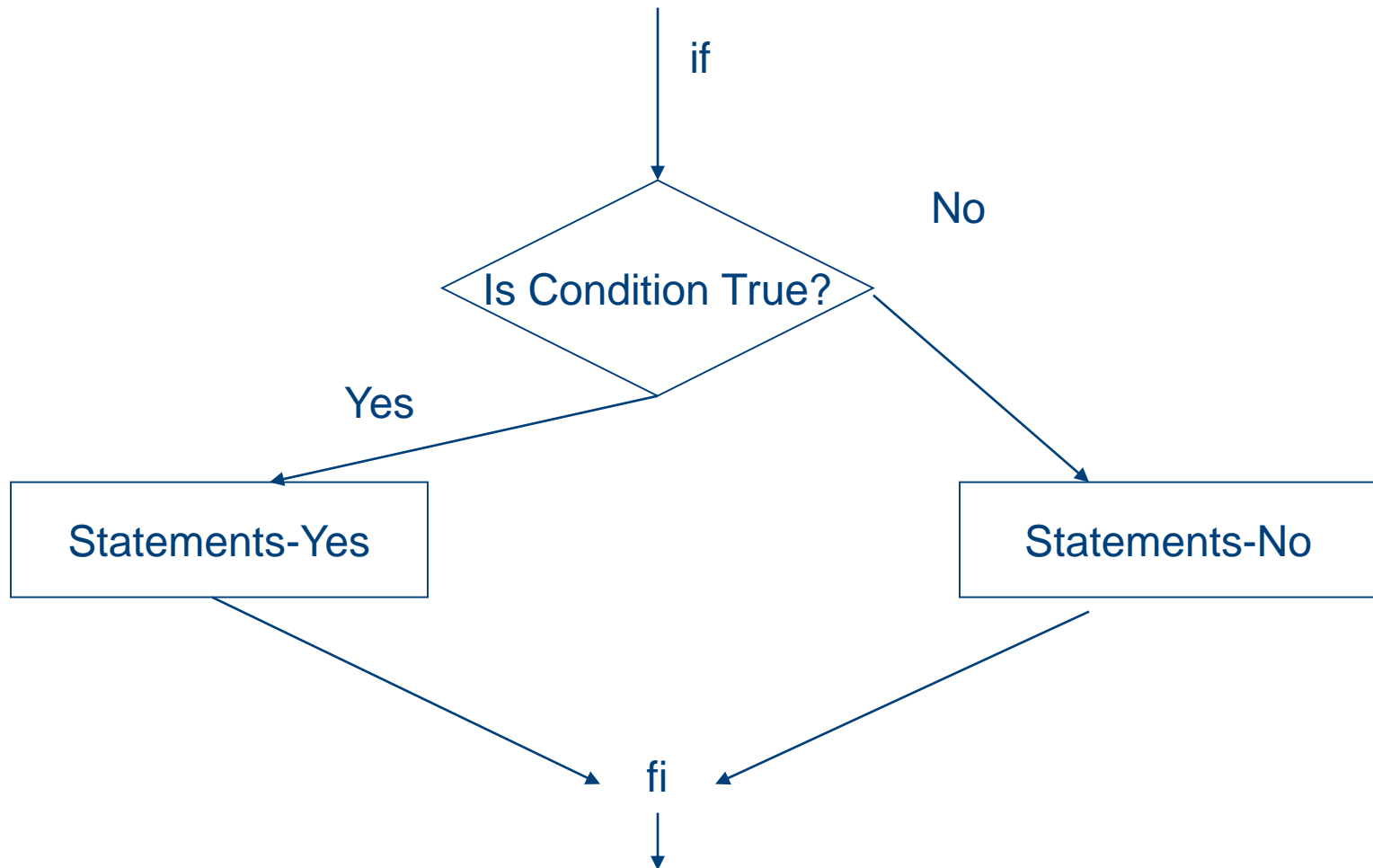
: usc30468@hpc-p-login-2 ~ 03:19 $ ./safe-cat.sh /bin/ls
: usc30468@hpc-p-login-2 ~ 03:19 $
```

A red box highlights the output "This is not an executable file". A red arrow points from this box to another red box containing the text "This is the content of the nonexe-file".

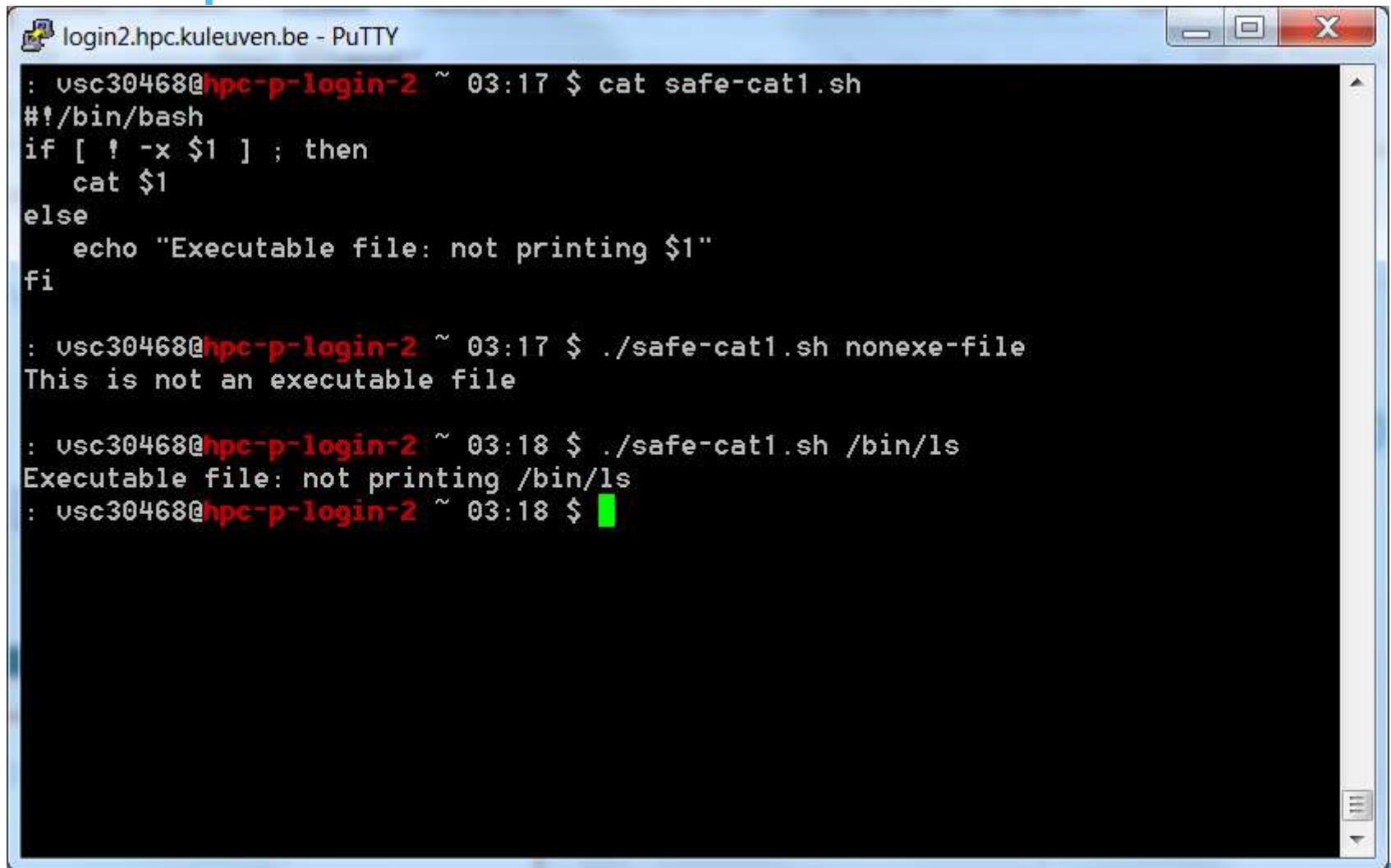
# If then else fi

```
if [ CONDITION ] ; then  
    STATEMENTS-YES  
else  
    STATEMENTS-NO  
fi
```

# Flowchart of if else



# Example of if else



The screenshot shows a PuTTY terminal window titled "login2.hpc.kuleuven.be - PuTTY". The terminal displays the execution of a script named "safe-cat1.sh". The script uses an if-else statement to check if a file is executable. When run with "nonexe-file", it prints "This is not an executable file". When run with "/bin/ls", it prints "Executable file: not printing /bin/ls".

