

Bashmatic®

BASH-based DSL helpers for humans, sysadmins, and fun.

Version v3.5.0

Table of Contents

1. CI Matrix	1
2. Introduction	2
3. Please Donate	3
4. Programming Style: Modern BASH + DSL	5
5. Compatibility	7
6. Project Motivation	8
7. Installing Bashmatic	9
7.1. 1. Automated Install	9
7.2. 2. Automated Install, More Explicit	9
7.2.1. Installing a Particular Version or a Branch	10
7.2.2. Customizing the Installer Script	10
7.3. Understanding what the Installer Does	11
7.3.1. To load Bashmatic at Login, or Not?	12
If you load Bashmatic on login (the default installer mode):.....	12
If you do not want to load Bashnmatic on login.....	13
7.4. When <code>curl</code> is not available	14
7.4.1. Discovering Available Functions	15
7.5. Manual Installation	15
7.6. Using Git	15
7.7. Using Curl	15
7.8. Reloading Bashmatic	16
7.9. Loading Bashmatic at Startup	16
8. Discovering via the <code>Makefile</code>	17
8.1. Befriending the Makefile	18
8.2. Docker Make Targets	18
9. Examples of Bashmatic in Action	20
9.1. Example I. Install Gems via Homebrew	20
9.2. Example II: Download and install binaries	20
9.3. Example III: Developer Environment Bootstrap Script	21
9.4. Example IV: Installing GRC Colourify Tool	23
9.5. Example V: <code>db</code> Shortcut for Database Utilities & <code>db top</code>	23
9.6. Other <code>db</code> Functions	25
9.7. Sub-Commands of <code>db</code>	26
9.7.1. Sub-Command <code>db connections</code>	27
9.7.2. Sub-Command <code>db pga</code> (eg. <code>pg_activity</code>)	28
9.7.3. Other Sub-Commands	28
9.8. <code>bin/tablet</code> Script	29
10. Usage	31
10.1. Function Naming Convention Unpacked	31

10.2. Seeing All Functions	32
10.3. Seeing Specific Functions	32
10.4. Various Modules	32
10.5. Key Modules Explained	33
10.5.1. Runtime Framework – Executing Commands The Right Way™	33
Examples of Runtime Framework	35
10.5.2. Controlling Output	36
Output Components	37
Output Helpers	38
10.5.3. Package management: Brew and RubyGems	38
10.5.4. Shortening URLs and Github Access	39
10.5.5. Github Access	39
10.5.6. File Helpers	40
10.5.7. Array Helpers	40
10.5.8. Utilities	41
10.5.9. Ruby and Ruby Gems	41
Gem Helpers	43
10.5.10. Audio & Video Compression Helpers	43
10.5.11. Additional Helpers	44
11. How To Guide	45
11.1. Write new DSL in the <i>Bashmatic®</i> Style	45
11.2. How can I test if the function was ran as part of a script, or "sourced-in"?	46
11.3. How can I change the underscan or overscan for an old monitor?	46
12. Contributing	48
12.1. Running Unit Tests	48
12.1.1. Run Tests Using the Provided <code>bin/specs</code> script	48
12.1.2. Running Specs Sequentially with <code>bin/spec -P</code>	50
12.1.3. Run Tests Parallel using the <code>Makefile</code>	51
12.1.4. Run Tests Sequentially using the <code>Makefile</code>	51
13. Copyright & License	52

Chapter 1. CI Matrix

Table 1. CI Matrix

	Badges	FOSSA Scanning
FOSSA	[License Status]	
CI Tests	 Test	passing
CI Install	 Install	passing
ShellCheck	 Lint	passing
Gitter	chat	on gitter
		[FOSSA License Scan]

Chapter 2. Introduction

Bashmatic® is a BASH framework, meaning it's a collection of BASH functions (almost 900 of them) that, we hope, make BASH programming **easier, more enjoyable, and more importantly, fun** - due to the library's focus on providing the developer with a constant feedback about what is happening, while a script that uses Bashmatic's helpers is running.

Chapter 3. Please Donate

Donate

[<https://img.shields.io/liberapay/goal/kigster>]

We suggest that you learn about Bashmatic from the [PDF version of this document](#) which is much better for print.



- We recently began providing function documentation using a fork of `shdoc` utility. You can find the auto-generated documentation in the [USAGE](#) file, or its [PDF](#) version.
- There is also an auto-generated file listing the source of every function and module. You can find it [FUNCTIONS](#).
- Additionally please checkout the [CHANGELOG](#) and the [LICENSE](#).

After you install the library (the default location is `~/.bashmatic`), realize that you have a choice of either:

- Automatically sourcing the library (and all 900+ functions) from your shell 'dotfiles' like `~/.bash_profile` by adding this line: `source ~/.bashmatic/init.sh`. On a recent M1 Apple laptop this adds about 100ms total.
- OR, can skip it during your login initialization, and only load it at the top of the scripts that use the library.



Both approaches are absolutely valid and have their pros and cons. Loading bashmatic in your dotfiles could be a bit risky. One way or another we'll soon provide ways to verify that bashmatic you download is the safe and correct version, every time.

All we'll say on this matter is that we manage the optimize the hell out of the sourcing the library. Here is an example:

```
> cat .version
3.1.0
> kig/git-open {!} > (r) 3.1.2 > (n) v17.3.1 > ./bashmatic
> bashmatic.functions !
bash: bashmatic.functions: command not found
> kig/git-open {!} > (r) 3.1.2 > (n) v17.3.1 > ./bashmatic
> time source init.sh -d
```

USAGE:
source <bashmatic-home>/init.sh [flags]
<bashmatic-home>/init.sh [flags]

FLAGS:

-q --quiet	Suppress output
-d --debug	Print lots of output
-r --reload	Reload the BashMatic Library
-f --force	Reload the BashMatic Library
-h --help	Print this help message.

DESCRIPTION:
Loads the entire BashMatic™ Framework into the BASH memory.

```
rea  0m0.106s
use  0m0.048s
sys  0m0.062s
```

It takes 106ms to load 900 functions of Bashmatic

```
> kig/git-open {!} > (r) 3.1.2 > (n) v17.3.1 > ~./bashmatic
>
> kig/git-open {!} > (r) 3.1.2 > (n) v17.3.1 > ~./bashmatic
> time source init.sh -d -r -f
✓   BashMatic™ 24 Nov 2022 | 17:39:32.062 pm    INFO  force-reloading bashmatic library...
✓   BashMatic™ 24 Nov 2022 | 17:39:32.109 pm    INFO  Bashmatic Library took 37 milliseconds to load.
✓   BashMatic™ 24 Nov 2022 | 17:39:32.123 pm    INFO  Evaluating the Library, total of 74 sources to load...
```

```
rea  0m0.120s
use  0m0.053s
sys  0m0.068s
```

It takes 120ms to RE-load 900 functions in debug mode

Chapter 4. Programming Style: Modern BASH + DSL

Bashmatic®'s programming style is heavily influenced by Ruby's DSL languages. If you take a quick look at the `is.sh` script, it defines a bunch of DSL functions that can be chained with `&&` and `||` to create a compact and self-documenting code like this:



```
# An example of a DSL-like function
function bashmatic.auto-update() {
    local dir="${1:-$BASHMATIC_HOME}"
    is.a-directory "${dir}" && {
        file.exists-and-newer-than "${dir}/.last-update" 30 && return 0
    (
        cd $BASHMATIC_HOME && \
        git.is-it-time-to-update && \
        git.sync-remote
    )
}
}

# check if the function is defined and call it
is.a-function.invoke bashmatic.auto-update "$@"
```

To use it in your own scripts, you'll want to first study the Examples provided below, and take advantage of each module available under `lib`.

Final note, - once Bashmatic is installed and loaded by your shell init files, you can type `is.<tab><tab>` to see what functions are available to you that start with `is`. Each module under `lib` typically defines public functions starting with the name of the file. Such as, functions in `array.sh` typically start with `array.<something>.<action>`

Bashmatic® offers a huge range of ever-growing helper functions for running commands, auto-retrying, repeatable, runtime-measuring execution framework with the key function `run`. There are helpers for every occasion, from drawing boxes, lines, headers, to showing progress bars, getting user input, installing packages, and much more.



A good portion of the helpers within *Bashmatic®* are written for OS-X, although many useful functions will also work under linux. Our entire test suite runs on Ubuntu. There is an effort underway to convert Homebrew-specific functions to OS-neutral helpers such as `package.install` that would work equally well on linux.

Start exploring *Bashmatic®* below with our examples section. When you are ready, the complete entire set of public functions (nearly 500 of those) can be found in the [functions index page](#).

And, finally, don't worry, *Bashmatic®* is totally open source and free to use and extend. We just like the way it

looks with a little ® :)

Chapter 5. Compatibility

- BASH version 4+
- BASH version 3 (partial compatibility, some functions are disabled)
- ZSH – as of recent update, Bashmatic is almost 90% compatible with ZSH.

Not Currently Supported

- FISH (although you could use Bashmatic via the `bin/bashmatic` script helper or its executables)

Chapter 6. Project Motivation

This project was born out of a simple realization made by several very senior and highly experienced engineers, that:

- It is often easier to use BASH for writing things like universal **installers**, a.k.a. **setup scripts**, **uploaders**, wrappers for all sorts of functionality, such as **NPM**, **rbenv**, installing gems, rubies, using AWS, deploying code, etc.
- BASH function's return values lend themselves nicely to a compact DSL ([domain specific language](#)) where multiple functions can be chained by logical AND `&&` and OR `||` to provide a very compact execution logic. Most importantly, we think that this logic is **extremely easy to read and understand**.

