



Unix
Bash
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Systems

Software Systems

Lectures Week 2

Regular Expressions, Sessions, Developer Techniques

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Week 2 – Lecture 1

Regular Expressions & Wild Cards

Readings: <http://www.thegeekstuff.com/2011/01/regular-expressions-in-grep-command/>



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Wild Cards

The ability to select multiple files with a single expression.



Wild cards

- The “asterix”
- `ls *.doc`
- The “question mark”
- `ls *.d?c`
- The “square brackets”
- `ls *.d?[abc]`

* any pattern
? any single char
[] or



Wild cards

- The “asterix”
- `ls *.doc`
- The “question mark”
- `ls *.d?c`
- The “square brackets”
- `ls *.d?[abc]`

* any pattern
? any single char
[] or

John.doc
Bill.dla
Mary.dzc



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Let us try it on the command-line

ls

cp

Incorporate paths



Regular Expressions

Like wild cards but more advanced.

It can be used with file names (like wild cards), but more importantly it can be used in searching, string manipulation, and text file manipulation.



Regular Expressions

- Several Unix commands and editors allow you to search on text patterns.
- These text patterns are known as regular expressions (or *regex*).



These are popular commands that use regular expressions

- `grep [options] STRING FILE_LIST`
—search for occurrences of the string.
- `sed [options] FILE_LIST`
—stream editor for editing files.
- `awk [options] FILE_LIST`
—scan for patterns in a file and process the results (script execution)



Grep

- `grep` is used to search for the patterns in files.
- Regular expressions, are best specified in apostrophes (or single quotes) when used with `grep`.
- Some common options include:
 - `-i` : ignore case
 - `-c` : report only a count of the number of lines containing matches
 - `-v` : invert the search, displaying only lines that do not match
 - `-n` : display the line number along with the line on which a match was found
 - `-l` : list filenames, but not lines, in which matches were found



Example using grep

- Consider the following text file :

Alex

Marc

Micheal

Ting

Juan

Jeremy

Jessica

Yannick

Nicolas

Jean-Sebastien

Nadeem

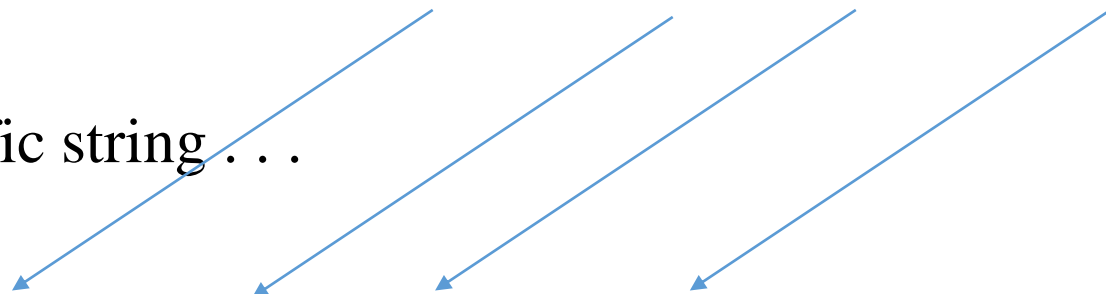


Examples of grep (cont.)

- Grep for a specific string...

[jvybihal][~/cs206] grep 'Je' demo.txt
Jeremy
Jessica
Jean-Sebastien

Prompt command regex file_list



Notice quotation around
the regular expression.



Examples of grep (cont.)

- Grep for a specific string . . .

```
[jvybihal][~/cs206] grep 'Je' demo.txt
```

```
Jeremy
```

```
Jessica
```

```
Jean-Sebastien
```

```
[jvybihal][~/cs206] grep -n 'Je' demo.txt
```

```
6:Jeremy
```

```
7:Jessica
```

```
10:Jean-Sebastien
```

```
[jvybihal][~/cs206] grep -c 'Je' demo.txt
```

```
3
```



Examples of grep (cont.)

•Grep for vowels . . .

```
[jvybiha1][~/cs206] grep -i '^[aeiouy]' demo.txt
```

Alex

Yannick

```
[jvybiha1][~/cs206] grep -i '[aeiouy]$" demo.txt
```

Jeremy

Jessica

```
[jvybiha1][~/cs206] grep -i '[aeiouy]{2,}' demo.txt
```

Micheal

Juan

```
'*[aeiouy]*[aeiouy]*'
```

Yannick

Jean-Sebastien

Nadeem



Examples of grep (cont.)