```
login2.hpc.kuleuven.be - PuTTY
: usc30468@hpc-p-login-2 ~ 03:17 $ cat safe-cat1.sh
#!/bin/bash
if [ ! -x $1 ] ; then
    cat $1
else
    echo "Executable file: not printing $1"
fi

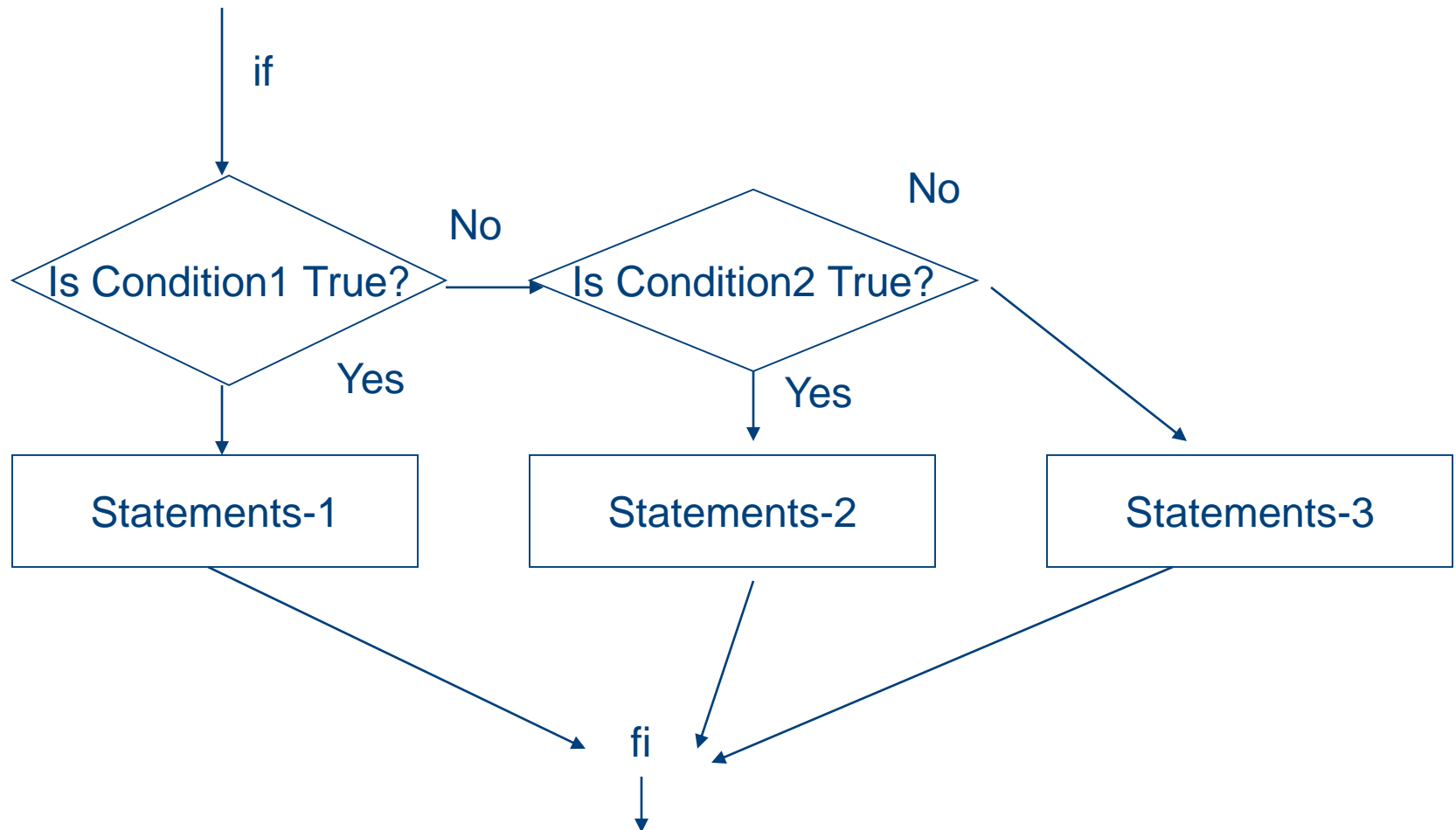
: usc30468@hpc-p-login-2 ~ 03:17 $ ./safe-cat1.sh nonexe-file
This is not an executable file

: usc30468@hpc-p-login-2 ~ 03:18 $ ./safe-cat1.sh /bin/ls
Executable file: not printing /bin/ls
: usc30468@hpc-p-login-2 ~ 03:18 $
```

# if then elif else fi

```
if [ CONDITION1 ] ; then
    STATEMENTS-1
elif [ CONDITION2 ] ; then
    STATEMENTS-2
else
    STATEMENTS-3
fi
```

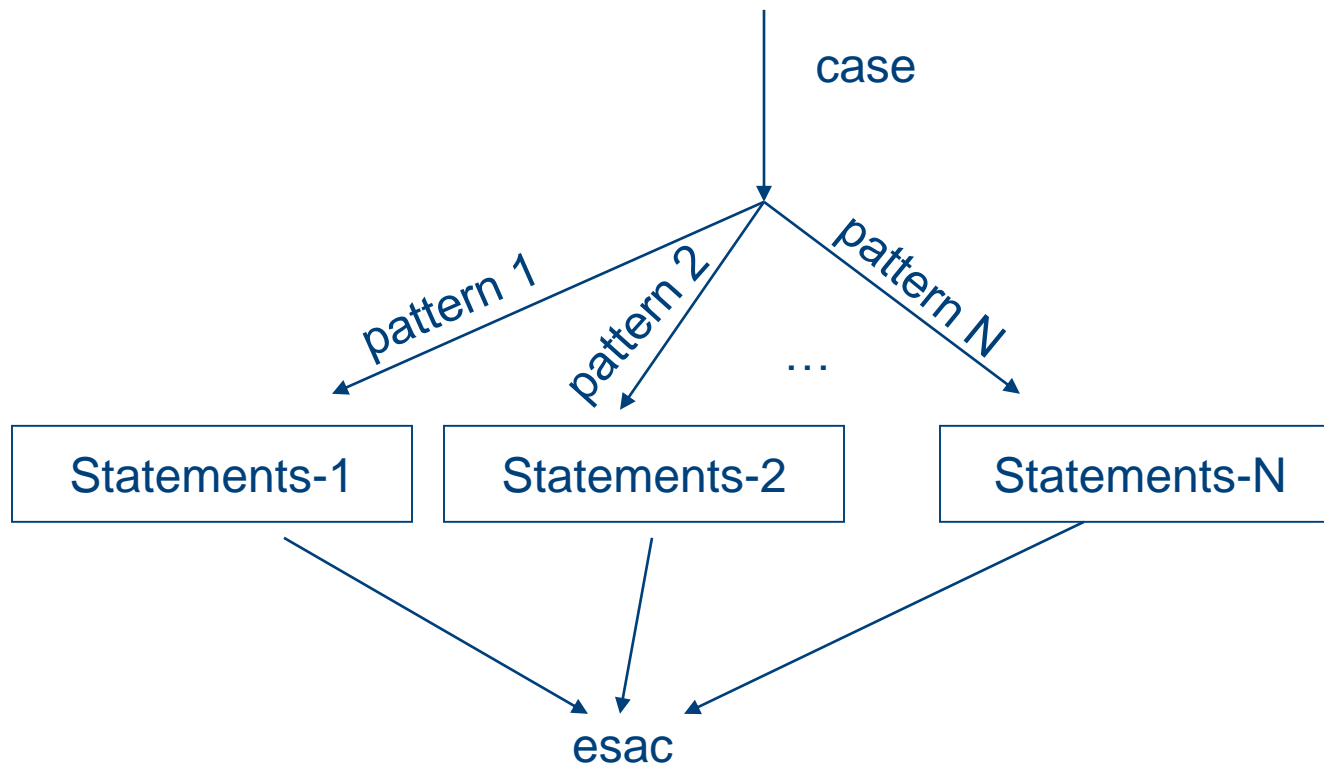
# Flowchart of if elif else



# Case esac

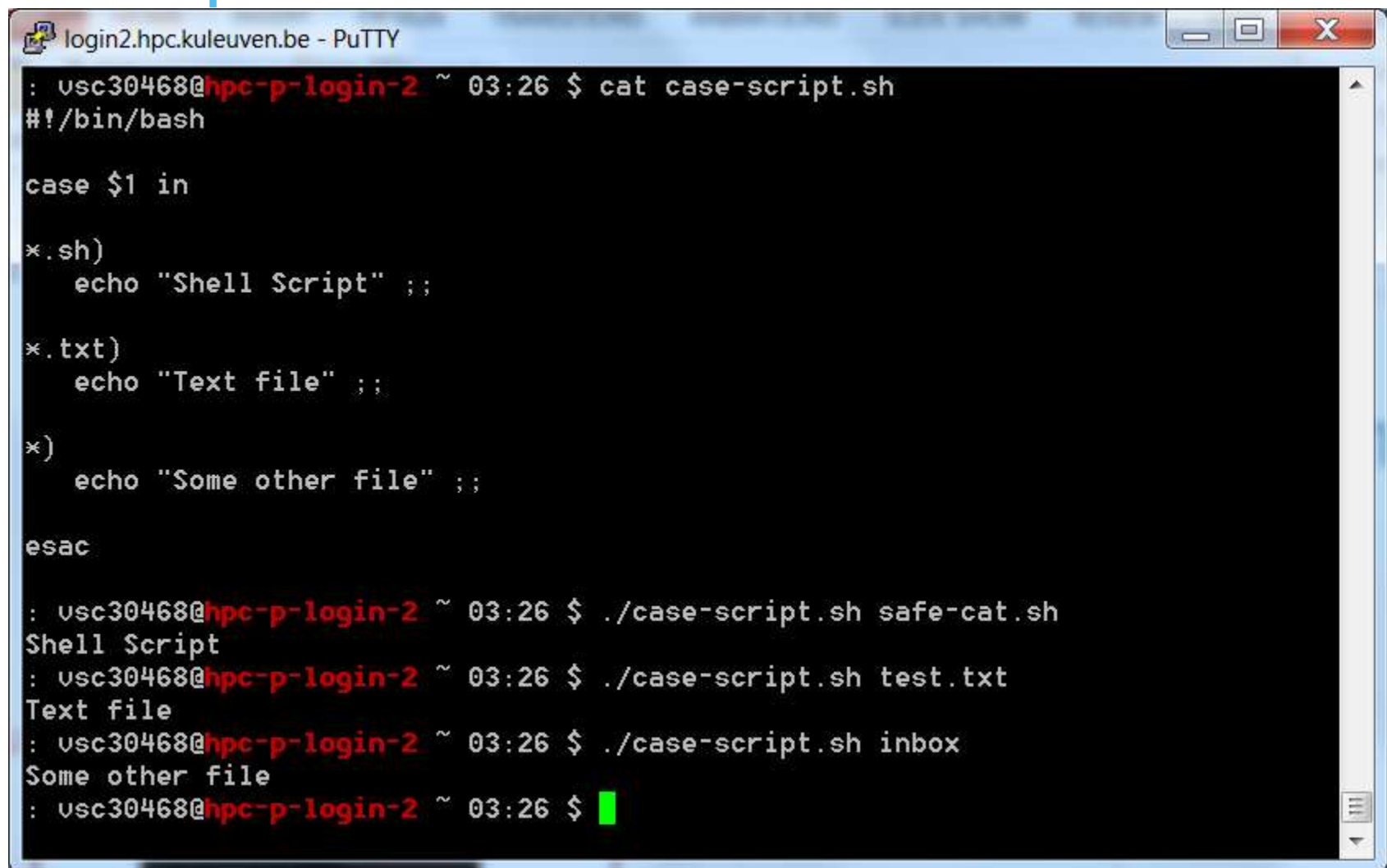
```
case STRING in
pattern1)
    STATEMENTS-1 ;;
pattern2)
    STATEMENTS-2 ;;
...
patternN)
    STATEMENTS-N ;;
esac
```

# Flowchart of case





# Example of case