Despite the above points, it is also generally accepted that:

- A lot of BASH scripts are very poorly written and hard to read and understand.
- It's often difficult to understand what the hell is going on while the script is running, because either its not outputting anything useful, OR it's outputting way too much.
- When BASH errors occur, shit generally hits the fan and someone decides that they should rewrite the 20-line BASH script in C++ or Go, because, well, it's a goddamn BASH script and it ain't working.



Bashmatic's goal is to make BASH programming both fun, consistent, and provide plenty of visible output to the user so that there is no mystery as to what is going on.

Chapter 7. Installing Bashmatic

Perhaps the easiest way to install *Bashmatic®* is using `curl` as shown below.

First, make sure that you have Curl installed, run `which curl` to see. Then copy/paste this command into your Terminal.

7.1. 1. Automated Install



```
bash -c "$(curl -fsSL https://bashmatic.re1.re); bashmatic-install -q"
```



Where:

- `-q` stands for "quiet";
- `-v` for "verbose"



The URL <https://bashmatic.re1.re> redirects to the HEAD of the `bin/bashmatic-install` script in the Github Bashmatic Repo. We use this URL so that we retain the ability to redirect the installation to a different script in the future, if need be.

7.2. 2. Automated Install, More Explicit

If you prefer to be able to examine the script before executing code piped straight off the Internet, I don't blame you. You are cautious and smart.

For folks like you, here is a slightly more secure way of doing the same thing:

```
export script="/tmp/install"
curl -fsSL https://bashmatic.re1.re > /tmp/install
chmod 755 /tmp/install

# At this point you can examine /tmp/install
/tmp/install --help
/tmp/install --verbose --debug # install with extra info
```

This method allows you to examine the `/tmp/install` script before running it.

Below are some of the explanations

7.2.1. Installing a Particular Version or a Branch

You can install a branch or a tag of Bashmatic by passing `-b / --git-branch <tag|branch>` flag.

7.2.2. Customizing the Installer Script

You can pass flags to the `bashmatic-install` function to control how, where to Bashmatic is installed, and where from it is downloaded, including:

- `-v` or `--verbose` for displaying additional output, or the opposite
- `-d` or `--debug` will print additional debugging output
- `-f` or `--force` will replace any existing bashmatic folder with the new one
- `-q` or `--quiet` for no output
- `-l` or `--skip-on-login` to NOT install the hook that loads Bashmatic on login.
- If you prefer to install Bashmatic in a non-standard location (the default is `~/bashmatic`), you can use the `-H PATH` flag

Example 1. Example of a customized installation

For instance, here we are installing Bashmatic into a non-default destination, while printing additional verbose & debug information, as well as using `-f` (force) to possibly overwrite the destination folder (if it already exists) with a checkout of Bashmatic according to a tag `v2.4.1`:

```
bash -c "$(curl -fsSL https://bashmatic.re1.re); \  
bashmatic-install -d -v -f -b v3.5.1 -H ~workspace/bashmatic"
```

If you have your SSH keys installed both locally, and the public key was configured with your account on Github, you might want to install Bashmatic using `git@github.com:kigster/bashmatic` origin, instead of the default `https://github.com/kigster/bashmatic`:

Here is the complete list of options accepted by the installer:

```
> bashmatic-install --help

USAGE:
  bin/bashmatic-install [ flags ]

DESCRIPTION:
  Install Bashmatic, and on OSX also installs build tools, brew and latest bash
  into /usr/local/bin/bash.

FLAGS:
  -m, --git-method [git|https]  The default is 'https' unless your username is 'kig'.
  -b, --git-branch [branch|tag] Use a concrete branch or a tag when installing, defaults to
                                the 'master' branch.

  -H, --bashmatic-home PATH      Install bashmatic into PATH (default: ~/./bashmatic)
  -V, --bash-version VERSION    Install BASH VERSION (default: 5.1-rc2)
  -P, --bash-prefix PATH        Install BASH into PATH (default: /usr/local)

  -l, --skip-on-login           Do not install Bashmatic Hook into your dotfiles, which
                                it does by the default. If you skip it, you can always
                                change your _mind later and add it to your shell dot files
                                by running the following on the command line:

                                You can always do so later with the following:
                                $ ./bashmatic/bin/bashmatic load-at-login

                                This above will install the Bashmatic hook into your shell
                                dotfile, eg ~/./bash_profile. if you are on BASH,
                                or ~/./zshrc if you are on ZSH..

  -g, --skip-git                Do not abort if the destination has local changes
  -i, --skip-install             Only install/verify prerequisites, skip install.

  -p, --print-home              Print the identified canonical folder.
  -v, --verbose                  See additional output as bootstrap is running.
  -f, --force                     Force a reinstall of any existing target.
  -q, --quiet                    See only.error output.
  -d, --debug                     Print the values of configuration variables for debugging.
  -h, --help                      Show this help message.
```

7.3. Understanding what the Installer Does

When you run `bash -c "$(curl -fsSL https://bashmatic.re1.re); bashmatic-install"`, the following typically happens:

- `curl` downloads the `bin/bashmatic-install` script and passes it to the built-in BASH for evaluation.
- Once evaluated, function `bashmatic-install` is invoked, which actually performs the installation.
 - This is the function that accepts the above listed arguments.
- The script may ask for your password to enable sudo access - this may be required on OS-X to install XCode Developer tools (which include `git`)

- If your version of BASH is 3 or older, the script will download and build from sources version 5+ of BASH, and install it into `/usr/local/bin/bash`. SUDO may be required for this step.
- On OS-X the script will install Homebrew on OS-X, if not already there.
 - Once Brew is installed, brew packages `coreutils` and `gnu-sed` are installed, as both are required and are relied upon by Bashmatic.
- The script will then attempt to `git clone` the bashmatic repo into the Bashmatic home folder, or - if it already exists - it will `git pull` latest changes.
- Finally, unless you specify `-l` or `--skip-on-login` the script will check your bash dot files, and will add the hook to load Bashmatic from either `~/.bashrc` or `~/.bash_profile`.

The last part may require some explanation.

7.3.1. To load Bashmatic at Login, or Not?

Now, you may or may not want to load Bashmatic on login.

If you load Bashmatic on login (the default installer mode):

In other words, you have something like this in your `~/.bashrc`:

```
# Let's see if ~/.bashrc mentions Bashmatic:  
$ grep bashmatic ~/.bashrc  
[[ -f ~/.bashmatic/init.sh ]] && source ~/.bashmatic/init.sh
```

⌚ Pros of loading at login

Instant access to 800+ convenience functions Bashmatic® offers and helpers. Bashmatic will auto-update whenever it's loaded from the main branch.

✗ Cons of loading at login

About *134ms* delay at login, and a potential security attack vector (eg, if someone hacks the repo).



We recently dramatically improved the loading time of the entirety of Bashmatic® functions. Previously it took nearly 900ms, almost a full second to load 854 functions. Today it's no more than 180ms:

```
⌚ time source init.sh
```

```
real 0m0.134s
user 0m0.078s
sys 0m0.074s
```

If the above command shows the output you see above, when you grep your `bashrc` or `zshrc`, then all Bashmatic Functions will be loaded into your shell. This could be very convenient, for instance,

- you could invoke `ruby.install-ruby-with-readline-and-openssl 3.0.1` to get Ruby installed.
- You could invoke `gem.remote.version sym` to see that the last published verison of `sym` is `3.0.1`.
- You could join an array of values with `array.join ", " apple pear orange`

NOTICE: Bashmatic takes no more than 200-300ms to load typically. That said, you might not want to have this many shell functions in your environment, so in that case you can skip login hook by passing `-l` or `--skip-on-login`.

If you do not want to load Bashnmatic on login

Install it with:

```
bash -c "$(curl -fsSL https://bashmatic.re1.re); bashmatic-install -l"
```

In this case we suggest that you simply add the Bashmatic's `bin` folder to the `$PATH`.

For instance:

```
# ~/.bashrc
export BASHMATIC_HOME="${HOME}/.bashmatic"
export PATH="${BASHMATIC_HOME}/bin:${PATH}"
```

Then you will have access to the executable script `bashmatic` which can be used *as a "gateway" to all bashmatic functions:

You use it like so: `bashmatic <function> <args>`:



Examples below assume you've set the `PATH` to include `${HOME}/.bashmatic/bin`

```
# Eg, if as in the previous example you sourced in Bashmatic:
$ bashmatic.version
2.1.2

# If you have not, you can still invoke 'bashmatic.version':
$ bashmatic version

# Or another function, 'array.join' - if you sourced in init.sh:
$ array.join '|' hello goodbye
hello|goodbye

# Or using the script:
```

```
$ bashmatic array.join '|' hello goodbye
hello|goodbye
```

If you get an error, perhaps *Bashmatic®* did not properly install.