- Grep for specific characters . . .

```
[jvybihal][~/cs206] grep -i '^.e' demo.txt
```

Jeremy

Jessica

Jean-Sebastien

```
[jvybihal][~/cs206] grep -i '^.e|a.$' demo.txt
```

Micheal

Juan

```
'^[a-e]|a.$'
```

Jeremy

Jessica

Nicolas

Jean-Sebastien

Literal Characters	
\f	Form feed
\n	Newline (Use \p in UltraEdit for platform independent line end)
\r	Carriage return
\t	Tab
\v	Vertical tab
\a	Alarm (beep)
\e	Escape
\xxx	The ASCII character specified by the octal number xxx
\xnn	The ASCII character specified by the hexadecimal number nn
\cX	The control character ^X. For example, \cl is equivalent to \t and \cJ is equivalent to \n

Character Classes							
[...]	Any one character between the brackets.						
[^ ...]	Any one character not between the brackets.						
.	Any character except newline. Equivalent to [^\n]						
\w	Any word character. Equivalent to [a-zA-Z0-9_] and [{ :alnum:}]						
\W	Any non-word character. Equivalent to [^a-zA-Z0-9_] and [^ { :alnum:}]						
\s	Any whitespace character. Equivalent to [\t\n\r\f\v] and [{ :space:}]						
\S	Any non-whitespace. Equivalent to [^\t\n\r\f\v] and [^ { :space:}] Note: \w != \S						
\d	Any digit. Equivalent to [0-9] and [{ :digit:}]						
\D	Any character other than a digit. Equivalent to [^0-9] and [^ { :digit:}]						
[\b]	A literal backspace (special case)						
[{ :class:}]	alnum	alpha	ascii	blank	cntrl	digit	graph
	lower	print	punct	space	upper	xdigit	

Replacement	
\	Turn off the special meaning of the following character.
\n	Restore the text matched by the nth pattern previously saved by \(\ and \). n is a number from 1 to 9, with 1 starting on the left.
&	Reuse the text matched by the search pattern as part of the replacement pattern.
~	Reuse the previous replacement pattern in the current replacement pattern. Must be the only character in the replacement pattern. (ex and vi).
%	Reuse the previous replacement pattern in the current replacement pattern. Must be the only character in the replacement pattern. (ed).
\u	Convert first character of replacement pattern to uppercase.
\U	Convert entire replacement pattern to uppercase.
\l	Convert first character of replacement pattern to lowercase.
\L	Convert entire replacement pattern to lowercase.

Repetition	
{ n,m }	Match the previous item at least n times but no more than m times.
{ n, }	Match the previous item n or more times.
{ n }	Match exactly n occurrences of the previous item.
?	Match zero or one occurrences of the previous item. Equivalent to {0,1}
+	Match one or more occurrences of the previous item. Equivalent to {1,}
*	Match zero or more occurrences of the previous item. Equivalent to {0,}
{ } ?	Non-greedy match - will not include the next match's characters.
??	Non-greedy match.
+?	Non-greedy match.
?	Non-greedy match. E.g. ^(.+?)\s\$ the grouped expression will not include trailing spaces.

Options	
g	Perform a global match. That is, find all matches rather than stopping after the first match.
i	Do case-insensitive pattern matching.
m	Treat string as multiple lines (^ and \$ match internal \n).
s	Treat string as single line (^ and \$ ignore \n, but . matches \n).
x	Extend your pattern's legibility with whitespace and comments.

Extended Regular Expression	
(?#...)	Comment, "..." is ignored.
(?:...)	Matches but doesn't return "..."
(?=...)	Matches if expression would match "..." next
(?!...)	Matches if expression wouldn't match "..." next
(?imsx)	Change matching rules (see options) midway through an expression.

Grouping	
(...)	Grouping. Group several items into a single unit that can be used with *, +, ?, , and so on, and remember the characters that match this group for use with later references.
	Alternation. Match either the subexpressions to the left or the subexpression to the right.
\n	Match the same characters that were matched when group number n was first matched. Groups are subexpressions within (possibly nested) parentheses.

Anchors	
^	Match the beginning of the string, and, in multiline searches, the beginning of a line.
\$	Match the end of the string, and, in multiline searches, the end of a line.
\b	Match a word boundary. That is, match the position between a \w character and a \W character. (Note, however, that [\b] matches backspace.)
\B	Match a position that is not a word boundary.



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Literal Characters

<code>\f</code>	Form feed
<code>\n</code>	Newline (Use <code>\p</code> in UltraEdit for platform independent line end)
<code>\r</code>	Carriage return
<code>\t</code>	Tab
<code>\v</code>	Vertical tab
<code>\a</code>	Alarm (beep)
<code>\e</code>	Escape
<code>\xxx</code>	The ASCII character specified by the octal number xxx
<code>\xnn</code>	The ASCII character specified by the hexadecimal number nn
<code>\cX</code>	The control character ^X. For example, <code>\cl</code> is equivalent to <code>\t</code> and <code>\cj</code> is equivalent to <code>\n</code>