```
login2.hpc.kuleuven.be - PuTTY
: usc30468@hpc-p-login-2 ~ 03:26 $ cat case-script.sh
#!/bin/bash

case $1 in
  *.sh)
    echo "Shell Script" ;;
  *.txt)
    echo "Text file" ;;
  *)
    echo "Some other file" ;;
esac

: usc30468@hpc-p-login-2 ~ 03:26 $ ./case-script.sh safe-cat.sh
Shell Script
: usc30468@hpc-p-login-2 ~ 03:26 $ ./case-script.sh test.txt
Text file
: usc30468@hpc-p-login-2 ~ 03:26 $ ./case-script.sh inbox
Some other file
: usc30468@hpc-p-login-2 ~ 03:26 $
```

# Universal customization

- Universal .bashrc - written to run on all (relevant) clusters:

```
case ${VSC_INSTITUTE_CLUSTER} in
    thinking)
        export PS1=': \u@\[\e[1;31m\]\h\[\e[0m\] \w `date +%H:%M` $ '
        source switch_to_2015a
        module load git
        ;;
    genius)
        module load git/2.16.1-foss-2018a
        export EDITOR="/usr/bin/vim"
        export PS1=': \u@\[\e[1;34m\]\h\[\e[0m\] \w `date +%H:%M` $ '
        ;;
    breniac)
        module load git/2.8.4-GCCcore-4.9.3
        export PS1=': \u@\[\e[0;32m\]\h\[\e[0m\] \w `date +%H:%M` $ '
        ;;
esac
```

# Hands-on 3



1. Write the script that performs summation of two integers. Before adding the numbers introduce the `if` statement that checks if 2 parameters were given. Test it with 2 and more parameters given.
2. Write the script that finds the biggest number of 3 given integer numbers. Use `if - elif` block multiple times.
3. Add the check in the beginning of the script that detects faulty execution and instructs how to use the script, e.g. *"Use biggest.sh: number1 number2 number3"*. Test it with 2 and 3 parameters.
4. Add extra checks to the script that detects if all the values are the same and displays *"All the three numbers are equal"* and the information printed if the values are not integer values that can be compared *"I can not figure out which number is bigger"*
5. Write the script that performs 4 operations (summation, subtraction, multiplication and division) of two given integer numbers and the operator. Use `case` statement.

# Looping

- Sometimes you want to do something many times
- Loop for a set number of times
- Loop while a condition is true
- Loop until a condition is false

# for loop

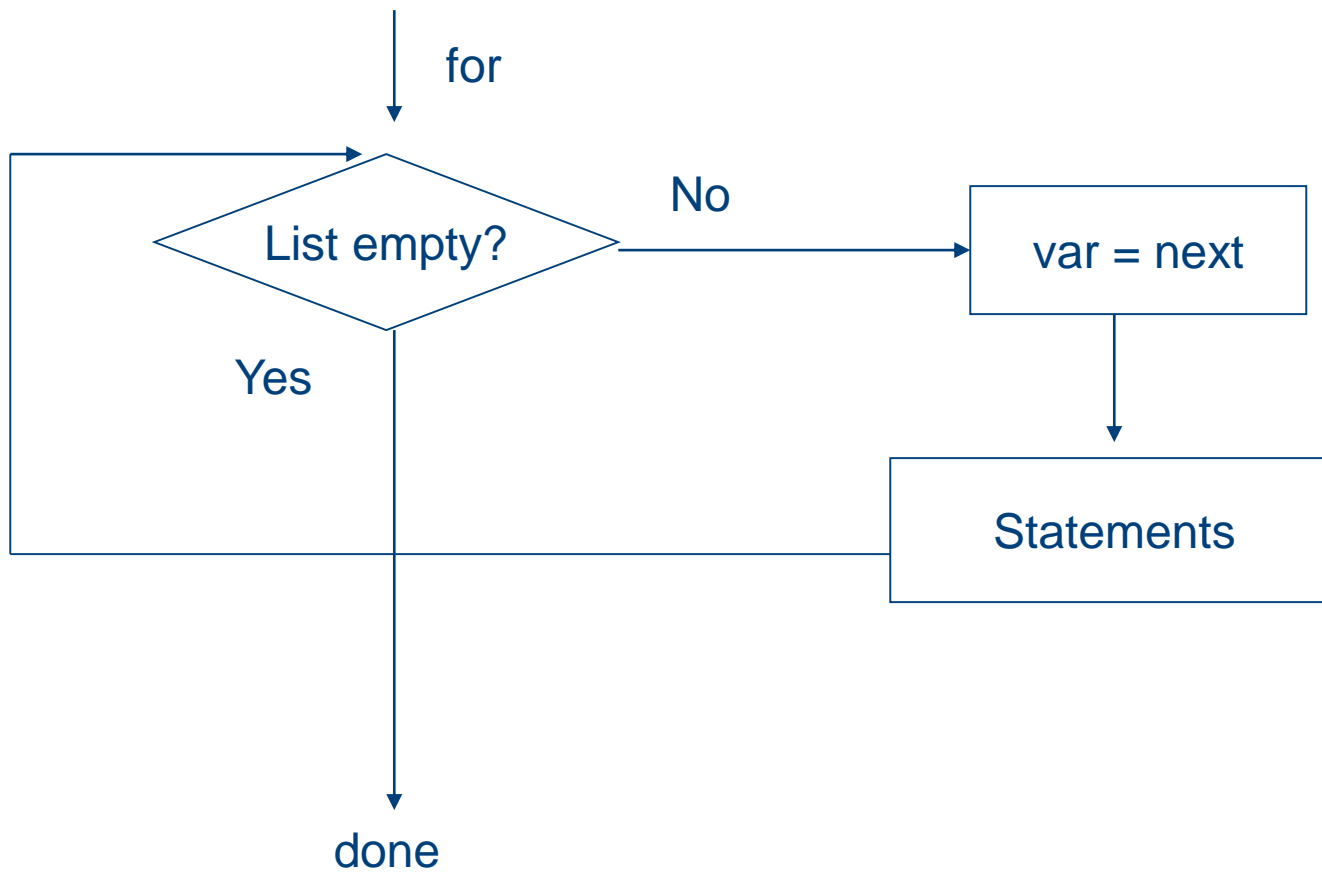
```
for VAR in LIST  
do  
    STATEMENTS  
done
```

# Special form of for loop

Without a list, it will go through all of the command line arguments

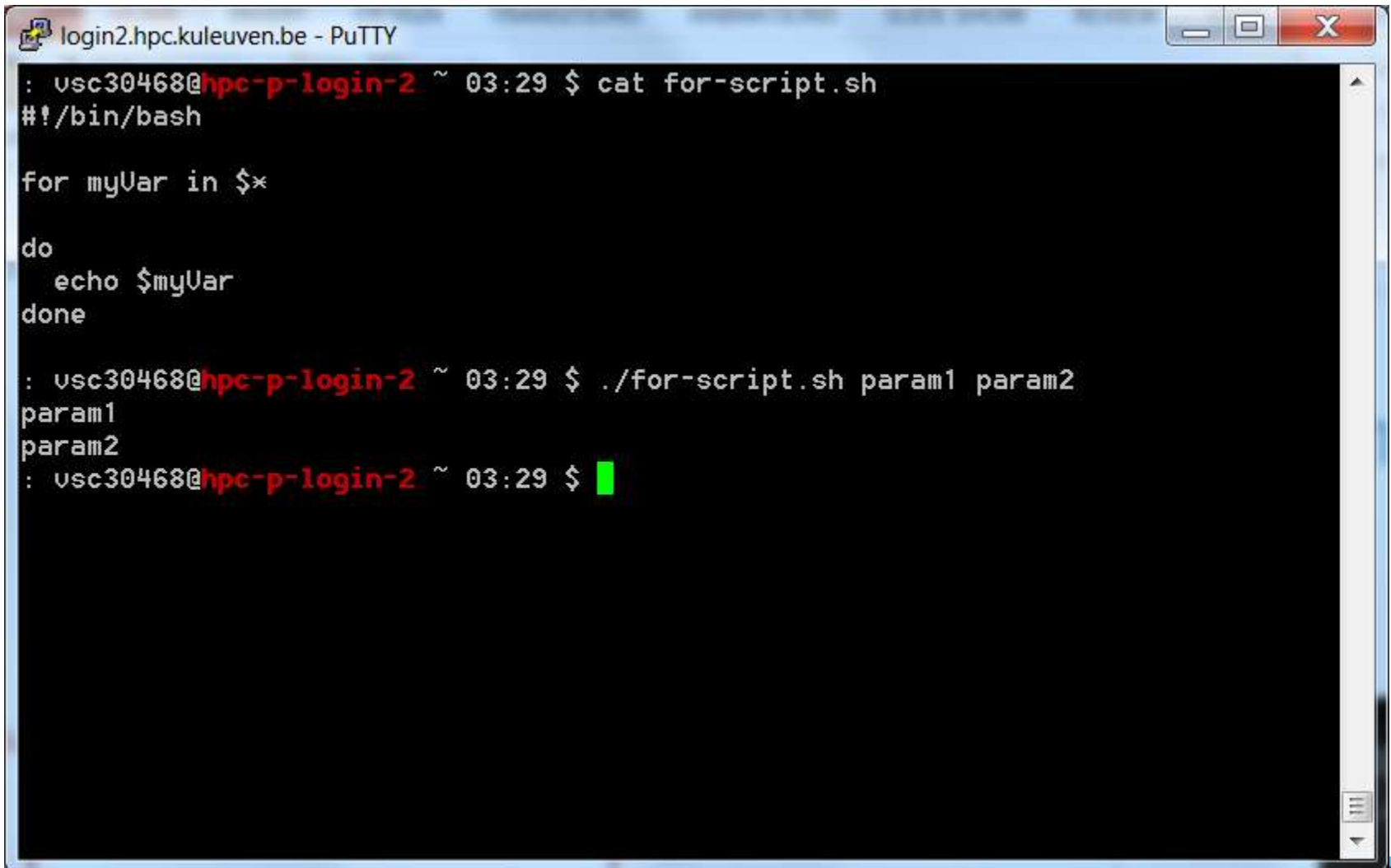
```
for var  
do  
    STATEMENTS  
done
```

# Flowchart of for loop





# Example of for loop