7.4. When `curl` is not available

Therefore for situation where `curl` may not be available, offer the following shell function that works on Linux/Ubuntu and OS-X-based systems. It can be easily extended with new operating systems:

```
# @description Installs bashmatic dependency into the ~/.bashmatic folder.
function install_bashmatic() {
    # install bashmatic using https:// URL instead of git@
    command -v curl >/dev/null || {
        local OS=$(uname -s)
        local code
        case ${OS} in
        Linux)
            apt-get update -yq && apt-get install curl -yqq
            code=$?
            ((code)) && sudo apt-get update -yq && sudo apt-get install curl
            -yqq
            ;;
        Darwin)
            command -v brew >/dev/null || /bin/bash -c "$(curl -fsSL
https://raw.githubusercontent.com/Homebrew/install/HEAD/install.sh)"
            hash -r
            brew install curl
            ;;
        *)
            echo "OS ${OS} is not supported."
            ;;
        esac
    }
    [[ -d ~/.bashmatic ]] || bash -c "$(curl -fsSL https://bashmatic.re1.re
); bashmatic-install -q -m https"
    return 0
}
```

7.4.1. Discovering Available Functions

To discover the breadth of available functions, type the following command to see all imported shell functions:

```
# List all functions using 4-column mode; print top 5 lines.  
[] bashmatic functions 4 | head -5  
7z.a      db.psql.connect.db-set hl.yellow-on-gray run.inspect-  
variables  
7z.install db.psql.connect.db-set hr           run.inspect-  
variables-  
7z.unzip   db.psql.connect.just-d hr.colored    run.inspect.set-  
skip-f  
7z.x       db.psql.connect.table- http.servers  run.on-error.ask-  
is-en  
7z.zip     db.psql.connect.table- https.servers run.print-command  
  
# or, to get the count of all functions, use 1 column output:  
$ bashmatic functions 1 | wc -l  
773
```

7.5. Manual Installation

To install Bashmatic manually, follow these steps (feel free to change `BASHMATIC_HOME` if you like):

7.6. Using Git

```
export BASHMATIC_HOME="${HOME}/.bashmatic"  
test -d "${BASHMATIC_HOME}" || \  
  git clone https://github.com/kigster/bashmatic.git "${BASHMATIC_HOME}"  
cd "${BASHMATIC_HOME}" && ./bin/bashmatic-install -v  
cd ->/dev/null
```

7.7. Using Curl

Sometimes you may not be able to use `git` (I have seen issues ranging from local certificate mismatch to old versions of git, and more), but maybe able to download with `curl`. In that case, you can lookup the `latest` tag (substitute "v1.6.0" below with that tag), and then issue this command:

```
export BASHMATIC_TAG="v2.4.1"  
set -e
```

```
cd ${HOME}
curl --insecure -fSsl \
  https://codeload.github.com/kigster/bashmatic/tar.gz/${BASHMATIC_TAG} \
  -o bashmatic.tar.gz
rm -rf .bashmatic && tar xvzf bashmatic.tar.gz && mv bashmatic-
${BASHMATIC_TAG} .bashmatic
source ~/.bashmatic/init.sh
cd ${HOME}/.bashmatic && ./bin/bashmatic-install -v
cd ~ >/dev/null
```

7.8. Reloading Bashmatic

You can always reload *Bashmatic®* with `bashmatic.reload` function. This simply performs the sourcing of `~/.bashmatic/init.sh`.

7.9. Loading Bashmatic at Startup

When you install Bashmatic it automatically adds a hook to your `~/.bash_profile`, but if you are on ZSH you may need to add it manually (for now).

Add the following to your `~/.zshrc` file:

```
[[ -f ~/.bashmatic/init.sh ]] && source "~/.bashmatic/init.sh"
```



The entire library takes less than 300ms to load on ZSH and a recent MacBook Pro.

Chapter 8. Discovering via the `Makefile`

The top-level `Makefile` is mostly provided as a convenience as it encapsulates some common tasks used in development by Bashmatic Author(s), as well as others useful to anyone exploring Bashmatic.

You can run `make help` and read the available targets:

```
└ make
```

<code>help</code>	Prints help message auto-generated from the comments.
<code>open-readme</code>	Open README.pdf in the system viewer
<code>docker-build</code>	Builds the Docker image with the tooling inside
<code>docker-run-bash</code>	Drops you into a BASH session with Bashmatic Loaded
<code>docker-run-fish</code>	Drops you into a FISH session with Bashmatic Loaded
<code>docker-run-zsh</code>	Drops you into a ZSH session with Bashmatic Loaded
<code>docker-run</code>	Drops you into a BASH session
<code>file-stats-git</code>	Print all files known to `git ls-files` command
<code>file-stats-local</code>	Print all non-test files and run `file` utility on them.
<code>install-dev</code>	Installs the Development Tooling using dev-setup script
<code>install-ruby</code>	Installs the Bashmatic default Ruby version using rbenv
<code>install</code>	install BashMatic Locally in <code>~/.bashmatic</code>
<code>release</code>	Make a new release named after the latest tag
<code>tag</code>	Tag this commit with <code>.version</code> and push to remote
<code>setup</code>	Run the comprehensive development setup on this machine
<code>shell-files</code>	Lists every single checked in SHELL file in this repo
<code>test</code>	Run fully automated test suite based on Bats
<code>test-parallel</code>	Run the fully auto-generated test suite
<code>update-changelog</code>	Auto-generate the doc/CHANGELOG (requires GITHUB_TOKEN env var set)
<code>update-functions</code>	Auto-generate doc/FUNCTIONS index at doc/FUNCTIONS.adoc/pdf
<code>update-readme</code>	Re-generate the PDF version of the README
<code>update-usage</code>	Auto-generate doc/USAGE documentation from lib shell

```
files,  
      to doc/USAGE.adoc/pdf  
  
update      Runs all update targets to regenerate all PDF docs and  
the          Changelog.
```

I've added whitespaces around a set of common tasks you might find useful.

Let's take a quick look at what's available here.

8.1. Befriending the Makefile

Makefile is provided as a convenience for running most common tasks and to simplify running some more complex tasks that require remembering many arguments, such as `make setup`. You might want to use the Makefile for several reasons:

1. `make open-readme`

This task opens the PDF version of the README in your PDF system viewer.

2. `make install`

This allows you to install the Bashmatic Framework locally. It simply runs `bin/bashmatic-install` script. At most this will add hooks to your shell init files so that Bashmatic is loaded at login.

3. `make setup`

This task invokes the `bin/dev-setup` script under the hood, so that you can setup your local computer developer setup for software development.

Now, this script offers a very rich CLI interface, so you can either run the script directly and have a fine-grained control over what it's doing, or you can run it with default flags via this make target.

This particular make target runs `bin/dev-setup` script with the following actions:

`dev, cpp, fonts, gnu, go, java, js, load-balancing, postgres, ruby`

4. `make test` and `make test-parallel` are both meant for Bashmatic Developers and contributors. Please see the [Contributing](#) section on how to run and what to expect from the UNIT tests.
5. `make update` is the task that should be run by library contributors after they've made their changes and want the auto-generated documentation to reflect the new functions added and so on and so force. This task also generates the function index, re-generates the latest PDFs of `README`, `USAGE` or the `CHANGELOG` files.



Running `make update` is required for submitting any pull request.

8.2. Docker Make Targets

Bashmatic comes with a Dockerfile that can be used to run tests or just manually validate various functionality under Linux, and possibly to experiment.

Run `make docker-build` to create an docker image `bashmatic:latest`.

Run `make docker-run-bash` (or `--zsh` or `--fish`) to start a container with your favorite shell, and then validate if your functions work as expected.

```
> make docker-run-bash

👉 Building a Docker Image...
[+] Building 4.8s (20/20) FINISHED
=> [internal] load build definition from Dockerfile
=> => transferring dockerfile: 2.11kB
=> [internal] load .dockerignore
=> => transferring context: 2B
=> [internal] load metadata for docker.io/library/ubuntu:latest
=> [ 1/15] FROM docker.io/library/ubuntu:latest
=> [internal] load build context
=> => transferring context: 27.39MB
=> CACHED [ 2/15] RUN apt-get update -y && apt-get install -yqq build-essential git ruby python3-pip
=> CACHED [ 3/15] RUN ln -snf /usr/share/zoneinfo/Pacific/Los_Angeles /etc/localtime && echo Pacific/Los_Angeles > /etc/timezone
=> CACHED [ 4/15] RUN apt-get update -y && apt-get install -yqq locales
=> CACHED [ 5/15] RUN locale-gen en_US.UTF-8
=> CACHED [ 6/15] RUN apt-get update -y && apt-get install -yqq silvers searcher-ag curl vim htop direnv zsh fish
=> CACHED [ 7/15] RUN set -e && cd /root && git clone https://github.com/kigster/bash-it .bash_it && cd .bash_it && ./install.sh
=> CACHED [ 8/15] RUN echo 'powerline.prompt.set-right-to ruby go user_info ssh clock' >>/root/.bashrc && echo 'export POWERLINE_PROMPT_CHA
=> CACHED [ 9/15] RUN mkdir -p /app/bashmatic
=> [10/15] COPY . /app/bashmatic
=> [11/15] WORKDIR /app/bashmatic
=> [12/15] RUN cd /app/bashmatic && direnv allow . && pud -P && ls -al
=> [13/15] RUN rm -f ~/.zshrc && /bin/sh -c "$(curl -fsSL https://raw.github.com/ohmyzsh/ohmyzsh/master/tools/install.sh)" && touch /ro
=> [14/15] RUN sed -i'' -E 's/robbyrussell/agnoster/g' /root/.zshrc
=> [15/15] RUN echo system > .ruby-version
=> exporting to image
=> => exporting layers
=> => writing image sha256:1291e9dba1714f5b41f4ef125d89000648342dfc5d3308c426f04376036a0b5c
=> => naming to docker.io/library/bashmatic:latest

👉 Attempting to start a Docker Image bashmatic:latest...
direnv: Loading /app/bashmatic/.envrc
direnv: export ~PATH
/usr/bin/config S:9 U:14 ?:1 /app/bashmatic
root 04:18:19
>
```

Note how this dropped me straight into the Linux environment prompt with Bashmatic already installed.

Chapter 9. Examples of Bashmatic in Action

Why do we need another BASH framework?

