

LAB3 – Modified Script

What This Assignment Was About

We had to take an existing script (`print_numbers.sh`) that just printed numbers from 1 to 5 and improve it so that it takes input from the user — specifically, the **start**, **end**, and **step** values. The script also had to check if the step is a positive number.

What The Original Script Did

The original script was very simple. It just printed numbers from 1 to 5:

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

```
for i in {1..5}
do
    echo "Number: $i"
done
```

It didn't take any input or check anything. You couldn't change the range without editing the file.

✦ What I Changed – New Script


I made a new script called `enhanced_numbers.sh`. This one lets the user **type in 3** values:

Where to start

Where to end

The step size

It also checks **if** the step is greater than 0 before running.

 New Script: `enhanced_numbers.sh`
bash

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

```
# Check for 3 arguments
if [ $# -ne 3 ]; then
    echo "Usage: $0 start end step"
    exit 1
fi
```

```
start=$1
end=$2
step=$3
```

```
# Make sure step is positive
if [ $step -le 0 ]; then
    echo "Error: Step must be a positive number."
    exit 1
fi
```

```
# Print the numbers
for (( i=$start; i<=$end; i+=step ))
do
    echo "Number: $i"
done
```

 Example Outputs

☒ Example 1

bash

```
$ ./enhanced_numbers.sh 1 10 2
```

Output:

Number: 1

Number: 3

Number: 5

Number: 7

Number: 9

☒ Example 2

bash

```
$ ./enhanced_numbers.sh 5 20 5
```


Output:

Number: 5

Number: 10

Number: 15

Number: 20

 Invalid Step

bash

```
$ ./enhanced_numbers.sh 1 10 -2
```

Output:

typescript

Error: Step must be a positive number.

 Extra Questions

Q1: What's the difference between **\$1**, **\$@**, and **\$#**?

\$1 is the first argument

\$@ is all the arguments

\$# is the number of arguments

Example:

bash

```
$ ./script.sh apple banana cherry
```

```
$1 = apple
```

```
$@ = apple banana cherry
```

```
$# = 3
```

Q2: What does `exit 1` mean?

`exit 1` ends the script and tells the system something went wrong.

It's used to stop the script when there's an error like missing input or bad data.

`exit 0` = everything was fine

`exit 1` (or any non-zero number) = there was an error

☒ What I Learned

How to use `$1`, `$@`, and `$#`

How to check input `in` Bash scripts

How to use loops with custom values

That `exit 1` helps stop the script when needed