```
login2.hpc.kuleuven.be - PuTTY
: usc30468@hpc-p-login-2 ~ 03:29 $ cat for-script.sh
#!/bin/bash

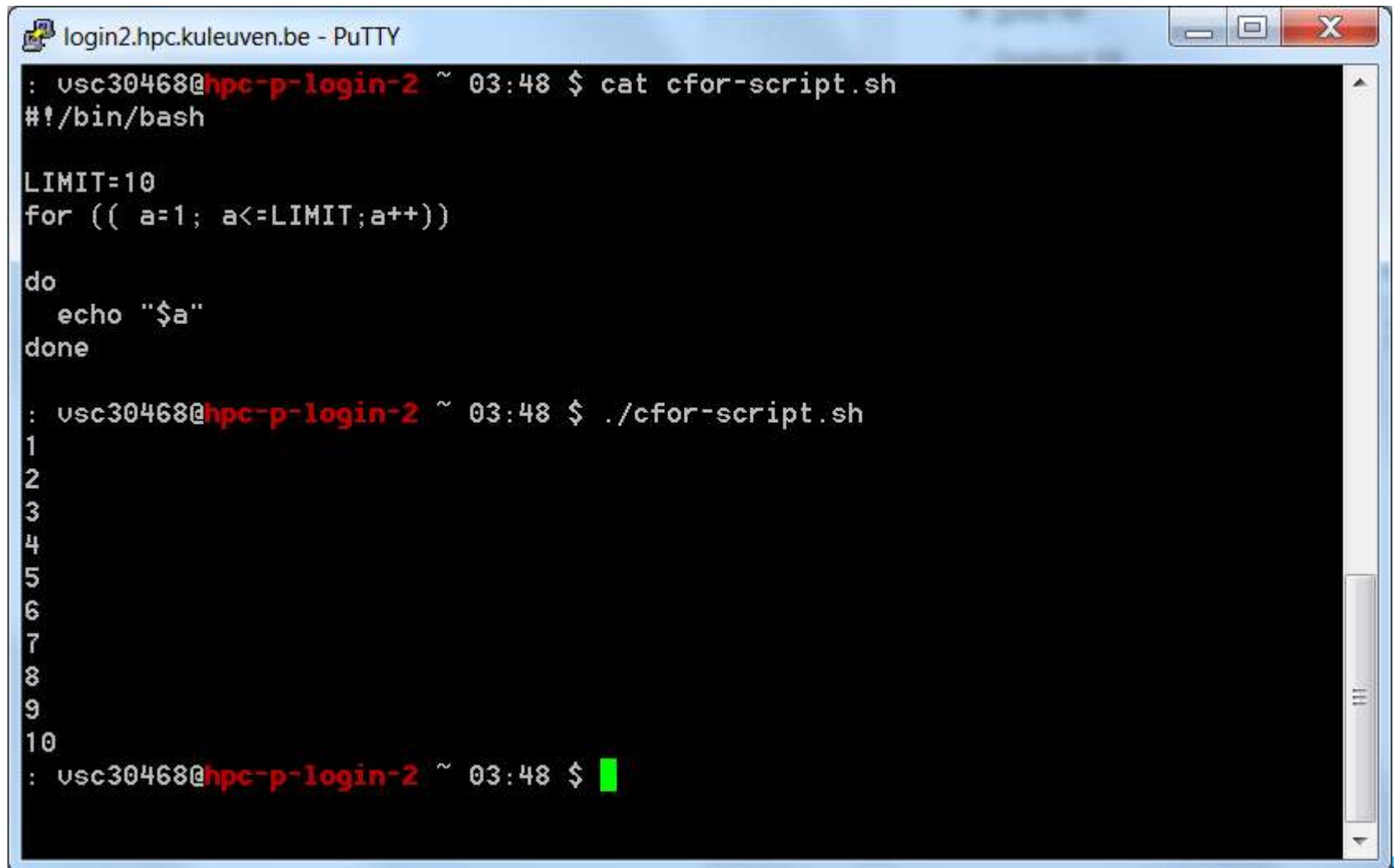
for myVar in $*
do
    echo $myVar
done

: usc30468@hpc-p-login-2 ~ 03:29 $ ./for-script.sh param1 param2
param1
param2
: usc30468@hpc-p-login-2 ~ 03:29 $ █
```

# Logic: C-style for

```
for ( ( expr1;  
      expr2;  
      expr3 ) )  
do  
    STATEMENTS  
done
```

# Logic: C-style for



```
login2.hpc.kuleuven.be - PuTTY
: usc30468@hpc-p-login-2 ~ 03:48 $ cat cfor-script.sh
#!/bin/bash

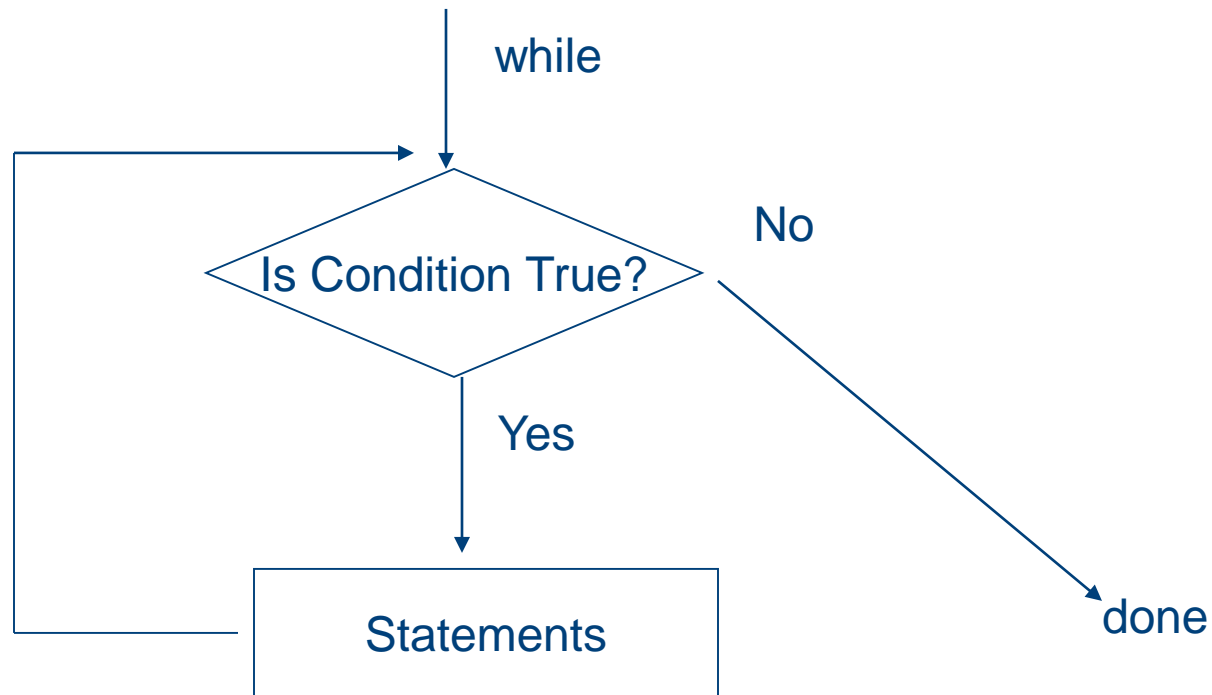
LIMIT=10
for (( a=1; a<=LIMIT;a++))
do
    echo "$a"
done