BASH is known to be too verbose and unreliable. We beg to differ. This is why we wanted to start this README with a couple of examples.

9.1. Example I. Install Gems via Homebrew

Just look at this tiny, five-line script:

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

source ${BASHMATIC_HOME}/init.sh

h2 "Installing ruby gem sym and brew package curl..." \
    "Please standby..."

gem.install "sym" && brew.install.package "curl" && \
    success "installed sym ruby gem, version $(gem.version sym)"
```

Results in this detailed and, let's be honest, gorgeous ASCII output:

```
Installing ruby gem sym and brew package curl...
Please standby...
installing sym (latest)...
> gem install sym
> gem list > /tmp/.bashmatic/.gem/gem.list.2.7.0p0
checking if package curl is already installed...
  2354 ms } 0
  520 ms } 0
  « SUCCESS » ✓ installed Sym version 2.8.5
```

Tell me you are not at all excited to start writing complex installation flows in BASH right away?

Not only do you get pretty output, but you can see each executed command, its exit status, whether it's been successful (green/red), as well each command's bloody duration in milliseconds. What's not to like?!!

Still not convinced?

Take a look at a more comprehensive example next.

9.2. Example II: Download and install binaries.

In this example, we'll download and install binaries `kubectl` and `minikube` binaries into `/usr/local/bin`

We provided an example script in `examples/k8s-installer.sh`. Please click and take a look at the source.

Here is the output of running this script:

```

> kig/fix-k8s-example {1} S:5 U:1 ⌂ kg ➤ ~/.bashmatic
> examples/k8s-installer.sh

This script downloads and installs several executables, such as: kubectl minikube
Binaries are downloaded into the /tmp folder
Press any key to continue, or Ctrl-C to abort.

Setting up kubectl...
✓ > curl -L https://storage.googleapis.com/kubernetes-release/release/v1.2 ..... [ 2608 ms ] 0
✓ > chmod 755 /tmp/kubectl ..... [ 11 ms ] 0
✓ > [[ -f /usr/local/bin/kubectl ]] && mv /usr/local/bin/kubectl /usr/lo ..... [ 9 ms ] 0
✓ > mv /tmp/kubectl /usr/local/bin/kubectl ..... [ 10 ms ] 0
✓ verifying kubectl is valid...

Setting up minikube...
✓ > curl -L https://storage.googleapis.com/minikube/releases/latest/miniku ..... [ 2896 ms ] 0
✓ > chmod 755 /tmp/minikube ..... [ 11 ms ] 0
✓ > [[ -f /usr/local/bin/minikube ]] && mv /usr/local/bin/minikube /usr/lo ..... [ 8 ms ] 0
✓ > mv /tmp/minikube /usr/local/bin/minikube ..... [ 11 ms ] 0
✓ verifying minikube is valid...

« SUCCESS » ✓ Install successful, 2 binaries were installed in /usr/local/bin...

```

Why do we think this type of installer is pretty awesome, compared to a silent but deadly shell script that "Jim-in-the-corner" wrote and now nobody understands?

Because:

1. The script goes out of its way to over-communicate what it does to the user.
2. It allows and reminds about a clean getaway (Ctrl-C)
3. It shares the exact command it runs and its timings so that you can eyeball issues like network congestions or network addresses, etc.
4. It shows in green exit code '0' of each command. Should any of the commands fail, you'll see it in red.
5. Its source code is terse, explicit, and easy to read. There is no magic. Just BASH functions.



If you need to create a BASH installer, *Bashmatic®* offers some incredible time savers.

Let's get back to the Earth, and talk about how to install Bashmatic, and how to use it in more detail right after.

9.3. Example III: Developer Environment Bootstrap Script

This final and most feature-rich example is not just an example – it's a working functioning tool that can be used to install a bunch of developer dependencies on your Apple Laptop.



the script relies on Homebrew behind the scenes, and therefore would not work on Linux or Windows (unless Brew gets ported there).

It's located in `bin/dev-setup` and has many CLI flags:

Bashmatic Mac-OSX DevSetup Installer Version 0.3.0	
USAGE:	<code>dev-setup [flags]</code>
DESCRIPTION:	Installs various packages via Homebrew.
FLAGS:	
-a / --all	Installs everything
-g / --groups	Installs dev + specified groups of packages and casks. Can be space separated array, eg -g 'ruby js monitoring' Note that dev group is always installed, unless --no-dev .
-d / --no-dev	Skip dev when used with -g flag.
-C / --no-callbacks	Skip executing group callbacks when installing
-c / --only-callbacks	Skip main installers, and only run the callbacks .
-r / --ruby-version VERSION	Ruby version, overrides default
-p / --pg-version VERSION	PostgreSQL version, overrides
-m / --mysql-version VERSION	MySQL version, overrides
-v / --verbose	Print extra debugging info
-e / --exit-on-error	Abort if an error occurs. Default is to keep going.
-n / --dry-run	Only print commands, but do not run them
-q / --quiet	Do not print as much output.
GROUPS:	
	<code>bazel, caching, cpp, dev, fonts gnu, go, java, js, load-balancing, monitoring mysql, postgres, python, ruby</code>

This script installs groups of Brew packages and Casks, organized by a programming language or a stack. Each group may register some of its members as Brew services to be started (such as PostgreSQL and MySQL).

Additionally, each group may optionally register a shell function to run as a callback at the end. For instance, Ruby's callback might be to run `bundle install` if the Gemfile file is found.

You can disable running of callbacks with `-C / --no-callbacks` flag.

EXAMPLES

```
# Installs the following packages, and ruby 2.7.1 with PostgreSQL version 10
> dev-setup -g 'dev caching fonts gnu js postgres ruby' -r 2.7.1 -p 10

# Dry run to see what would be installed
> dev-setup -n -g 'cpp gnu fonts load-balancing'
```

In the example below we'll use `dev-setup` script to install the following:

- Dev Tools
- PostgreSQL
- Redis
- Memcached
- Ruby 2.7.1
- NodeJS/NPM/Yarn

Despite that this is a long list, we can install it all in one command.

We'll run this from a folder where our application is installed, because then the Ruby Version will be auto-detected from our `.ruby-version` file, and in addition to installing all the dependencies the script will also run `bundle install` and `npm install` (or `yarn install`). Not bad, huh?

```
 ${BASHMATIC_HOME}/bin/dev-setup \
  -g "ruby postgres mysql caching js monitoring" \
  -r $(cat .ruby-version) \
  -p 9.5 \ # use PostgreSQL version 9.5
  -m 5.6   # use MySQL version 5.6
```

This compact command line installs a ton of things, but don't take our word for it - run it yourself. Or, at the very least enjoy this [one extremely long screenshot](#) :)

9.4. Example IV: Installing GRC Colourify Tool

This is a great tool that colorizes nearly any other tool's output.

Run it like so:

```
 ${BASHMATIC_HOME}/bin/install-grc
```

You might need to enter your password for SUDO.

Once it completes, run `source ~/.bashrc` (or whatever shell you use), and type something like `ls -al` or `netstat -rn` or `ping 1.1.1.1` and notice how all of the above is nicely colored.

9.5. Example V: `db` Shortcut for Database Utilities & `db top`

If you are using PostgreSQL, you are in luck! Bashmatic includes numerous helpers for PostgreSQL's CLI utility `psql`.



Before you begin, we recommend that you install file `.sqlrc` from Bashmatic's `conf` directory into your home folder. While not required, this file sets up your prompt and various macros for PostgreSQL that will come very handy if you use `psql` with any regularity.

What is `db top` anyway?

Just like with the regular `top` you can see the "top" resource-consuming processes running on your local system, with `dbtop` you can observe a self-refreshing report of the actively running queries on up to **three database servers** at the same time.

Here is the pixelated screenshot of `dbtop` running against two live databases:

The screenshot shows two separate instances of the `dbtop` tool running side-by-side. Each instance has a title bar with "Database:" and a progress bar. The main area displays a table of active queries with columns: pid, client, state, duration, and query. The first instance (left) shows 16 rows of data, while the second (right) shows 6 rows. The queries listed include various database operations like INSERT, SELECT, VACUUM, ANALYZE, and COUNT.

Active Queries (refresh: 0.5secs, Max Queries Shown: 16):					
pid	client	state	duration	query	
19069	172. [REDACTED] 32:16316	active			
660	172. [REDACTED] 32:43534	active			
16544	172. [REDACTED] 2:60204	active			
29311	10.10. [REDACTED] 2:58516	active	07:44:05.646319	INSERT INTO "I [REDACTED] _NE	
13290	10.10. [REDACTED] 46914	idle in tr	04:00:26.564217	SELECT typinput='array_in'::reg	
13290	10.10. [REDACTED] 46914	idle in tr	04:00:26.564217	SELECT typinput='array_in'::reg	
11666		active	01:00:50.898285	autovacuum: VACUUM ANALYZE publ	
6031	10.10. [REDACTED] /32:55831	active	00:00:00.027319	SELECT " [REDACTED] ."locator", "R	
5636	10.10. [REDACTED] /32:24581	active	00:00:00.027105	SELECT " [REDACTED] ."locator", "R	
5536	10.10. [REDACTED] /32:54956	active	00:00:00.012701	SELECT " [REDACTED] ."locator", "R	
6032	10.10. [REDACTED] /32:46837	active	00:00:00.012451	SELECT " [REDACTED] ."locator", "R	
5537	10.10. [REDACTED] /32:8876	active	00:00:00.012141	SELECT " [REDACTED] ."locator", "R	
22660	10.10. [REDACTED] /32:42844	active	00:00:00.004722	SELECT " [REDACTED] ."locator", "R	
27035	10.10. [REDACTED] 2:59587	active	00:00:00.002956	SELECT " [REDACTED] ."locator", "R	
26320	10.10. [REDACTED] 32:57713	active	-00:00:00.002206	SELECT "key", "expiration", "cr	
20566	10.10. [REDACTED] 2:24593	active	-00:00:00.002813	SELECT "key", "expiration", "cr	
(16 rows)					
Active Queries (refresh: 0.5secs, Max Queries Shown: 6):					
pid	client	state	duration	query	
8709		active	1 day 02:19:57.296904	autovacuum: VACUUM public. [REDACTED]	
25369	[REDACTED] /32:55421	active	02:02:49.011236	select count(id) from analyzed_	
25380		active	02:02:49.011236	select count(id) from analyzed_	
25381		active	02:02:49.011236	select count(id) from analyzed_	
9845		active	01:52:28.102444	select count(*)from analyzed_co	
9846		active	01:52:28.102444	select count(*)from analyzed_co	
(6 rows)					
Press Ctrl-C to quit.					

In order for this to work, you must first define database connection parameters in a YAML file located at the following PATH: `~/db/database.yml`.

Here is how the file should be organized (if you ever used Ruby on Rails, the standard `config/database.yml` file should be fully compatible):

