Bash Shell Quick Reference

Remember a process in Unix has standard input (stdin), standard output (stdout), and standard error (stderr) streams for reading and writing.

Special Variables:

CDPATH ENV PATH PS1 TERM	directories searched by cd command environment file (set this to ~/.kshrc) command search path command prompt terminal definition (e.g. vt100, xterm)
*, ?, [a-z] ~, ~user	filename wildcards (anything, 1 char, one of a-z) your home directory, user's home directory
cmd &	execute cmd in background
cmd1 ; cmd2	execute cmd1, then cmd2
cmd1 cmd2	pipe the output of cmd1 as input into cmd2
VAR=value	set the value of VAR as indicated
export VAR=value	export VAR as an environment variable
=	set the value of VAR to the output of cmd
cmd > file	redirect output of cmd into file instead of screen
cmd >> file	append output of cmd onto file
cmd < file	redirect input to cmd from file instead of keyboard
cmd 2> file	redirect stderr to file
cmd > file 2>&1	redirect stderr to the same file as stdout
\$VAR, \${VAR}	use the value of VAR
\$((expr))	use the value of the arithmetic expression expr
((VAR=expr))	assign value of arithmetic expression to VAR
#text	comment symbol – ignore all text after #
. file	execute contents of file in the current shell
alias name='cmd'	let name be an alias for cmd
cd, cd dir	change to home directory, change to directory dir
Ctrl-C	kill current job
Ctrl-Z	suspend current job
jobs	list current jobs
bg	put suspended job into background
fg	put suspended job into foreground
fg %1	put job 1 from current job list into the foreground
kill pid	kill process whose ID is pid
kill -9 pid	send signal 9, the Die Now (You Scum), message terminate the current shell
exit	
echo [-n] string read VAR	print string [-n means without newline] read input from user into VAR
set -x	turn on trace/debug mode (display commands)
SEC -V	turn on trace/debug mode (display commands)

```
Operators:
                                 Boolean not
                                multiply, divide, modulo (remainder)
*, /, %
+, -
                                 add, subtract
                                less than or equal, greater than or equal
<=, >=
                                less than, greater than
<, >
                                equal, not equal
==, !=
                                 Boolean and
& &
                                 Boolean or
User-defined function:
function name {
                           or
                                   name() {
    cmd1
                                       cmd1
    cmd2
                                       cmd2
If function is to receive arguments, they are found in variables named $1, $2, $3, ...
Boolean conditions come in multiple forms:
                                evaluate Boolean expression
[[ expression ]]
                                see if condition holds
test condition
    File conditions:
        -a file
                     file exists
        -d file
                     file is a directory
                     file is a regular file
        -f file
                     file is readable
        -r file
                     file has size > 0
        -s file
                     file exists and is writable
        -w file
        -x file
                     file exists and is executable
        f1 -nt f2
                     file f1 is newer than file f2
        f1 -ot f2
                     file f1 is older than file f2
    String conditions:
        -n s1
                      string s1 has length > 0
        -z s1
                      string s1 has length 0
    Integer conditions:
        n1 -eq n2
                     n1 = n2
        n1 –ge n2
                     >=
        n1 -gt n2
                     >
        n1 –le n2
                     <=
        n1 -lt n2
                     <
```

If you don't use **test** to evaluate integer expressions, the Bash shell will treat the variables as strings.

#!/bin/bash Start shell scripts with this as the first line in the file.

n1 -ne n2

!=

```
If statement:
if condition1
then
    commands1
elif condition2
                           (Else-if clause can be repeated 0 or more times)
then
    commands2
                           (Else clause is optional)
else
    commands3
fi
Case statement:
case value in
    pattern1) cmds1;;
    pattern2) cmds2;;
esac
Some useful patterns:
    *
               match anything (useful for the last case to catch anything)
    [aA]
               match either 'a' or 'A'
    [a-zA-Z] match any letter
               match any digit
    [0-9]
For loop:
for VAR in list.
do
      commands
done
While loop:
while condition
do
      commands
done
Note: using a condition of ":" (a colon by itself) means "execute forever." You
might do this if one of the commands inside the loop is responsible for exiting.
```

Sample shell script:

```
#!/bin/bash
function get enter {
  echo ""
  echo -n "Press ENTER to continue. "
  read
function help {
  clear
  echo "This is a menu. It doesn't do much."
  echo "Perhaps you should edit this file."
  get enter
B=`tput bold`
                   # Start bold mode
R=`tput rev`
                   # Start reverse video mode
E=`tput sgr0`
                   # Reset to normal mode
while:
do
  clear
  echo ""
  echo "
                      $R$B WELCOME TO `hostname` $E"
  echo ""
  echo "
                        ${B}1.$E Choice one."
                        ${B}2.$E Choice two."
  echo "
  echo "
                        ${B}3.$E Choice three."
  echo "
                        ${B}4.$E Choice four."
  echo ""
  echo -n "
                        Enter a selection: "
  read CHOICE
  case $CHOICE in
    1) help ;;
    2) echo "Choice 2."
       get enter ;;
    3) echo "Choice 3."
       get enter ;;
    4) echo "You chose 4. Good-bye."
       exit ;;
    *) echo ""
       echo "$CHOICE is not a valid choice."
       sleep 2
       ;;
  esac
done
```