

CSC424 System Administration

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Week 8 Bash Scripting - 3

Outline

- Filename Matching
- Regular Expression
- Linux Text Processing Tools
- Variables
- Arithmetic
- **Control Flow**
- **Loops**
- **Function**

Conditional Statements

- **Conditionals** let us decide whether to perform an action or not, this decision is taken by evaluating an expression. The most basic form is:

```
if [ expression ];  
then  
    statements  
elif [ expression ];  
then  
    statements  
else  
    statements  
fi
```

- the **elif** (else if) and **else** sections are optional
- Put **spaces** after **[** and **before]**, and **around the operators** and **operands**.

Expressions

- An **expression** can be: **String comparison**, **Numeric comparison**, **File operators** and **Logical operators** and it is represented by **[expression]**:
- String Comparisons:
 - =** compare if two strings are **equal**
 - !=** compare if two strings are **not equal**
 - n** evaluate if string **length is greater than zero**
 - z** evaluate if string **length is equal to zero**
- Examples:
 - [s1 = s2]** (true if **s1** same as **s2**, else false)
 - [s1 != s2]** (true if **s1** not same as **s2**, else false)
 - [s1]** (true if **s1** is not empty, else false)
 - [-n s1]** (true if **s1** has a length greater then 0, else false)
 - [-z s2]** (true if **s2** has a length of 0, otherwise false)

Expressions

- Number Comparisons:
 - eq compare if two numbers are equal
 - ge compare if one number is greater than or equal to a number
 - le compare if one number is less than or equal to a number
 - ne compare if two numbers are not equal
 - gt compare if one number is greater than another number
 - lt compare if one number is less than another number
- Examples:

[n1 -eq n2]	(true if n1 same as n2, else false)
[n1 -ge n2]	(true if n1 greater then or equal to n2, else false)
[n1 -le n2]	(true if n1 less then or equal to n2, else false)
[n1 -ne n2]	(true if n1 is not same as n2, else false)
[n1 -gt n2]	(true if n1 greater then n2, else false)
[n1 -lt n2]	(true if n1 less then n2, else false)

Examples

```
$ cat user.sh
```

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

```
echo -n "Enter your login name: "
```

```
read name
```

```
if [ "$name" = "$USER" ];
```

```
then
```

```
    echo "Hello, $name. How are you today ?"
```

```
else
```

```
    echo "You are not $USER, so who are you ?"
```

```
fi
```

Examples

```
$ cat number.sh
```

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

```
echo -n "Enter a number 1 < x < 10: "
```

```
read num
```

```
if [ "$num" -lt 10 ]; then
```

```
    if [ "$num" -gt 1 ]; then
```

```
        echo "$num*$num=$(($num*$num))"
```

```
    else
```

```
        echo "Wrong insertion !"
```

```
    fi
```

```
else
```

```
    echo "Wrong insertion !"
```

```
fi
```

Expressions

- Files operators:
 - d check if path given is a **directory**
 - f check if path given is a **file**
 - e check if file name **exists**
 - r check if **read permission** is set for file or directory
 - s check if a file has a **length greater than 0**
 - w check if **write permission** is set for a file or directory
 - x check if **execute permission** is set for a file or directory

Expressions

- Examples:

- [-d fname] (true if fname is a directory, otherwise false)
- [-f fname] (true if fname is a file, otherwise false)
- [-e fname] (true if fname exists, otherwise false)
- [-s fname] (true if fname length is greater than 0, else false)
- [-r fname] (true if fname has the read permission, else false)
- [-w fname] (true if fname has the write permission, else false)
- [-x fname] (true if fname has the execute permission, else false)

Example

```
#!/bin/bash
echo "Enter a filename: "
read filename
if [ ! -r "$filename" ]
then
    echo "File is not read-able"
    exit 1
fi
```

Example

```
#!/bin/bash
echo "Enter a path: "; read x
if cd $x; then
    echo "I am in $x and it contains"; ls
else
    echo "The directory $x does not exist";
    exit 1
fi
```

Exercise

- Write a shell script which:
 - accepts a file name
 - checks if file exists
 - if file exists, copy the file to the same name + .bak + the current date (if the backup file already exists ask if you want to replace it).
- When done you should have the original file and one with a .bak at the end.