```
development:  
  database: development
```

```
username: postgres
host: localhost
password:
staging:
  database: staging
  username: postgres
  host: staging.db.example.com
  password:
production:
  database: production
  username: postgres
  host: production.db.example.com
  password: "a098098safdaf0998ff79789a798a7sdf"
```

Given the above file, you should be able to run the following command to see all available (registered in the above YAML file) connections:

```
$ db connections
development
staging
production
```

Once that's working, you should be able run `dbtop`:

```
db top development staging production
```



At the moment, only the default port 5432 is supported. If you are using an alternative port, and as long as it's shared across the connections you can set the `PGPORT` environment variable that `psql` will read.

DB Top Configuration:

You can configure the following settings for `db top`:

1. You can change the location of the `database.yml` file with `db.config.set-file <filepath>`
2. You can change the refresh rate of the `dbtop` with eg. `db.top.set-refresh 0.5` (in seconds, fractional values allowed). This sets the sleep time between the screen is fully refreshed.

9.6. Other `db` Functions

If you run `db` without any arguments, or with `-h` you will see the following:

```
> db --help
```

USAGE:	db [global flags] command [command flags] connection [-- psql flags]
DESCRIPTION:	Performs one of many supported actions against PostgreSQL
FLAGS:	
-q / --quiet	Suppress the colorful header messages
-v / --verbose	Show additional output
-n / --dry-run	Only print commands, but do not run them
GLOBAL FLAGS:	
--commands	List all sub-commands to the db script
--connections	List all available database connections
--examples	Show script usage examples
--help	Show this help screen
SUMMARY:	This tool uses a list of database connections defined in the YAML file that must be installed at: <code>~/.db/database.yml</code>

As you might notice, there is an ever-growing list of "actions" — the sub-commands to the `db` script.

9.7. Sub-Commands of `db`

You can view the full list by passing `--commands` flag:

```
> db --commands
```

Available Commands
<ul style="list-style-type: none">• connect• connections• csv• data-dir• db-settings-pretty• db-settings-toml• explain• list-indexes• list-tables• list-users• pga• run• table-settings-set• table-settings-show• top

Alternatively, here is the `--examples` view:

```
> db --examples
```

EXAMPLES

```
# List available connection names
db --connections

# List available sub-commands
db --commands

# Connect to the database named 'staging.core' using psql
db connect staging.core

# Show 'db top' for up to 3 databases at once:
db top prod.core prod.replica1 prod.replica2

# Use 'pg_activity' to show db top for one connection:
db pga prod.core

# Show all settings currently active on production DB in TOML/ini format:
# and suppress the header with -q:
db db-settings-toml prod.core -q

# Run a query with the default output
db run -q prod.core 'select relname,n_live_tup from pg_stat_user_tables order by n_live_tup desc'

# Run the same query, but this time output in a CSV format
# NOTE: majority of the flags are passed to the psql to format the output,
#       except -q is consumed by the script and turns off the script header.
#       While -P flag is equivalent to \pset in psql session.
export query='select relname,n_live_tup from pg_stat_user_tables order by n_live_tup desc'
db run staging.core "${query}" limit 10" -q -AX -P pager=0 -P fieldsep=, -P footer=off

NOTE: read more about psql formatting options via \pset and --pset flags:
      https://bit.ly/psql-pset
```

9.7.1. Sub-Command db connections

You can get a list of all available db connections with either

```
db connections
# OR
db --connections
```

```
> db --connections
Available Database Connections
• staging
• prod.
• prod.
• prod.
• prod.
• prod.
• dev.local
• test.local
• postgres
```

9.7.2. Sub-Command `db pga` (eg. `pg_activity`)

For instance, a recent addition is the ability to invoke `pg_activity` Python-based DB "top", a much more advanced top query monitor for PostgreSQL.

You can invoke `db pga <connection>` where the connection is taken from the database connection definitions shown above. This is what `pg-activity` looks like in action:

The screenshot shows the pg_activity tool interface. At the top, it displays system metrics: Size: 6.49T - 25.33K/s, TPS: 448, Active connections: 18, and Duration mode: query. Below this is a table titled "RUNNING QUERIES" with columns: PID, CLIENT, TIME+, W, state, and Query. The table lists 18 active queries, each with its PID, client IP, time taken, wait status, state, and the SQL query itself. The queries are mostly SELECT statements. At the bottom of the interface, there are navigation keys: F1/1 Running queries, F2/2 Waiting queries, F3/3 Blocking queries, Space Pause/unpause, q Quit, and h Help.

PID	CLIENT	TIME+	W	state	Query
16287	10.10.78.221/32	23:08.68	N	active	WITH RECURSIVE edges AS (SELECT parent, child, manual, submodule, tags, reso
27183	10.10.125.9/32	00:58.22	N	active	SELECT * FROM ██████████ WHERE "id" = COALESCE((SELECT "id" FROM "RawWu
28848	10.10.4.245/32	00:09.93	N	active	analyze verbose;
15539	10.10.120.51/32	00:02.08	N	active	WITH succeeded AS (SELECT COUNT(*) as succeeded FROM "Tasks" WHERE "finished
29407	10.10.120.51/32	00:02.04	N	active	with tasks as (SELECT status, COUNT("Tasks".*) as count FROM "Tasks" INNER J
29408	10.10.120.51/32	00:02.04	N	active	with tasks as (SELECT status, COUNT("Tasks".*) as count FROM "Tasks" INNER J
29414	10.10.120.51/32	00:02.03	N	active	SELECT
28971	10.10.60.182/32	00:01.23	N	active	SELECT
28539	10.10.60.182/32	00:01.23	N	active	SELECT
28970	10.10.60.182/32	00:01.21	N	active	SELECT
28600	10.10.60.182/32	00:01.21	N	active	SELECT
28969	10.10.60.182/32	00:01.19	N	active	SELECT
28944	10.10.124.43/32	0.018393	N	active	SELECT
28779	10.10.124.43/32	0.014751	N	active	SELECT
28994	10.10.124.43/32	0.014675	N	active	SELECT
28995	10.10.124.43/32	0.011282	N	active	SELECT

9.7.3. Other Sub-Commands

Once you know what database you are connecting to, you can then run one of the commands:

`db connect <connection>`

opens psql session to the given connection

`db db-settings-toml <connection>`

prints all PostgreSQL settings (obtained with `show all`) as a sorted TOML-formatted file.

db -q list-tables <connection>

print a list of all tables in the given database, -q (or --quiet) skips printing the header so that only the table listing is printed.

db csv <connection> <query>

export the result of the query as a CSV to STDOUT, eg

```
$ db csv filestore "select * from files limit 2"
```

Results in the following output

```
component_id,file_path,fingerprint_sha_256,fingerprint_comment_stripped_sh  
a_256,license_info  
6121f5b3-d68d-479d-9b83-  
77e9ca07dd2b,weiboSDK/src/main/java/com/sina/weibo/sdk/openapi/models/Tag.  
java,  
6121f5b3-d68d-479d-9b83-  
77e9ca07dd2b,weiboSDK/src/main/java/com/sina/weibo/sdk/openapi/models/Comm  
ent.java,
```

9.8. bin/tablet Script

Building atop of the powerful `db` script mechanics, is another powerful script called `tablet`.

The script is meant to be run against one database, and perform a table-level operation on a set of tables that can be specified in numerous ways. It started with the need to ANALYZE only some of the tables, specifically those that have not been auto-analyzed, but grew into a much more capable tool that can do things like:

- Analyze all tables in a database that have never been analyzed`
- Analyze all tables in a database that have not been analyzed in N days
- Analyze a set of specific tables, or exclude tables using regular expression
- Instead of analyzing tables, perform any other table-level command such as:
 - TRUNCATE
 - VACUUM and VACUUM FULL
 - DROP TABLE
 - REINDEX TABLE
 - etc..

Below is the screenshot of the help screen from this script:

```

> tablet -h
USAGE:
    tablet [options] dbname [table1 table2 ...]

DESCRIPTION:
    Use this script to perform table-level operations in a given database,
    with connection params defined in the file ~/.db/database.yml.

    The default operation is a safe analyze verbose, but can be changed.

    You define db connection either with -d flag, or the first non-flag argument is
    interpreted as the DB name. Additional non-flag arguments are interpreted as
    table names, and if provided, used as the tables to perform the action on.