: usc30468@hpc-p-login-2 ~ 03:48 $ ./cfor-script.sh
1
2
3
4
5
6
7
8
9
10
: usc30468@hpc-p-login-2 ~ 03:48 $ █
```

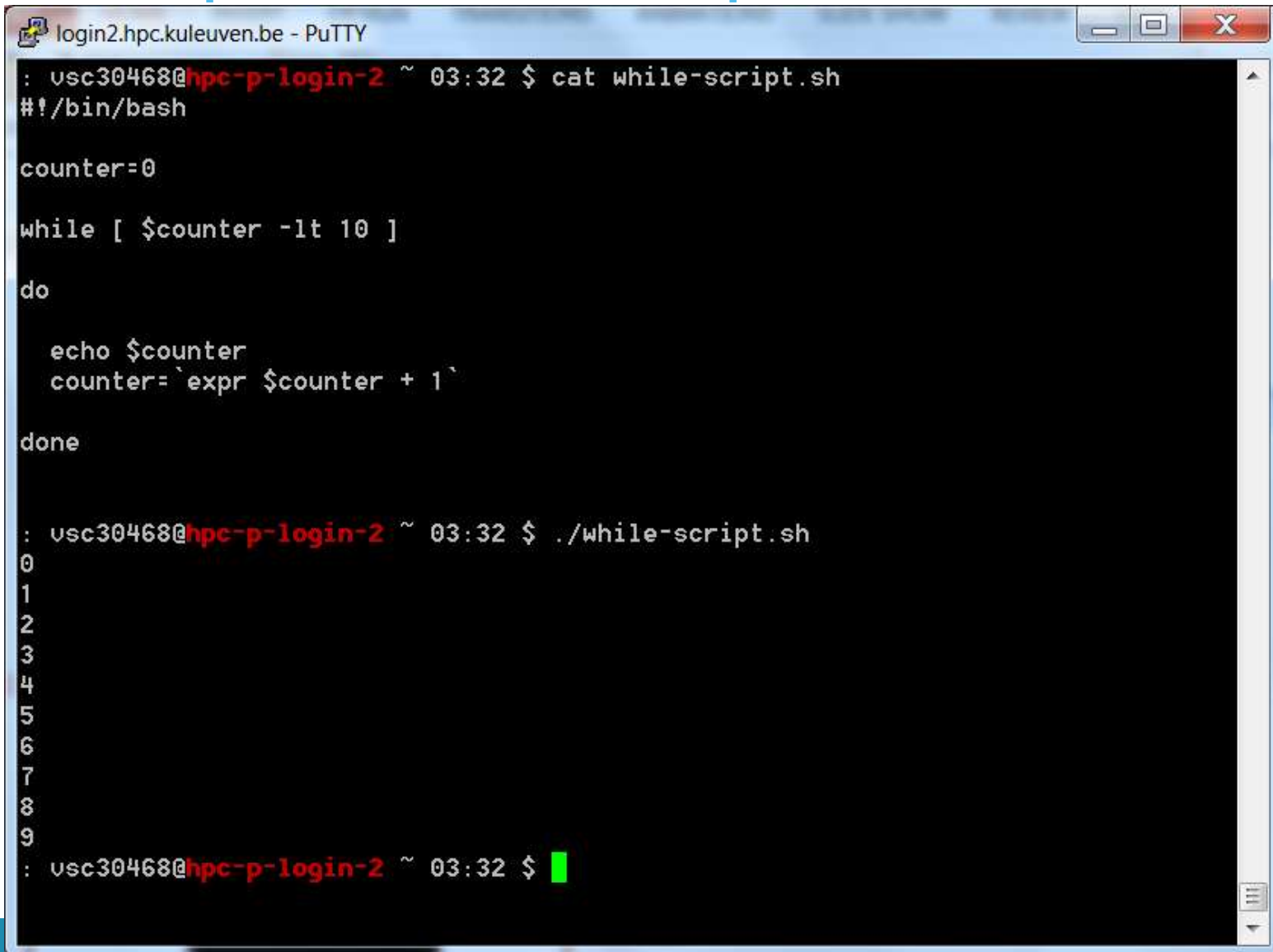
# While loop

```
while CONDITION  
do  
    STATEMENTS  
done
```

# Flowchart of while loop



# Example of while loop



```
login2.hpc.kuleuven.be - PuTTY
: usc30468@hpc-p-login-2 ~ 03:32 $ cat while-script.sh
#!/bin/bash

counter=0

while [ $counter -lt 10 ]
do

    echo $counter
    counter=`expr $counter + 1`

done

: usc30468@hpc-p-login-2 ~ 03:32 $ ./while-script.sh
0
1
2
3
4
5
6
7
8
9
: usc30468@hpc-p-login-2 ~ 03:32 $
```

The screenshot shows a PuTTY terminal window titled "login2.hpc.kuleuven.be - PuTTY". The user "usc30468" is logged into "hpc-p-login-2". The terminal displays the contents of a script named "while-script.sh", which is a bash script using a while loop to print numbers from 0 to 9. The script is then executed with the command " ./while-script.sh ", resulting in the output of the loop: the numbers 0 through 9, each on a new line. The prompt returns to the user at the end of the execution.

# while loop – reading files

```
while read line
do
  echo $line
done <file
```


# break and continue

- Interrupt for, while or until loop
- The break statement
  - transfer control to the statement AFTER the done statement
  - terminate execution of the loop
- The continue statement
  - transfer control to the statement TO the done statement
  - skip the test statements for the current iteration
  - continues execution of the loop



# The break command

```
while [ condition ]  
do  
    cmd-1  
    break  
    cmd-n  
done  
echo "done"
```



This iteration is over  
and there are no more  
iterations

# The continue command

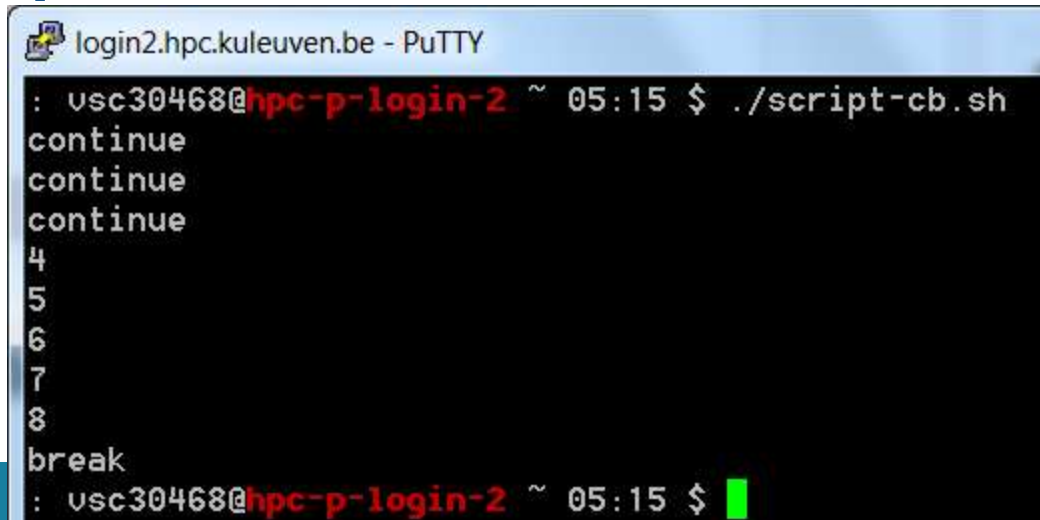
```
while [ condition ]  
do  
    cmd-1  
    continue  
    cmd-n  
done  
echo "done"
```



This iteration is over; do the next iteration

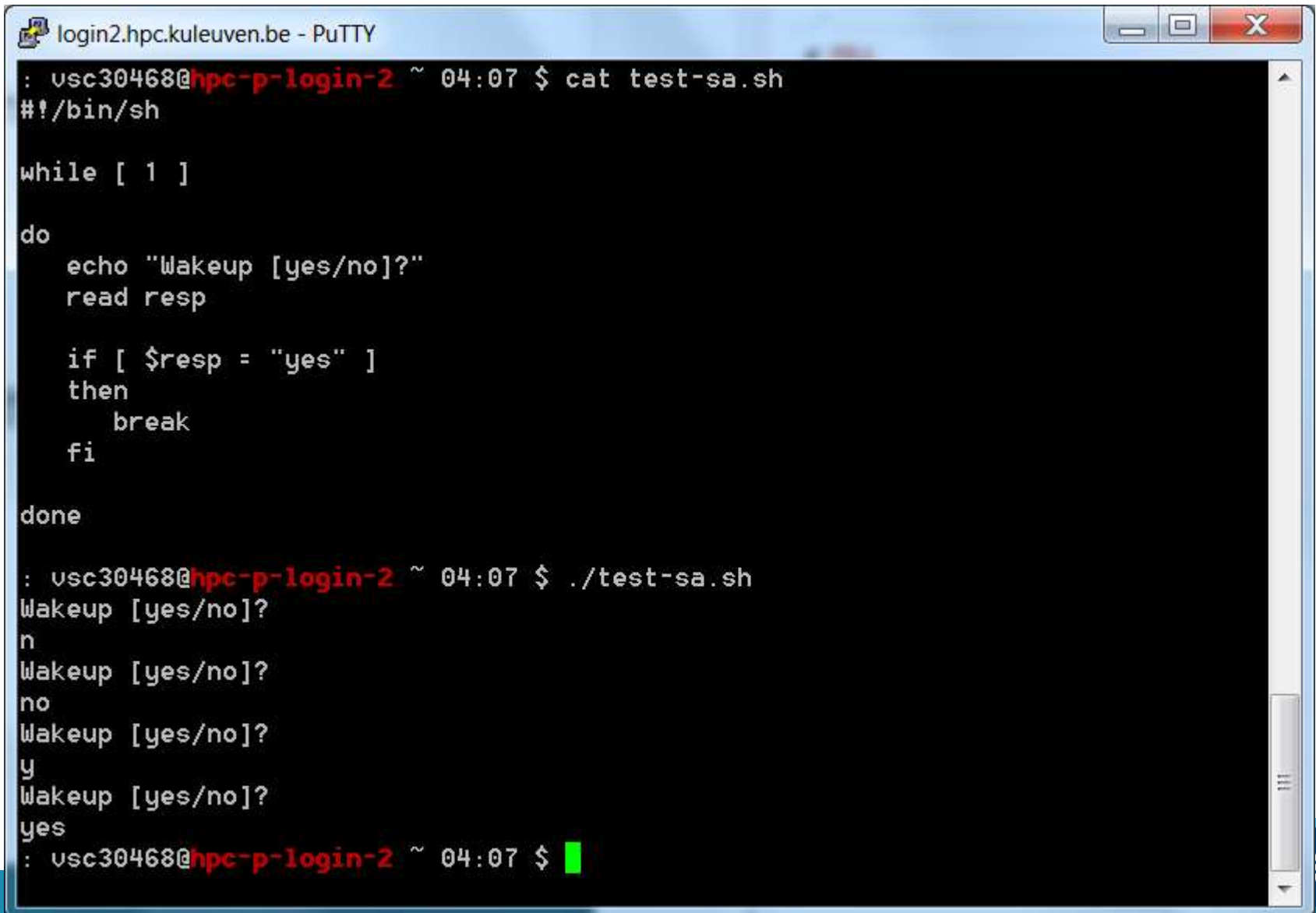
# Example:

```
for index in 1 2 3 4 5 6 7 8 9 10
do
    if [ $index -le 3 ]; then
        echo "continue"
        continue
    fi
    echo $index
    if [ $index -ge 8 ]; then
        echo "break"
        break
    fi
done
```

A terminal window titled 'login2.hpc.kuleuven.be - PuTTY' showing the execution of a script. The prompt is 'usc30468@hpc-p-login-2 ~ 05:15 \$ ./script-cb.sh'. The output shows 'continue' three times, followed by the numbers 4, 5, 6, 7, 8, and then 'break'. The prompt returns to 'usc30468@hpc-p-login-2 ~ 05:15 \$' with a green cursor.

```
login2.hpc.kuleuven.be - PuTTY
: usc30468@hpc-p-login-2 ~ 05:15 $ ./script-cb.sh
continue
continue
continue
4
5
6
7
8
break
: usc30468@hpc-p-login-2 ~ 05:15 $
```

# break



The screenshot shows a PuTTY terminal window titled "login2.hpc.kuleuven.be - PuTTY". The terminal displays a shell script named "test-sa.sh" being executed. The script is a while loop that prompts the user for a response. The user enters "n", "no", "y", and "yes" in sequence. The script uses a "break" statement to exit the loop when the user enters "yes".

```
login2.hpc.kuleuven.be - PuTTY
: usc30468@hpc-p-login-2 ~ 04:07 $ cat test-sa.sh
#!/bin/sh

while [ 1 ]
do
    echo "Wakeup [yes/no]?"
    read resp

    if [ $resp = "yes" ]
    then
        break
    fi
done

: usc30468@hpc-p-login-2 ~ 04:07 $ ./test-sa.sh
Wakeup [yes/no]?
n
Wakeup [yes/no]?
no
Wakeup [yes/no]?
y
Wakeup [yes/no]?
yes
: usc30468@hpc-p-login-2 ~ 04:07 $
```

# continue

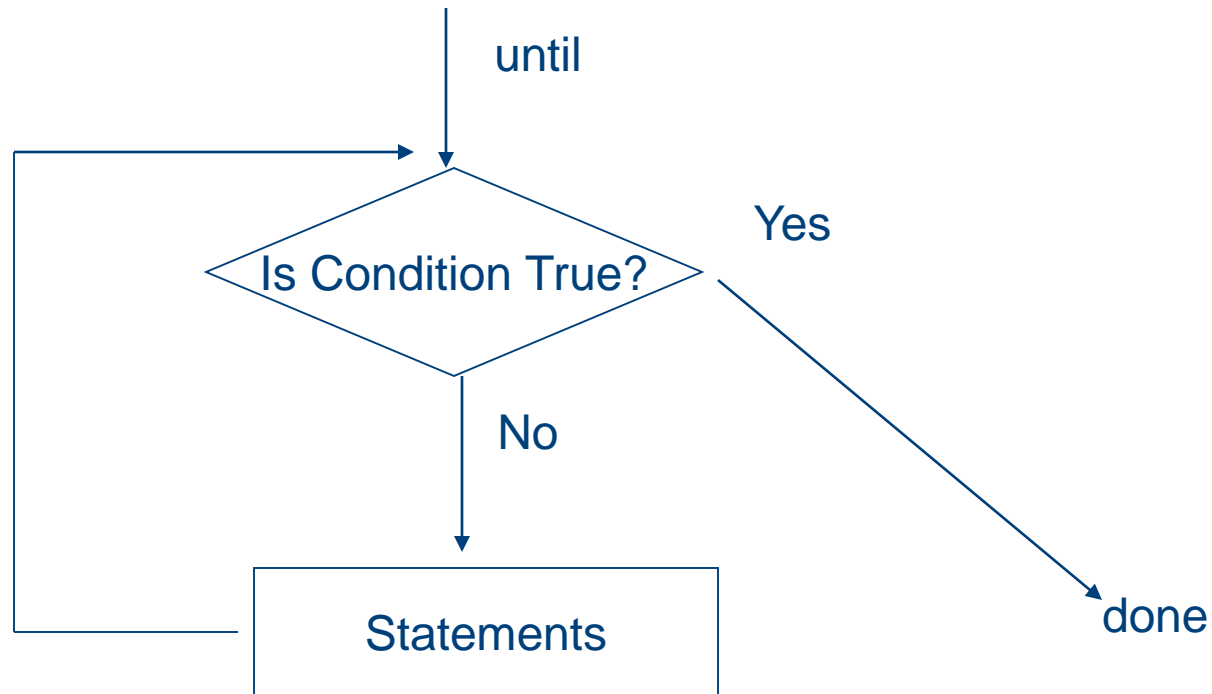
```
#!/bin/bash
for i in 1 2 3 4 5 6 do
  ### just skip printing $i; if it is 3 or 6
  if [ $i -eq 3 -o $i -eq 6 ]
    then
      continue
    ### resumes iteration of an enclosing for loop
  fi

  echo "$i"
done
```

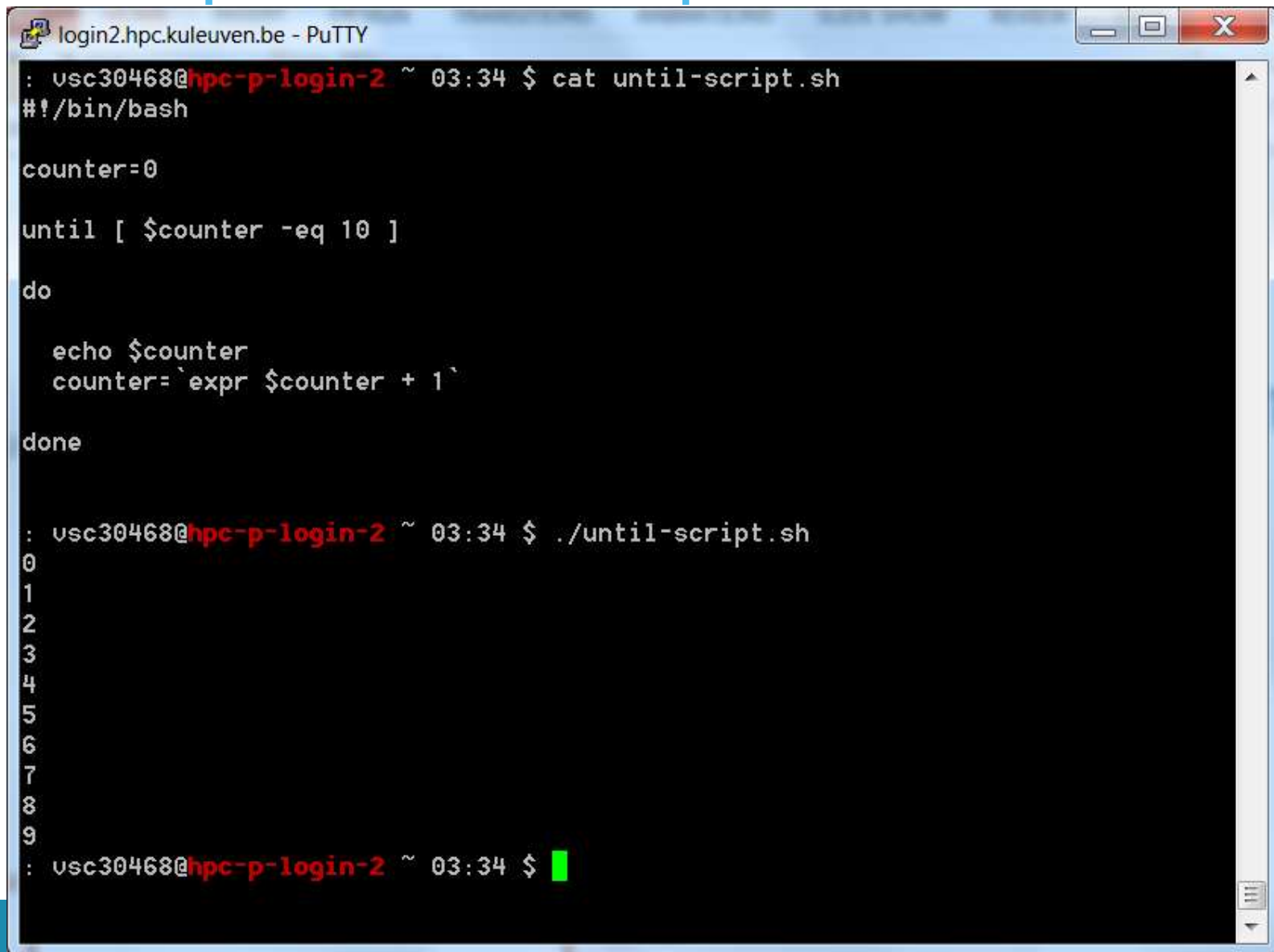
# Until loop

```
until CONDITION  
do  
    STATEMENTS  
done
```

# Flowchart of until loop



# Example of until loop