Expressions

- Logical operators:
 - ! negate (**NOT**) a logical expression
 - && logically **AND** two logical expressions
 - || logically **OR** two logical expressions

Example: Using the ! operator

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

```
read -p "Enter years of work: " Years
if [ ! "$Years" -lt 20 ]; then
    echo "You can retire now."
else
    echo "You need 20+ years to retire"
fi
```

Example: Using the && operator

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

```
Bonus=500
```

```
read -p "Enter Status: " Status
```

```
read -p "Enter Shift: " Shift
```

```
if [[ "$Status" = "H" && "$Shift" = 3 ]]
```

```
then
```

```
    echo "shift $Shift gets $$Bonus bonus"
```

```
else
```

```
    echo "only hourly workers in"
```

```
    echo "shift 3 get a bonus"
```

```
fi
```

Example: Using the || operator

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

```
read -p "Enter calls handled:" CHandle
read -p "Enter calls closed: " CClose
if [[ "$CHandle" -gt 150 || "$CClose" -gt 50 ]]
then
    echo "You are entitled to a bonus"
else
    echo "You get a bonus if the calls"
    echo "handled exceeds 150 or"
    echo "calls closed exceeds 50"
fi
```


Case Statement

- Used to execute statements based on specific values. Often used in place of an if statement if there are a large number of conditions.
- Value used can be an **expression**
- each set of statements must be ended by a **pair of semicolons**;
- a *****) is used to accept any value not matched with list of values

```
case $var in
    val1)
        statements;;
    val2)
        statements;;
    *)
        statements;;
esac
```

Example (case.sh)

```
$ cat case.sh
```

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

```
echo -n "Enter a number 1 < x < 10: "
```

```
read x
```

```
case $x in
```

```
1) echo "Value of x is 1.";;
```

```
2) echo "Value of x is 2.";;
```

```
3) echo "Value of x is 3.";;
```

```
4) echo "Value of x is 4.";;
```

```
5) echo "Value of x is 5.";;
```

```
6) echo "Value of x is 6.";;
```

```
7) echo "Value of x is 7.";;
```

```
8) echo "Value of x is 8.";;
```

```
9) echo "Value of x is 9.";;
```

```
0 | 10) echo "wrong number.";;
```

```
*) echo "Unrecognized value.";;
```

```
esac
```

Loop Statements

- The **for structure** is used when you are looping through a range of variables.
 for var in list
 do
 statements
 done
- statements are executed with **var** set to each value in the list.

Example: for loop

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

```
let sum=0
```

```
for num in 1 2 3 4 5
```

```
do
```

```
    let "sum = $sum + $num"
```

```
done
```

```
echo $sum
```

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

```
for x in paper pencil pen
```

```
do
```

```
    echo "The value of variable x is: $x"
```

```
    sleep 1
```

```
done
```

Iteration Statements

- if the list part is left off, var is **set to each parameter passed to the script** (\$1, \$2, \$3,...)

```
$ cat for1.sh
```

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

```
for x
```

```
do
```

```
    echo "The value of variable x is: $x"
```

```
    sleep 1
```

```
done
```

```
$ for1.sh arg1 arg2
```

```
The value of variable x is: arg1
```

```
The value of variable x is: arg2
```

Example (old.sh)

```
$ cat old.sh
#!/bin/bash
# Move the command line arg files to old directory.
if [ $# -eq 0 ] #check for command line arguments
then
    echo "Usage: $0 file ..."
    exit 1
fi
if [ ! -d "$HOME/old" ]
then
    mkdir "$HOME/old"
fi
echo The following files will be saved in the old directory:
echo $*
for file in $* #loop through all command line arguments
do
    mv $file "$HOME/old/"
    chmod 400 "$HOME/old/$file"
done
ls -l "$HOME/old"
```

Example (args.sh)

```
$ cat args.sh
#!/bin/bash
# Invoke this script with several arguments: "one two three"
if [ ! -n "$1" ]; then
    echo "Usage: $0 arg1 arg2 ..." ; exit 1
fi
echo ; index=1 ;
echo "Listing args with \"\$*\":"
for arg in "$*" ;
do
    echo "Arg $index = $arg"
    let "index+=1" # increase variable index by one
done
echo "Entire arg list seen as single word."
echo ; index=1 ;
echo "Listing args with \"\$@":"
for arg in "$@" ; do
    echo "Arg $index = $arg"
    let "index+=1"
done
echo "Arg list seen as separate words." ; exit 0
```