NOTE:
    • To list available database connections, run:
        db --connections

    • To list available db script commands, run:
        db --commands

OPTIONS:
    -d | --database NAME          Database connection name.
    -o | --operation OPERATION      Operation to perform on a table.
                                         Defaults to analyze verbose.

Be very careful with this!
    You can use this flag to change 'analyze' to a destructive operation, such as:
    drop, truncate, vacuum, vacuum full, which may result in an extended
    application downtime if performed accidentally, or maliciously. Changing
    the operation forces the interactive confirmation.

    -y | --yes                      Skip interactive confirmation.
    -a | --abort-on-error           Abort the script if any DB operation fails.
    -n | --dry-run                 Only print commands to be executed.
    -v | --verbose                  Print additional verbose info.
    -h | --help                   This help message.

CHOOSING THE TABLES:
    Table specification flags are cumulative: in other words you can combine them.
    Tables obtained by applying the following flags are sorted and uniq'd, and
    then filtered, whenever a regex filter is provided.

    -t | --table NAME              Operate on a given table(s)
    -s | --since-days DAYS         Operate on tables with analyze data older than DAYS
    -u | --unanalyzed             Operate on tables that have never been analyzed

    Apply additional regex to the list of tables defined by the above options:
    NOTE: regex can either include (pass) or exclude (reject) table names.
    -r | --regex REGEX            Regex to apply to include/exclude tables.

EXAMPLES:
    # In the examples below we assume you defined prod.db connection.
    # Dry-run – only print what would be analyzed:
    tablet -n -d dev.local -t users -t profiles -t sessions

    # analyze all un-analyzed tables, EXCEPT those
    # matching 'Locks', '*LDAP*', or 'Pull'
    # note that we define DB connection without -d flag here:
    tablet dev.local -u -r '^Locks$|^LDAP|^Pull'

    # vacuum tables matching 'Session*':
    tablet dev.local -r '^Session.*$' -o 'vacuum analyze verbose'

```

Chapter 10. Usage

Welcome to **Bashmatic** – an ever growing collection of scripts and mini-bash frameworks for doing all sorts of things quickly and efficiently.

We have adopted the [Google Bash Style Guide](#), and it's recommended that anyone committing to this repo reads the guides to understand the conventions, gotchas and anti-patterns.

10.1. Function Naming Convention Unpacked

Bashmatic® provides a large number of functions, which are all loaded in your current shell. The functions are split into two fundamental groups:

- Functions with names beginning with a `.` are considered "private" functions, for example `.run.env` and `.run.initializer`
- All other functions are considered public.

The following conventions apply to all functions:

- We use the "dot" for separating namespaces, hence `git.sync` and `gem.install`.
- Function names should be self-explanatory and easy to read.
- DO NOT abbreviate words.
- All public functions must be written defensively: i.e., if the function is called from the Terminal without any arguments, and it requires arguments, the function *must print its usage info* and a meaningful error message.

For instance:

```
$ gem.install
« ERROR » Error - gem name is required as an argument
```

Now let's run it properly:

```
$ gem.install simple-feed
      installing simple-feed (latest)...
  0    $ gem install simple-feed ..... 5685 ms 0
  0    $ gem list > ${BASHMATIC_TEMP}/.gem/gem.list ..... 503 ms 0
  0
```

The naming convention we use is a derivative of Google's Bash StyleGuide, using `.` to separate BASH function namespaces instead of much more verbose `::`.

10.2. Seeing All Functions

After running the above, run `bashmatic.functions` function to see all available functions. You can also open the [FUNCTIONS.adoc](#) file to see the alphabetized list of all 422 functions.

10.3. Seeing Specific Functions

To get a list of module or pattern-specific functions installed by the framework, run the following:

```
$ bashmatic.functions-from pattern [ columns ]
```

For instance:

```
$ bashmatic.functions-from docker 2
docker.abort-if-down          docker.build.container
docker.actions.build           docker.containers.clean
.....
docker.actions.update
```

10.4. Various Modules

You can list various modules by listing the `lib` sub-directory of the `${BASHMATIC_HOME}` folder.

Note how we use *Bashmatic®* helper `columnize [columns]` to display a long list in five columns.

```
$ ls -1 ${BASHMATIC_HOME}/lib | sed 's/\.\.sh//g' | columnize 5
7z              deploy          jemalloc        runtime-config
time
array           dir             json            runtime
trap
audio           docker          net             set
url
aws              file            osx             set
user
bashmatic       ftrace          output          settings
util
brew             gem             pids            shell-set
vim
caller          git-recurse-updat progress-bar    ssh
yaml
color            git             ruby            subshell
```

10.5. Key Modules Explained

At a high level, the following modules are provided, in order of importance:

10.5.1. Runtime Framework

Executing Commands The Right Way™

One of the key parts of Bashmatic is the framework around running commands and reporting on their execution status.

The two most important functions in this framework are:

- `run.set-next [option option ...]`
- `run.set-all [option option ...]`
- `run "command"`

The first two allow you to configure how the `run` command behaves. The `run.set-next` only affects the first invocation of `run`. After that all runtime options revert to the defaults.

`run.set-all` affects ALL `run` invocations following it.

The following options can be passed to the `run.set-next` and `run.set-all`:

abort-on-error

exits the script when the command fails.

ask-on-error

interactively asks the user when the command fails.

continue-on-error

prints a warning, and continues when the command fails.

dry-run-on

turns dry-run on

dry-run-off

turns dry-run off

on-decline-exit

when `run.ui.ask` is used and user says NO, exits the program.

on-decline-return

when `run.ui.ask` is used and user says NO, returns from the function.

show-command-on

shows the command being executed

show-command-off

silently executes the command

show-output-off

swallows command's STDOUT, but prints STDERR on error

show-output-on

prints STDOUT of the command as it executes

For example:

The following files provide this functionality:

- `lib/run.sh`
 - `lib/runtime.sh`
 - `lib/runtime-config.sh`

These collectively offer the following functions:

```
$ bashmatic.functions-from 'run*'
```

run

```
run.config.detail-is-enabled  
run.config.verbose-is-enabled
```

run.set-next

```
run.set-next.list  
run.ui.ask
```

run.inspect	run.ui.ask-user-value
run.inspect-variable	run.ui.get-user-value
run.inspect-variables	run.ui.press-any-key
run.inspect-variables-that-are	run.ui.retry-command
run.inspect.set-skip-false-or-blank	run.variables-ending-with
run.on-error.ask-is-enabled	run.variables-starting-with
run.print-variable	run.with.minimum-duration
run.print-variables	run.with.ruby-bundle
run.set-all	run.with.ruby-bundle-and-output
run.set-all.list	

Using these functions you can write powerful shell scripts that display each command they run, its status, duration, and can abort on various conditions. You can ask the user to confirm, and you can show a user message and wait for any key pressed to continue.

Examples of Runtime Framework

NOTE, in the following examples we assume you installed the library into your project's folder as `.bashmatic` (a "hidden" folder starting with a dot).

Programming style used in this project lends itself nicely to using a DSL-like approach to shell programming. For example, in order to configure the behavior of the run-time framework (see below) you would run the following command:

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

# (See below on the location of .bashmatic and ways to install it)
source ${BASHMATIC_HOME}/init.sh

# configure global behavior of all run() invocations
run.set-all abort-on-error show-output-off

run "git clone https://github.com/user/rails-repo rails"
run "cd rails"
run "bundle check || bundle install"

# the following configuration only applies to the next invocation of
`run()`
# and then resets back to `off`
run.set-next show-output-on
run "bundle exec rspec"
```

And most importantly, you can use our fancy UI drawing routines to communicate with the user, which are based on familiar HTML constructs, such as `h1`, `h2`, `hr`, etc.

10.5.2. Controlling Output

A large chunk of Bashmatic is devoted to printing pretty dialogs and controlling the output of program execution.

The `lib/output.sh` module does all of the heavy lifting with providing many UI elements, such as frames, boxes, lines, headers, and many more.

Here is the list of functions in this module:

```
$ bashmatic.functions-from output 3
abort                  error:                left-prefix
ascii-clean            h.black               ok
box.blue-in-green     h.blue                okay
box.blue-in-yellow    h.green               output.color.off
box.green-in-cyan     h.red                 output.color.on
box.green-in-green    h.yellow              output.is-pipe
box.green-in-magenta  h1                   output.is-redirect
box.green-in-yellow   h1.blue              output.is-ssh
box.magenta-in-blue   h1.green             output.is-terminal
box.magenta-in-green  h1.purple            output.is-tty
box.red-in-magenta    h1.red               puts
box.red-in-red        h1.yellow            reset-color
box.red-in-yellow     h2                   reset-color:
box.yellow-in-blue    h2.green             screen-width
box.yellow-in-red     h3                   screen.height
box.yellow-in-yellow  hdr                  screen.width
br                     hl.blue              shutdown
center                hl.desc              stderr
columnize              hl.green             stdout
command-spacer        hl.orange            success
cursor.at.x            hl.subtle             test-group
cursor.at.y            hl.white-on-orange ui.closer.kind-of-ok
cursor.down            hl.white-on-salmon  ui.closer.kind-of-ok:
cursor.left            hl.yellow             ui.closer.not-ok
cursor.rewind          hl.yellow-on-gray  ui.closer.not-ok:
cursor.right           hr                  ui.closer.ok:
cursor.up              hr.colored           warn
debug                 inf                 warning
duration              info                warning:
```

```
err           info:  
error        left
```

Note that some function names end with `:` - this indicates that the function outputs a new-line in the end. These functions typically exist together with their non-`:`-terminated counter-parts. If you use one, eg, `inf`, you are then supposed to finish the line by providing an additional output call, most commonly it will be one of `ok:`, `ui.closer.not-ok:` and `ui.closer.kind-of-ok:`.