```
login2.hpc.kuleuven.be - PuTTY
: usc30468@hpc-p-login-2 ~ 03:34 $ cat until-script.sh
#!/bin/bash

counter=0

until [ $counter -eq 10 ]
do

    echo $counter
    counter=`expr $counter + 1`

done

: usc30468@hpc-p-login-2 ~ 03:34 $ ./until-script.sh
0
1
2
3
4
5
6
7
8
9
: usc30468@hpc-p-login-2 ~ 03:34 $ █
```

The screenshot shows a PuTTY terminal window titled "login2.hpc.kuleuven.be - PuTTY". The user "usc30468" is logged into the host "hpc-p-login-2". The terminal shows the creation of a script "until-script.sh" which contains an until loop that prints the counter from 0 to 9. The script is then executed with "./until-script.sh", and the output shows the numbers 0 through 9, each on a new line. The prompt returns to the user, and a green cursor is visible.



# While vs. Until

```
login1.hpc.kuleuven.be - PuTTY
: usc30468@hpc-p-login-1 ~ 10:17 $ cat while-script1.sh
#!/bin/bash

counter=0

while [ $counter -lt 10 ]
do

    echo first $counter
    counter=`expr $counter + 1`
    echo again $counter

done

: usc30468@hpc-p-login-1 ~ 10:17 $ ./while-script1.sh
first 0
again 1
first 1
again 2
first 2
again 3
first 3
again 4
first 4
again 5
first 5
again 6
first 6
again 7
first 7
again 8
first 8
again 9
first 9
again 10
: usc30468@hpc-p-login-1 ~ 10:17 $ █
```

```
login1.hpc.kuleuven.be - PuTTY
: usc30468@hpc-p-login-1 ~ 10:18 $ cat until-script1.sh
#!/bin/bash

counter=0

until [ $counter -eq 10 ]
do

    echo before $counter
    counter=`expr $counter + 1`
    echo after $counter

done

: usc30468@hpc-p-login-1 ~ 10:18 $ ./until-script1.sh
before 0
after 1
before 1
after 2
before 2
after 3
before 3
after 4
before 4
after 5
before 5
after 6
before 6
after 7
before 7
after 8
before 8
after 9
before 9
after 10
: usc30468@hpc-p-login-1 ~ 10:19 $ █
```

# Bash shell programming

- Input
  - prompting user
  - command line arguments
- Decision:
  - if-then-else
  - case
- Repetition
  - do-while, repeat-until
  - for
  - select
- Functions

# Bash Arrays

- An array is a variable containing multiple values. Any variable may be used as an array.
- There is no maximum limit to the size of an array, nor any requirement that member variables be indexed or assigned contiguously.
- Arrays are zero-based: the first element is indexed with the number 0.
- Indirect declaration is done using the following syntax to declare a variable:  
`ARRAY [ INDEXNR ] =value`

# Bash Arrays

- Bash arrays have numbered indexes only, but they are sparse, so you don't have to define all the indexes.
- An entire array can be assigned by enclosing the array items in parenthesis:  
`arr=(Hello World)`
- Individual items can be assigned with the familiar array syntax (unless you're used to Basic or Fortran):  
`arr[0]=Hello arr[1]=World`
- But it gets a bit ugly when you want to refer to an array item:  
`echo ${arr[0]} ${arr[1]}`

# Bash Arrays

In addition the following funky constructions are available:

```
${arr[*]}    # All of the items in the array  
${!arr[*]}  # All of the indexes in the array  
${#arr[*]}  # Number of items in the array  
${#arr[0]}  # Length of item zero
```

Note that the "@" sign can be used instead of the "\*" in constructs such as `${arr[*]}`. The result is the same except when expanding to the items of the array within a quoted string:

```
${arr[*]}  returns all the items as a single word, whereas  
${arr[@]}  returns each item as a separate word.
```

# Bash Arrays

```
#!/bin/bash
array=(one two three four [5]=five)
echo "Array size: ${#array[*]}"
echo "Array items:"
for item in ${array[*]}
do
    printf " %s\n" $item
done
echo "Array indexes:"
for index in ${!array[*]}
do
    printf " %d\n" $index
done
echo "Array items and indexes:"
for index in ${!array[*]}
do
    printf "%4d: %s\n" $index ${array[$index]}
done
```

Output:

Array size: 5

Array items:

one

two

three

four

five

Array indexes:

0

1

2

3

5

Array items and indexes:

0: one

1: two

2: three

3: four

5: five

# Bash Arrays

```
#!/bin/bash
array=("first item" "second item" "third" "item")
echo "Number of items in original array: ${#array[*]}"
for ix in ${!array[*]}
do
    printf " %s\n" "${array[$ix]}"
done
arr=(${array[*]})
echo "After unquoted expansion: ${#arr[*]}"
for ix in ${!arr[*]}
do
    printf " %s\n" "${arr[$ix]}"
done
arr=("${array[@]}")
echo "After * quoted expansion: ${#arr[*]}"
for ix in ${!arr[*]}
do
    printf " %s\n" "${arr[$ix]}"
done
arr=("${array[@]}")
echo "After @ quoted expansion: ${#arr[*]}"
for ix in ${!arr[*]}
do
    printf " %s\n" "${arr[$ix]}"
done
```

Output:

Number of items in original array: 4  
first item  
second item  
third  
item  
After unquoted expansion: 6  
first  
item  
second  
item  
third  
item  
After \* quoted expansion: 1  
first item second item third item  
After @ quoted expansion: 4  
first item  
second item  
third  
item

# Hands-on 4





1. Write a script calculating average of given integer numbers on command line arguments. Use `for` loop. You can add `if` statement that checks if at least 2 parameters are given.
2. Write a script to reverse a given integer number (numbers in reverse order). Use `while` block.
3. Write a script that calculates factorial of a given number. Use `until` block.
4. Write a script that sorts the given five numbers in ascending order (using bubble sort algorithm\*). Use `for` loop and `array`.

\* see [https://en.wikipedia.org/wiki/Bubble\\_sort](https://en.wikipedia.org/wiki/Bubble_sort)  
or  
<http://www.geeksforgeeks.org/bubble-sort/>

# Shell Functions

- A shell function is similar to a shell script
  - stores a series of commands for execution later
  - shell stores functions in memory
  - shell executes a shell function in the same shell that called it
- Where to define
  - In `.profile`
  - In your script
  - Or on the command line
- Remove a function
  - Use `unset` built-in

# Shell Functions

- must be defined before they can be referenced
- usually placed at the beginning of the script

## Syntax:

```
function-name () {  
    statements  
}
```

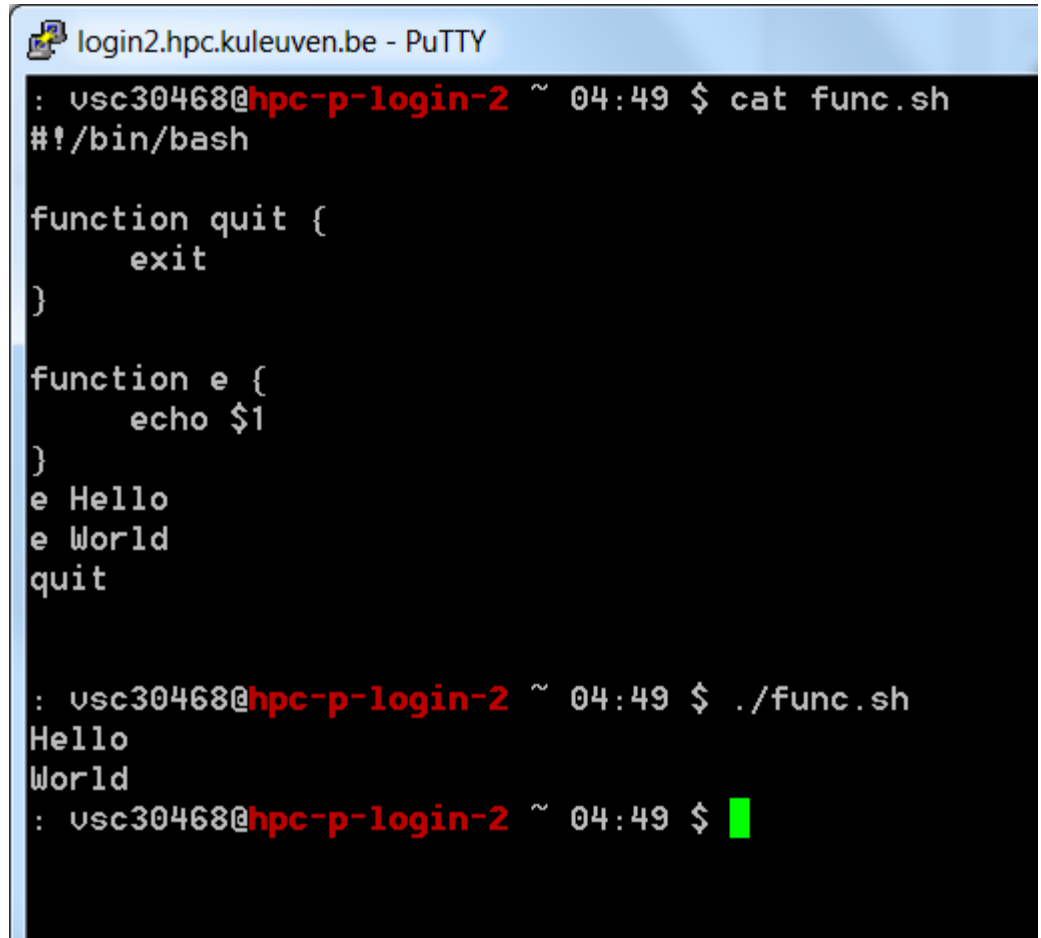
# Example: function

