Chess Plug

The cron script

1. Create the Script

Save the following as `add_cron.sh`:

```
#!/bin/bash

# Check if argument is provided
if [ -z "$1" ]; then
    echo "Usage: $0 /path/to/program"
    exit 1
fi

PROGRAM_PATH="$1"

# Ensure the program exists
if [ ! -f "$PROGRAM_PATH" ]; then
    echo "Error: Program does not exist at $PROGRAM_PATH"
    exit 1
fi

# Ensure the program is executable
chmod +x "/usr/bin/python3 $PROGRAM_PATH >> ~/chess_logfile.log 2>&1"

# Define the cron job line
CRON_JOB="29 16 * * * $PROGRAM_PATH"

# Check if the cron job already exists
crontab -l 2>/dev/null | grep -F "$PROGRAM_PATH" > /dev/null
if [ $? -eq 0 ]; then
    echo "Cron job already exists for $PROGRAM_PATH"
    exit 0
fi

# Add the cron job
( crontab -l 2>/dev/null; echo "$CRON_JOB" ) | crontab -

echo "Cron job added: $CRON_JOB"
```

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2. Make the Script Executable

Run:

```
chmod +x add_cron.sh
```

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3. Run the Script

To add a program to the cron job:

```
./add_cron.sh /home/yourusername/scripts/myscript.py
```

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4. Verify the Cron Job

Check your cron jobs with:

```
crontab -l
```

What This Script Does

- Takes a **program path** as an argument.
- **Ensures the program exists** and is executable.
- **Checks if the cron job already exists** to prevent duplicates.
- **Adds a cron job** that runs the program every day at 4:29 PM.

The cron job code

1. The code

```
from datetime import datetime
import github_integration
import config
import subprocess

def get_current_branch():
    result = subprocess.run(
        ["git", "branch", "--show-current"], capture_output=True, text=True)
    return result.stdout.strip() if result.returncode == 0 else "development"

branch = get_current_branch()

def scheduled_commit():
    """
    Function to commit the game state to GitHub.
    """
    print(f"Running scheduled commit at {datetime.now()}...")
    try:
        github_integration.commit_game_state_to_github(
            token=config.GITHUB_TOKEN,
            repo_name=config.REPO_NAME,
            file_path=config.GAME_STATE_FILE,
            commit_message="Automated commit of game state",
            branch=branch
        )
    except Exception as e:
        print(f"Error during scheduled commit: {e}")

if __name__ == "__main__":
    scheduled_commit()
```

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2. Make the Script Executable

Ensure your script has execute permissions:

```
chmod +x /path/to/the_cron.py
```

3. Add the cron job.

```
./add_cron.sh /path/to/the_cron.py
```