Lecture 3: Shell Scripting and BuildTools

■ Tags	@February 6, 2024
□ Topics Covered	



https://www.shellcheck.net

- Will check your shell script for errors:
- For portable POSIX shell scripts :

#! /bin/sh/

• For BASH scripts:

#! /usr/bin/env bash

Here we are defining the env to be a BASH script, if it was a python script the header of the script would be:

!# /usr/bin/env python3

- Then mark the script as executable using chmod +x myscript.sh
- The file is then passed on to the interpreter specified by the file at the top (!# /usr/bin.....)

Why env:

• Env looks through the PATH and tries to find the program specified then runs it

PATH:

- Path is a variable that contains a list of directories where your program might be stored. It will loop through all the program directories to find your program to run it.
- A useful command to display the PATH directories :

```
$ echo $PATH | tr ':' $'\n'

# Here remember PATH is a variable so to list the
# directories stores within in we use echo not ls
# tr is a translate function, which replaces all instances
# of the : seperated lines by new lines instead to list
# the directories in a clean new line
```

 To configure your path, so that you can run installed a program that you have installed:

```
$ export PATH=$PATH:/opt/<myprogram/bin</pre>
```

- Most Linux systems stick everything in /user/bin and stop multiple partitions
- ▼ Path:

PATH is an environment variables that tells the systems where all the programs are:

Basic Syntax

```
A; B runs A and then B
A | B run A and feeds its output to B
A && B run A and is successful run B
A || B run A and if not successful run B

- 0 indicates a successful run and if A returns 0 meaning it was
```

Variables:

```
GREETING="HELLO WORLD" // no space between equals

// using variabls

echo $GREETING

// Standard Variabls

${0} Name of Script

${1}, ${2}, ${3} .. arguments passed to your script

${#} The number of arguments passed to your scripts
```

Control flow:

```
if <statements> then

for
```

My Notes

Common commands to note before Scripting:

• Defining functions:

```
### In Bash script
mcd () {
mkdir -p "$1"
cd "$1"
}
# In this code wer are making a directory specified by the first
### In shell / terminal
# If run the following command in the terminal:
$ source mcd
# I now have access to my function so I can just do:
$ mcd test
# I made a directory called test and cd into it
```

Error Message ?:

An error is represented by the symbol and returns either a 0 (no error) or 1 (for error).
 e.g. you can write the following command:

```
\ echo \ # This will retrun the the error state of the code
```

true will always return 1 and false will always return 0

Storing outputs of a function / command in a variable:

• To strore the output of a function into a variable:

```
$ foo=$(pwd) # Stores the out of the pwd in foo
$ echo "The current working directory is $foo" # Note the use of
# to expand foo
## output: print the current working directory
```

- A useful but lesser known command is the use of <(<function1>) <(<function2>)
 - This will put the output of one function1 / command into a temp file and then pass it to the the input of function2
- e.g. say we wanted to concat the output of Is and the output from Is from the previous directory

```
$ cat <(ls) <(ls ..)
```

Test Manual:

 Many times in if else statement we use flags, the use of these flags can be seen by typing:

```
$ man test
```

You can use the test command in your script:

```
test $? -eq 0 && printf "Command Success full"

#Alternativly:

[$? -eq 0] && printf "Command seucess"

# test command can be replaced with square brackets
```

Globbing:

• Imagine your directory contains a list of .sh files called projects 1 - 50, but you only want to Is projects with single numbers:

```
$ ls projects?
# The ? will only expand to single characters.
# If you only wanted to view the projects that begin with 1
$ ls projects1?
```

Expanding Curly Brackets:

- {} Will allow you to contract a command that would normally take multiple arguments, e.g. if you wanted to created multiple files called test.txt <u>i.e</u> test1.txt, test2.txt test3.txt
- Rather than doing

```
$ touch test1.txt
$ touch test2.txt
$ touch test3.txt
```

A better way is:

```
$ touch test{1,2,3}.txt
```

ShellCheck:

• shell-check is a method to preform a acute debug, i.e. it will give you any errors for example missing brackets or quotation marks etc.

•

Example Scripts:

▼ Program that displays the current time and date | Simple | echo and use of Date

```
#!/bin/bash
echo "Starting Programm at $(date)"
```

▼ Looping over all arguments: "\$@" | Simple | For Loop | If statement | Output to standard output / input and dev/null |

```
#!/bin/env bash

# Display the number of arguments being used in the script
echo "Running script with ${#} argument"

for file in "${@}"; do
   if [ ! -f "${file}" ]; then
      echo "File ${file} does not exist"
```

▼ Shell Variable and ##*/ | basename

```
#!/usr/bin/env bash

echo "${SHELL}"
echo "${SHELL##*/}"
echo "$(basename "${SHELL}")"
echo "$(dirname "${SHELL}")"

#output:
/bin/bash
bash
bash
/bin
```

• This is a powerful tool e.g. if you wanted to convert all jpeg files into png:

```
#!/usr/bin/env bash

for f in *.jpg do
    convert "${f}" "$(basename "${f}" .jpg).png"

done
```

▼ Convert all text files to csv:

```
#!/bin/bash

# Define the directory containing the txt files
txt_dir="path/to/txt/files"

# Iterate over all txt files in the directory
for txt in "${txt_dir}"/*.txt; do
    # Extract the base name of the txt file (without the path base=$(basename "${txt}" .txt)

# Replace all tabs with commas
base=$(basename "$txt" .txt)
    out_file="${txt_dir}/${base}".csv
    sed 's/\t/,/g' "${txt}" > "${out_file}"

done
```

▼ Write a Shell Script that displays all the processes used by chrome. Then counts this information. The output should only display, the process number (1st column) and the location (5th coloumn).