Here is an example:

```
function valid-cask() { sleep 1; return 0; }  
function verify-cask() {  
    inf "verifying brew cask ${1}...."  
    if valid-cask ${1}; then  
        ok:  
    else  
        not-ok:  
    fi  
}
```

When you run this, you should see something like this:

```
$ verify-cask TextMate  
[] verifying brew cask TextMate....
```

In the above example, you see the checkbox appear to the left of the text. In fact, it appears a second after, right as `sleep 1` returns. This is because this paradigm is meant for wrapping constructs that might succeed or fail.

If we change the `valid-cask` function to return a failure:

```
function valid-cask() { sleep 1; return 1; }
```

Then this is what we'd see:

```
$ verify-cask TextMate  
[] verifying brew cask TextMate....
```

Output Components

Components are BASH functions that draw something concrete on the screen. For instance, all functions starting with `box.` are components, as are `h1`, `h2`, `hr`, `br` and more.

```
$ h1 Hello
```

```
Hello
```

These are often named after HTML elements, such as `hr`, `h1`, `h2`, etc.

Output Helpers

Here is another example where we are deciding whether to print something based on whether the output is a proper terminal (and not a pipe or redirect):

```
output.is-tty && h1 "Yay For Terminals!"  
output.has-stdin && echo "We are being piped into..."
```

The above reads more like a high level language like Ruby or Python than Shell. That's because BASH is more powerful than most people think.

There is an [example script](#) that demonstrates the capabilities of Bashmatic.

If you ran the script, you should see the output shown [in this screenshot](#). Your colors may vary depending on what color scheme and font you use for your terminal.

10.5.3. Package management: Brew and RubyGems

You can reliably install ruby gems or brew packages with the following syntax:

```
#!/usr/bin/env bash  
  
source ${BASHMATIC_HOME}/init.sh  
h2 "Installing ruby gem sym and brew package curl..."  
gem.install sym  
brew.install.package curl  
  
success "installed Sym version $(gem.version sym)"
```

When you run the above script, you shouold seee the following output:

```
Installing ruby gem sym and brew package curl...
Please standby...
installing sym (latest)...
> gem install sym
> gem list > /tmp/.bashmatic/.gem/gem.list.2.7.0p0
checking if package curl is already installed...
  ✓ « SUCCESS » ✓ installed Sym version 2.8.5
```

10.5.4. Shortening URLs and Github Access

You can shorten URLs on the command line using Bitly, but for this to work, you must set the following environment variables in your shell init:

```
export BITLY_LOGIN="<your login>"
export BITLY_API_KEY="<your api key>"
```

Then you can run it like so:

```
$ url.shorten
https://raw.githubusercontent.com/kigster/bashmatic/main/bin/install
# http://bit.ly/2IIPNE1
```

10.5.5. Github Access

There are a couple of Github-specific helpers:

```
github.clone          github.setup
github.org           github.validate
```

For instance:

```
$ github.clone sym
  Validating Github Configuration...

  Please enter the name of your Github Organization:
$ kigster

Your github organization was saved in your ~/.gitconfig file.
To change it in the future, run:
```

\$ github.org <org-name>

```
[[ $ git clone git@github.com:kigster/sym .....]] 931 ms [[
```

10.5.6. File Helpers

```
$ bashmatic.functions-from file

file.exists_and_newer_than      file.list.filter-non-empty
file.gsub                         file.size
file.install-with-backup          file.size.mb
file.last-modified-date          file.source-if-exists
file.last-modified-year          file.stat
file.list.filter-existing
```

For instance, `file.stat` offers access to the `fstat()` C-function:

```
$ file.stat README.md st_size  
22799
```

10.5.7. Array Helpers

```
$ bashmatic.functions-from array

array.to.bullet-list          array.includes
array.has-element             array.includes-or-exit
array.to.csv                  array.from.stdin
array-join                    array.join
array-piped                  array.to.piped-list
array.includes-or-complain
```

For instance:

```
$ declare -a farm_animals=(chicken duck rooster pig)
$ array.to.bullet-list ${farm_animals[@]}
• chicken
• duck
• rooster
```

```
• pig
$ array.includes "duck" "${farm_animals[@]}" && echo Yes || echo No
Yes
$ array.includes "cow" "${farm_animals[@]}" && echo Yes || echo No
No
```

10.5.8. Utilities

The utilities module has the following functions:

```
$ bashmatic.functions-from util

pause.long          util.install-direnv
pause               util.is-a-function
pause.short         util.is-numeric
pause.medium        util.is-variable-defined
util.append-to-init-files  util.lines-in-folder
util.arch            util.remove-from-init-files
util.call-if-function  util.shell-init-files
shasum.sha-only      util.shell-name
shasum.sha-only-stdin  util.ver-to-i
util.functions-starting-with  util.whats-installed
util.generate-password  watch.ls-al
```

For example, version helpers can be very handy in automated version detection, sorting and identifying the latest or the oldest versions:

```
$ util.ver-to-i '12.4.9'
112004009
$ util.i-to-ver $(util.ver-to-i '12.4.9')
12.4.9
```

10.5.9. Ruby and Ruby Gems

[Ruby Version Helpers](#) and [Ruby Gem Helpers](#), that can extract current gem version from either `Gemfile.lock` or globally installed gem list.

Additional Ruby helpers abound:

```
$ bashmatic.functions-from ruby
```

```
bundle.gems-with-c-extensions    ruby.install-ruby-with-deps
interrupted                      ruby.install-upgrade-bundler
ruby.bundler-version              ruby.installed-gems
ruby.compiled-with                ruby.kigs-gems
ruby.default-gems                 ruby.linked-libs
ruby.full-version                 ruby.numeric-version
ruby.gemfile-lock-version        ruby.rbenv
ruby.gems                         ruby.rubygems-update
ruby.gems.install                 ruby.stop
ruby.gems.uninstall               ruby.top-versions
ruby.init                          ruby.top-versions-as-yaml
ruby.install                       ruby.validate-version
ruby.install-ruby
```

From the obvious `ruby.install-ruby <version>` to incredibly useful `ruby.top-versions <platform>` – which, using rbenv and ruby_build plugin, returns the most recent minor version of each major version upgrade, as well as the YAML version that allows you to pipe the output into your `.travis.yml` to test against each major version of Ruby, locked to the very latest update in each.

```
$ ruby.top-versions
2.0.0-p648
2.1.10
2.2.10
2.3.8
2.4.9
2.5.7
2.6.5
2.7.0
2.8.0-dev
```

```
$ ruby.top-versions jruby
jruby-1.5.6
jruby-1.6.8
jruby-1.7.27
jruby-9.0.5.0
jruby-9.1.17.0
jruby-9.2.10.0
```

```
$ ruby.top-versions mruby
mruby-dev
```

```
mruby-1.0.0  
mruby-1.1.0  
mruby-1.2.0  
mruby-1.3.0  
mruby-1.4.1  
mruby-2.0.1  
mruby-2.1.0
```

Gem Helpers

These are fun helpers to assist in scripting gem management.

```
$ bashmatic.functions-from gem  
  
g-i                                     gem.gemfile.version  
g-u                                     gem.global.latest-version  
gem.cache-installed                      gem.global.versions  
gem.cache-refresh                        gem.install  
gem.clear-cache                          gem.is-installed  
gem.configure-cache                     gem.uninstall  
gem.ensure-gem-version                  gem.version
```

For instance

```
$ g-i awesome_print  
[]     gem awesome_print (1.8.0) is already installed  
$ gem.version awesome_print  
1.8.0
```

10.5.10. Audio & Video Compression Helpers

You can discover the audio and video functions using `bashmatic.functions` helper:

```
bashmatic.functions 1 | egrep -i 'video|audio'  
audio.dir.mp3-to-wav  
audio.dir.rename-karaoke-wavs  
audio.dir.rename-wavs  
audio.file.frequency  
audio.file.mp3-to-wav  
audio.make.mp3
```

```
audio.make.mp3.usage  
audio.make.mp3s  
video-squeeze  
video.convert.compress
```

These commands auto-install ffmpeg and other utilities, and then use best in class compression. For instance, here is 80% compressed video file:

```
> video-squeeze "2021-01-10 Megan Appeal.m4v"  
Compressing "2021-01-10 Megan Appeal.m4v" ↗  
  
Starting ffmpeg conversion, source file size is 394.64 MB  
• Source: [2021-01-10 Megan Appeal.m4v]  
• Destination: [2021-01-10 Megan Appeal.mkv]  
• Algorithm: [#11]  
  
Conversion Function: .video.convert.compress-11 ↗  
  
Please wait while we compress this file... (set DEBUG=1 to see the output) ↗  
  
✓ > .video.convert.compress-11 "2021-01-10 Megan Appeal.m4v" "2021-01-10 M ██████████ [ 108468 ms ] 0  
« SUCCESS » ✓ 2021-01-10 Megan Appeal.mkv was generated with 80% reduction in file size from 394642477 to 77561258 and took 108.884 sec
```

10.5.11. Additional Helpers

There are plenty more modules, that help with:

- [AWS helpers](#) – requires `awscli` and credentials setup, and offers some helpers to simplify AWS management.
- [Docker Helpers](#) – assist with docker image building and pushing/pulling
- [Sym](#) – encryption with the gem called `sym`

And many more.

See the full function index with the function implementation body in the [FUNCTIONS.adoc](#) index.