Using Arrays with Loops

- We can combine arrays with loops using a for loop:

```
for x in ${arrayname[*]}  
do  
    ...  
done
```


A C-like for loop

- An **alternative** form of the **for** structure is

```
for (( EXPR1 ; EXPR2 ; EXPR3 ))  
do  
    statements  
done
```

- First, the arithmetic expression EXPR1 is evaluated. EXPR2 is then evaluated repeatedly until it evaluates to 0. Each time EXPR2 is evaluates to a non-zero value, statements are executed and EXPR3 is evaluated.

Example: A C-like for loop

```
$ cat for2.sh
```

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

```
echo -n "Enter a number: "; read x
```

```
let sum=0
```

```
for (( i=1 ; $i<$x ; i=$i+1 )) ; do
```

```
    let "sum = $sum + $i"
```

```
done
```

```
echo "the sum of the first $x numbers is: $sum"
```

While Statements

- The while structure is a looping structure. Used to **execute a set of commands while a specified condition is true**. The loop terminates as soon as the condition becomes false. If condition never becomes false, loop will never exit.

while expression

do

statements

done

While Statements

```
$ cat while.sh
```

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

```
echo -n "Enter a number: "; read x
```

```
let sum=0; let i=1
```

```
while [ $i -le $x ]; do
```

```
    let "sum = $sum + $i"
```

```
    i=$((i+1))
```

```
done
```

```
echo "the sum of the first $x numbers is: $sum"
```

Menu

```
$ cat menu.sh
```

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

```
clear ; loop=y
```

```
while [ "$loop" = y ] ;
```

```
do
```

```
    echo "Menu"; echo "===="
```

```
    echo "D: print the date"
```

```
    echo "W: print the users who are currently log on."
```

```
    echo "P: print the working directory"
```

```
    echo "Q: quit."
```

```
    echo
```

```
    read -s choice      # silent mode: no echo to terminal
```

```
    case $choice in
```

```
        D | d) date ;;
```

```
        W | w) who ;;
```

```
        P | p) pwd ;;
```

```
        Q | q) loop=n ;;
```

```
        *) echo "Illegal choice." ;;
```

```
    esac
```

```
    echo
```

```
done
```

Find a Pattern and Edit

```
$ cat grepedit.sh
#!/bin/bash
# Edit argument files $2 ..., that contain pattern $1
if [ $# -le 1 ]
then
    echo "Usage: $0 pattern file ..." ; exit 1
else
    pattern=$1           # Save original $1
    shift                # shift the positional parameter to the left by 1
    while [ $# -gt 0 ]    # New $1 is first filename
    do
        grep "$pattern" $1 > /dev/null
        if [ $? -eq 0 ] ; then # If grep found pattern
            vi $1              # then vi the file
        fi
        shift
    done
fi
$ grepedit.sh while ~
```

Continue Statements

- The **continue** command causes a jump to the next iteration of the **loop**, skipping all the remaining commands in that particular loop cycle.

```
$ cat continue.sh
```

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

```
LIMIT=19
```

```
echo
```

```
echo "Printing Numbers 1 through 20 (but not 3 and 11)"
```

```
a=0
```

```
while [ $a -le "$LIMIT" ]; do
```

```
    a=$((a+1))
```

```
    if [ "$a" -eq 3 ] || [ "$a" -eq 11 ]
```

```
    then
```

```
        continue
```

```
    fi
```

```
    echo -n "$a "
```

```
done
```

Break Statements

- The **break** command **terminates the loop** (breaks out of it).

```
$ cat break.sh
#!/bin/bash
LIMIT=19
echo
echo "Printing Numbers 1 through 20, but something happens after 2 ..."
a=0
while [ $a -le "$LIMIT" ]
do
    a=$((a+1))
    if [ "$a" -gt 2 ]
    then
        break
    fi
    echo -n "$a "
done
echo; echo; echo
exit 0
```