```
#!/bin/bash
```

```
function quit {  
    exit  
}
```

```
function e {  
    echo $1  
}
```

```
e Hello  
e World  
quit
```



```
login2.hpc.kuleuven.be - PuTTY  
: usc30468@hpc-p-login-2 ~ 04:49 $ cat func.sh  
#!/bin/bash  
  
function quit {  
    exit  
}  
  
function e {  
    echo $1  
}  
e Hello  
e World  
quit  
  
: usc30468@hpc-p-login-2 ~ 04:49 $ ./func.sh  
Hello  
World  
: usc30468@hpc-p-login-2 ~ 04:49 $ █
```

# Continuing Lines: \

```
$ echo This \
```

```
Is \
```

```
  A \
```

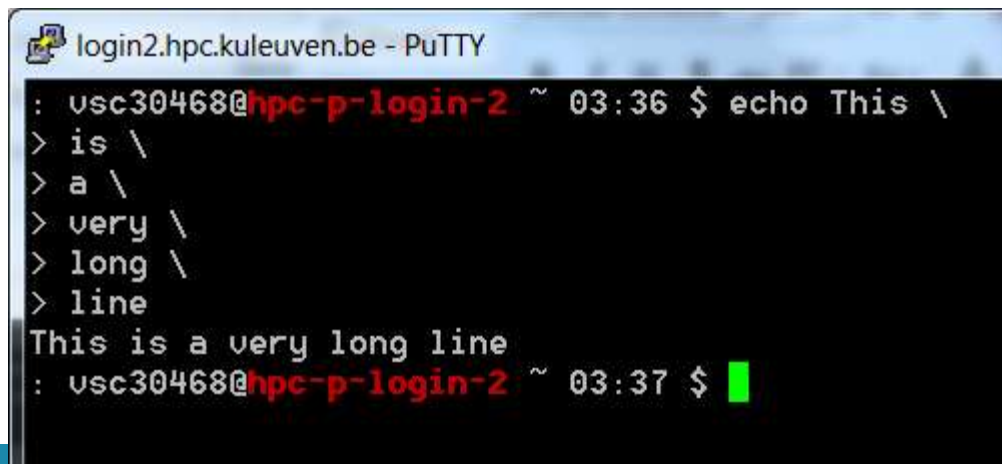
```
Very \
```

```
Long \
```

```
  Command Line
```

```
This Is A Very Long Command Line
```

```
$
```



The screenshot shows a PuTTY terminal window titled 'login2.hpc.kuleuven.be - PuTTY'. The prompt is 'usc30468@hpc-p-login-2 ~ 03:36'. The user enters the command 'echo This \'. The terminal shows the command being entered line by line: 'is \', 'a \', 'very \', 'long \', and 'line'. The final output is 'This is a very long line'. The prompt then changes to 'usc30468@hpc-p-login-2 ~ 03:37 \$' with a green cursor.

```
login2.hpc.kuleuven.be - PuTTY
: usc30468@hpc-p-login-2 ~ 03:36 $ echo This \
> is \
> a \
> very \
> long \
> line
This is a very long line
: usc30468@hpc-p-login-2 ~ 03:37 $
```

# Email Notification

The image shows a terminal window and an email client interface. The terminal window, titled "login2.hpc.kuleuven.be - PuTTY", displays the following commands and output:

```
: vsc30468@hpc-p-login-2 ~ 03:52 $ echo "Message"| \  
> mail -s "test message" \  
> mag.selwa@kuleuven.be  
: vsc30468@hpc-p-login-2 ~ 03:53 $
```

The email client window, titled "test message - Message (Plain Text)", shows the following details:

- From:** vsc30468 <vsc30468@hpc.kuleuven.be>
- Subject:** test message
- To:** Mag Selwa
- Date:** di 28/02/2017 3:53
- Message:** (The body of the email is empty, showing only the word "Message" in the terminal output.)

The email client interface includes a ribbon with tabs for FILE, MESSAGE, DEVELOPER, and McAfee e-mailscan. The MESSAGE tab is active, showing various actions like Ignore, Delete, Reply, Forward, Move, Assign Policy, Mark Unread, Categorize, Follow Up, Translate, and Zoom. The bottom status bar indicates "vsc30468 No Items".

# Dates

```
$ DATESTRING=`date +%Y%m%d`
```

```
$ echo $DATESTRING
```

```
20170227
```

```
$ man date
```



A screenshot of a PuTTY terminal window titled "login2.hpc.kuleuven.be - PuTTY". The terminal shows a series of commands and their outputs. The first command is `DATESTRING=`date +%Y%m%d``, followed by `echo $DATESTRING`, which outputs `2017-02-28`. The prompt is `usc30468@hpc-p-login-2` and the time is `03:55`. The terminal has a black background with white text and a green cursor.

```
login2.hpc.kuleuven.be - PuTTY
: usc30468@hpc-p-login-2 ~ 03:55 $ DATESTRING=`date +%Y-%m-%d`
: usc30468@hpc-p-login-2 ~ 03:55 $ echo $DATESTRING
2017-02-28
: usc30468@hpc-p-login-2 ~ 03:55 $ █
```

# pushd/popd

```
$ cd /tmp  
$ pushd /var/log  
/var/log /tmp  
$ cd ..  
$ pwd  
/var  
$ popd  
/tmp
```



# Hands-on 5



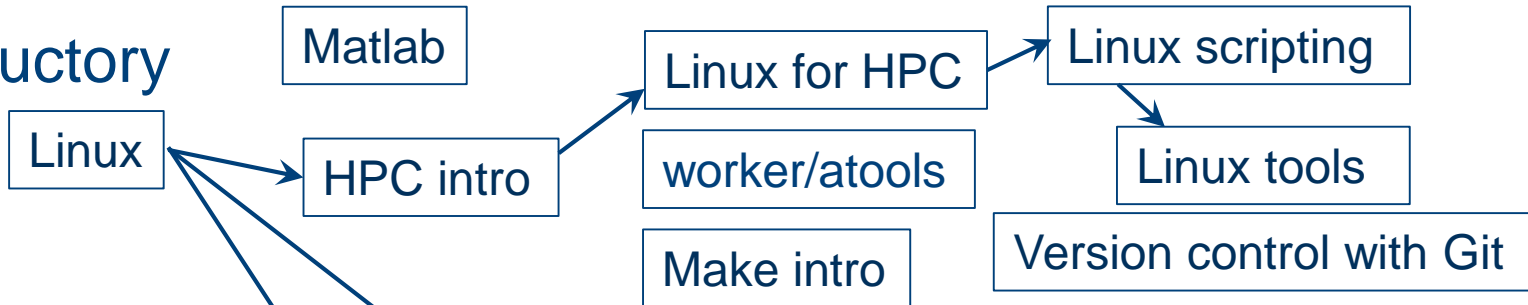
1. Write a more complicated greeting shell script that based on time (taken from `date`) adjusts the greeting to “*Good morning/afternoon/evening*”, etc. in `if` statement.
2. Modify the script so that each `if` statement is a separate function.
3. Submit the job to the cluster (or just execute it from the login node). The job should:
  - a. Copy the file `/apps/leuven/training/HPC_intro/helloworldmpi.c` into your home directory
  - b. Load the `foss` module
  - c. Compile the code: `mpicc helloworldmpi.c -o hello.exe`
  - d. Set the value of variable `check` to 2
  - e. Increase it by 16
  - f. Initialize value of `test` to 0
  - g. Set the random number between 1 and 20 as variable `rand`
  - h. Check in the `until` loop how many iterations are needed until `rand` is equal to `check`
  - i. Print that information
  - j. Check if `~/exercise.txt` exists. If so – run the `mpi` job saving the output to `exercise.txt` (`mpirun -np $check ./hello.exe > exercise.txt`). If not – first create the file and then run `mpi` code.
  - k. Read the `exercise.txt` file line by line, assign each line into array `arr` and print the 5<sup>th</sup> item of `arr`.

# Questions

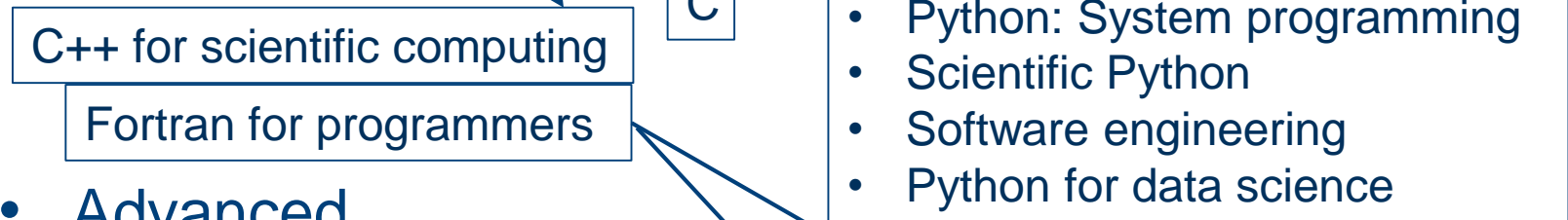
- Now
- Helpdesk:  
[hpcinfo@kuleuven.be](mailto:hpcinfo@kuleuven.be) or  
[https://admin.kuleuven.be/icts/HPInfo\\_form/HPC-info-formulier](https://admin.kuleuven.be/icts/HPInfo_form/HPC-info-formulier)
- VSC web site:  
<http://www.vscentrum.be/>
  - VSC documentation: <https://vlaams-supercomputing-centrum-vscdocumentation.readthedocs-hosted.com/en/latest/>  
VSC agenda: training sessions, events
- Systems status page:  
<http://status.kuleuven.be/hpc>

# VSC training 2019/2020

- Introductory



- Intermediate



- Advanced

- Specialist track



Info sessions:

- Containers
- Notebooks

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