Chapter 11. How To Guide

11.1. Write new DSL in the *Bashmatic®* Style

The following example is the actual code from a soon to be integrated AWS credentials install script. This code below checks that a user has a local `~/aws/credentials` file needed by the `awscli`, and in the right INI format. If it doesn't find it, it checks for the access key CSV file in the `~/Downloads` folder, and converts that if found. Now, if even that is not found, it prompts the user with instructions on how to generate a new key pair on AWS IAM website, and download it locally, thereby quickly converting and installing it as a proper credentials file. Not bad, for a compact BASH script, right? (of course, you are not seeing all of the involved functions, only the public ones).

```
# define a new function in AWS namespace, related to credentials.
# name of the function is self-explanatory: it validates credentials
# and exits if they are invalid.
aws.credentials.validate-or-exit() {
    aws.credentials.are-valid || {
        aws.credentials.install-if-missing || bashmatic.exit-or-return 1
    }
}

aws.credentials.install-if-missing() {
    aws.credentials.are-present || { # if not present
        aws.access-key.is-present || aws.access-key.download # attempt to
        download the key
        aws.access-key.is-present && aws.credentials.check-downloads-folder # attempt to find it in ~/Downloads
    }
}

aws.credentials.are-present || { # final check after all attempts to
install credentials
    error "Unable to find AWS credentials. Please try again." &&
bashmatic.exit-or-return 1
}

bashmatic.exit-or-return 0
}
```

Now, **how would you use it in a script?** Let's say you need a script to upload something to AWS S3. But before you begin, wouldn't it be nice to verify that the credentials exist, and if not – help the user install it? Yes it would.

And that is exactly what the code above does, but it looks like a DSL. because it is a DSL.

This script could be your [bin/s3-uploader](#)

```
aws.credentials.validate-or-exit
# if we are here, that means that AWS credentials have been found.
# and we can continue with our script.
```

11.2. How can I test if the function was ran as part of a script, or "sourced-in"?

Some bash files exists as libraries to be "sourced in", and others exist as scripts to be run. But users won't always know what is what, and may try to source in a script that should be run, or vice versa - run a script that should be sourced in.

What do you, programmer, do to educate the user about correct usage of your script/library?

Bashmatic® offers a reliable way to test this:

```
#!/usr/bin/env bash
# load library
if [[ -f "${Bashmatic__Init}" ]]; then source "${Bashmatic__Init}"; else
source ${BASHMATIC_HOME}/init.sh; fi
bashmatic.validate-subshell || return 1
```

If you'd rather require a library to be sourced in, but not run, use the code as follows:

```
#!/usr/bin/env bash
# load library
if [[ -f "${Bashmatic__Init}" ]]; then source "${Bashmatic__Init}"; else
source ${BASHMATIC_HOME}/init.sh; fi
bashmatic.validate-sourced-in || exit 1
```

11.3. How can I change the underscan or overscan for an old monitor?

If you are stuck working on a monitor that does not support switching digit input from TV to PC, NOR does OS-X show the "underscan" slider in the Display Preferences, you may be forced to change the underscan manually. The process is a bit tricky, but we have a helpful script to do that:

```
$ source init.sh
$ change-underscan 5
```

This will reduce underscan by 5% compared to the current value. The total value is 10000, and is stored in the

file `/var/db/.com.apple.iokit.graphics`. The tricky part is determining which of the display entries map to your problem monitor. This is what the script helps with.

Do not forget to restart after the change.

Acknowledgements: the script is an automation of the method offered on [this blog post](#).

Chapter 12. Contributing

Please [submit a pull request](#) or at least an issue!

12.1. Running Unit Tests

The framework comes with a bunch of automated unit tests based on the fantastic framework [bats](#).

Bats is auto-installed by the [bin/specs](#) script.

12.1.1. Run Tests Using the Provided [bin/specs](#) script

We use Bats framework for testing, however we provided a convenient wrapper [bin/specs](#) which installs Bats and its dependencies so that we don't have to worry about installing it manually.

The script can be run:

1. Without any arguments to run all tests in the [test](#) folder in parallel by default
2. You can pass one or more existing test file paths as arguments, eg [bin/specs test/time_test.bats](#)
3. Finally, you can pass an abbreviated test file name – eg "time" will resolve to [test/time_test.bats](#)

The script accepts a bunch of CLI arguments and flags shown below:

```
> make test
```

```
Bashmatic® Test Runner  
Version 3.0.0  
© 2016-2022 Konstantin Gredeskoul, (MIT License).
```

```
✓ Checking that Bats is installed from sources... YES ✓  
NOTE: you can clean/reinstall bats framework by passing -r / --reinstall flag.
```

```
Begin Automated Testing → Testing 24 File(s)
```

```
Running Bats with 16 parallel processes...
```

```
array_test.bats  
✓ array.from.command in 0ms [0]  
✓ array.min/max positive in 0ms [0]  
✓ array.min/max negative in 0ms [0]  
✓ array.sort in 1000ms [1000]  
✓ array.sort-numeric in 0ms [0]  
✓ array.uniq in 0ms [0]  
✓ array.eval-in-groups-of in 0ms [0]  
✓ array.join with a pipe in 0ms [0]  
✓ array.join with comma in 0ms [0]  
✓ array.to.piped-list in 0ms [0]  
✓ array.includes() an existing floating point element in 0ms [0]  
✓ array.includes() with non-existing floating point element in 0ms [0]  
✓ array.includes() when one element exists in 0ms [0]  
✓ array.includes() when another element exists in 0ms [0]  
✓ array.includes() when element does not exist in 0ms [0]  
✓ array.has-element() when element exists using return value in 0ms [0]  
✓ array.has-element() when element exists and has a space using return value in 0ms [0]  
✓ array.has-element() when element exists, using return value in 0ms [0]  
✓ array.has-element() when element exists using output in 0ms [0]  
✓ array.has-element() when element is a substring of an existing element using output in 0ms [0]  
✓ array.has-element() when element does not exist using output in 0ms [0]  
✓ array.has-element() when element does not exist and is a space using output in 0ms [0]  
✓ array.to.bullet-list in 0ms [0]  
✓ array.force-range > outside the range > less than min in 0ms [0]  
✓ array.force-range > outside the range > greater than max in 0ms [0]  
✓ array.force-range > within the range in 0ms [0]  
✓ array.force-range > within the range > equal to a boundary in 0ms [0]  
color_test.bats  
✓ color.disable in 0ms [0]  
✓ color.enable in 0ms [0]  
config_test.bats  
✓ config.get-file JSON in 0ms [0]  
✓ config.get-formats JSON in 0ms [0]  
✓ config.dig JSON database host in 1000ms [1000]  
✓ config.get-file YAML in 0ms [0]  
✓ config.get-formats YAML in 0ms [0]  
✓ config.dig YAML database host in 0ms [0]  
db_test.bats  
✓ db.config.get_file in 0ms [0]  
✓ db.config.parse in 1000ms [1000]  
✓ db run -q postgres 'select extract(epoch from now())' -A -t in 1000ms [1000]  
✓ db.config.parse non-existent file in 0ms [0]  
✓ db.config.parse no arguments in 0ms [0]  
✓ db.sql.args.config development - ARGS in 1000ms [1000]  
✓ db.sql.args.config development - ENV in 1000ms [1000]  
dir_test.bats  
✓ dir.short-home /Users/kig/workspace/project in 0ms [0]  
✓ dir.short-home /usr/local/bin in 0ms [0]  
✓ dir.count-slashes() on a folder with 6 slashes in 0ms [0]
```

12.1.2. Running Specs Sequentially with `bin/spec -P`

By default, `bin/spec` runs tests in parallel, and takes about 20 seconds.

If you pass the `-P|--no-parallel` flag, it will run sequentially and take about twice as long.

Below is the screenshot of the tests running in the parallel mode. The script automatically detects that my machine has 16 CPU cores and uses this as a parallelization factor.

```
> specs -h
```

```
Bashmatic® Test Runner
Version 3.0.0

© 2016-2022 Konstantin Gredeskoul, (MIT License).
```

USAGE

```
bin/specs [ options ] [ test1 test2 ... ]
```

where `test1` can be a full filename, or a partial, eg. '`test/util_tests.bats`' or just '`util`'. Multiple arguments are also allowed.

DESCRIPTION

This script should be run from the project's root.

It installs any dependencies it relies on (such as the Bats Testing Framework) seamlessly, and then runs the tests, typically in the test folder.

NOTE: this script can be run not just inside Bashmatic Repo. It works very well when invoked from another project, as long as the `bin` directory is in the `PATH`. So make sure to set somewhere:

```
export PATH=${BASHMATIC_HOME}/bin:${PATH}
```

OPTIONS

<code>-P --no-parallel</code>	Runs all tests sequentially instead of <code>parallel</code> .
<code>-i --install METHOD</code>	Install Bats using the provided method. Supported methods: <code>brew</code> , <code>sources</code>
<code>-r --reinstall</code>	Reinstall Bats framework before running
<code>-c --continue</code>	Continue after a failing test file.
<code>-t --taps</code>	Use taps bats formatter, instead of pretty.
<code>-h --help</code>	Show help message

12.1.3. Run Tests Parallel using the [Makefile](#)

Note that you can run all tests in parallel using the following make target:

```
make test
```

While not every single function is tested (far from it), we do try to add tests to the critical ones.

Please see [existing tests](#) for the examples.

12.1.4. Run Tests Sequentially using the [Makefile](#)

Alternatively, you can run the entire test suite via the Makefile, using one of two targets:

```
make test-sequential
```

Chapter 13. Copyright & License



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