Until Statements

- The **until** structure is very similar to the while structure. The until structure **loops until the condition is true**. So basically it is “until this condition is true, do this”.

```
until [expression]
do
    statements
done
```

Until Statements

```
$ cat countdown.sh
```

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

```
echo "Enter a number: "; read x
```

```
echo ; echo Count Down
```

```
until [ "$x" -le 0 ]; do
```

```
    echo $x
```

```
    x=$(( $x - 1 ))
```

```
    sleep 1
```

```
done
```

```
echo ; echo GO !
```

Functions

- Functions make scripts easier to maintain. Basically it breaks up the program into smaller pieces. A function performs an action defined by you, and it can return a value if you wish.

```
#!/bin/bash
hello()
{
    echo "You are in function hello()"
}
```

```
echo "Calling function hello()..."
hello
echo "You are now out of function hello()"
```

- In the above, we called the hello() function by name by using the line: hello . When this line is executed, bash searches the script for the line hello(). It finds it right at the top, and executes its contents.

Functions

```
$ cat function.sh
```

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

```
function check() {
```

```
if [ -e "/home/$1" ]
```

```
then
```

```
    return 0
```

```
else
```

```
    return 1
```

```
fi
```

```
}
```

```
echo "Enter the name of the file: " ; read x
```

```
if check $x
```

```
then
```

```
    echo "$x exists !"
```

```
else
```

```
    echo "$x does not exists !"
```

```
fi.
```

Example: Picking a random card from a deck

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

```
# Count how many elements.
```

```
Suites="Clubs Diamonds Hearts Spades"
```

```
Denominations="2 3 4 5 6 7 8 9 10 Jack Queen King Ace"
```

```
# Read into array variable.
```

```
suite=($Suites)
```

```
denomination=($Denominations)
```

```
# Count how many elements.
```

```
num_suites=${#suite[*]}
```

```
num_denominations=${#denomination[*]}
```

```
echo -n "${denomination[$((RANDOM%num_denominations))]} of "
```

```
echo ${suite[$((RANDOM%num_suites))]}
```

```
exit 0
```

Example: Compare two files with a script

```
#!/bin/bash
ARGS=2                # Two args to script expected.
if [ $# -ne "$ARGS" ]; then
    echo "Usage: `basename $0` file1 file2" ; exit 1
fi
if [[ ! -r "$1" || ! -r "$2" ]] ; then
    echo "Both files must exist and be readable." ; exit 2
fi

    # /dev/null buries the output of the "cmp" command.
cmp $1 $2 &> /dev/null

    # Also works with 'diff', i.e., diff $1 $2 &> /dev/null
if [ $? -eq 0 ]        # Test exit status of "cmp" command.
then
    echo "File \"$1\" is identical to file \"$2\"."
else
    echo "File \"$1\" differs from file \"$2\"."
fi
exit 0
```

Example: Suite drawing statistics

```
$ cat cardstats.sh
#!/bin/sh # -xv
N=100000
hits=(0 0 0 0) # initialize hit counters
if [ $# -gt 0 ]; then # check whether there is an argument
    N=$1
else # ask for the number if no argument
    echo "Enter the number of trials: "
    TMOUT=5 # 5 seconds to give the input
    read N
fi
i=$N
echo "Generating $N random numbers... please wait."
SECONDS=0 # here is where we really start
while [ $i -gt 0 ]; do # run until the counter gets to zero
    case $((RANDOM%4)) in # randmize from 0 to 3
        0) let "hits[0]+=1";; # count the hits
        1) let "hits[1]={hits[1]}+1";;
        2) let hits[2]=${hits[2]}+1;;
        3) let hits[3]=${hits[3]}+1;;
    esac
    let "i-=1" # count down
done
echo "Probabilities of drawing a specific color:"
# use bc - bash does not support fractions
echo "Clubs: " `echo ${hits[0]}*100/$N | bc -l`
echo "Diamonds: " `echo ${hits[1]}*100/$N | bc -l`
echo "Hearts: " `echo ${hits[2]}*100/$N | bc -l`
echo "Spades: " `echo ${hits[3]}*100/$N | bc -l`
echo "====="
echo "Execution time: $SECONDS"
```