Character Classes

[...]	Any one character between the brackets.						
[^...]	Any one character not between the brackets.						
.	Any character except newline. Equivalent to [^\n]						
\w	Any word character. Equivalent to [a-zA-Z0-9_] and [{ :alnum:}]						
\W	Any non-word character. Equivalent to [^a-zA-Z0-9_] and [^ { :alnum:}]						
\s	Any whitespace character. Equivalent to [\t\n\r\f\v] and [{ :space:}]						
\S	Any non-whitespace. Equivalent to [^ \t\n\r\f\v] and [^ { :space:}] Note: \w != \S						
\d	Any digit. Equivalent to [0-9] and [{ :digit:}]						
\D	Any character other than a digit. Equivalent to [^0-9] and [^ { :digit:}]						
[\b]	A literal backspace (special case)						
[{ :class:}]	alnum	alpha	ascii	blank	cntrl	digit	graph
	lower	print	punct	space	upper	xdigit	



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Repetition

<code>{ n,m }</code>	Match the previous item at least <i>n</i> times but no more than <i>m</i> times.
<code>{ n, }</code>	Match the previous item <i>n</i> or more times.
<code>{ n }</code>	Match exactly <i>n</i> occurrences of the previous item.
<code>?</code>	Match zero or one occurrences of the previous item. Equivalent to <code>{0,1}</code>
<code>+</code>	Match one or more occurrences of the previous item. Equivalent to <code>{1,}</code>
<code>*</code>	Match zero or more occurrences of the previous item. Equivalent to <code>{0,}</code>
<code> ?</code>	Non-greedy match - will not include the next match's characters.
<code>??</code>	Non-greedy match.
<code>+?</code>	Non-greedy match.
<code>*?</code>	Non-greedy match. E.g. <code>^(.+?)\s+\$</code> the grouped expression will not include trailing spaces.

Anchors

<code>^</code>	Match the beginning of the string, and, in multiline searches, the beginning of a line.
<code>\$</code>	Match the end of the string, and, in multiline searches, the end of a line.
<code>\b</code>	Match a word boundary. That is, match the position between a <code>\w</code> character and a <code>\W</code> character. (Note, however, that <code>[b]</code> matches backspace.)
<code>\B</code>	Match a position that is not a word boundary.

Options

<code>g</code>	Perform a global match. That is, find all matches rather than stopping after the first match.
<code>i</code>	Do case-insensitive pattern matching.
<code>m</code>	Treat string as multiple lines (<code>^</code> and <code>\$</code> match internal <code>\n</code>).
<code>s</code>	Treat string as single line (<code>^</code> and <code>\$</code> ignore <code>\n</code> , but <code>.</code> matches <code>\n</code>).
<code>x</code>	Extend your pattern's legibility with whitespace and comments.



When to use grep

- Grep is a useful tool to find specific strings.
 - Outlining all the errors in a log file.
 - Finding a specific string in a collection of source files.
- It becomes an even more powerful tool when combined with other utilities.

```
[jvybihal] [~/cs206] who | grep 'mar*'  
mary  
mary ann  
marigold
```



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Redirection

The ability to send the output from one program into the input of another program

Reading: <http://ryanstutorials.net/linuxtutorial/piping.php>



Redirection

“send somewhere else”

- Normal output goes to the screen.
 - AKA: STDOUT “standard out”
- Output sent to the screen can be redirected.
 - Symbol: `>` redirect from screen to a file
 - Ex: `ls -la > list.txt`
 - Symbol: `>>` redirect from screen append to existing file
 - Ex: `ls -la >> list.txt`
 - Symbol: `|` output from one program sent as input to another program
 - Ex: `cat test.txt sample.txt | more`
- Input from keyboard can be redirected.
 - Symbol: `<` contents of a file sent as input into the program
 - Ex: `myprogram < input.txt > output.txt`



```
$ cat letter.doc > abc.txt
```

```
$ gcc f1.c
```

```
Error
```

```
Error
```

```
Error
```

VS

```
$ gcc f1.c > error.txt
```

```
$ more error.txt
```

```
$ cat letter.doc mary.doc /jack/source/backup/stuff.doc > abc.txt
```

```
$ cat /jack/source/letter.txt /mary/source/abc.txt
```

VS



Examples

- The previous commands can easily be combined with the `ls` command.

`-ls -la | more` will present a paginate list of files.

`-ls -la | head` will present only the first 10 files.

`-ls -la | tail` will present only the last 10 files.

`-cat `ls *.log | tail -n5` >> text.out`
concatenate the last 5 log files in the current directory and write them to the text.out file.

Nested execute symbol (backwards quote)



```
$ ls
```

```
F1.log
```

```
F2.log
```

```
:
```

```
F20.log
```

```
$ cat `ls *.log | tail -n5` >> text.out
```

```
$ cat text.out
```

```
Contents of: f16.log f17.log... f20.log
```




```
$ ls
```

```
F1 f2 f3
```

```
$ ls > text
```

```
$ ls | more
```

```
$ ls *.txt | tail
```

```
$ tail *.txt | cat > merged.txt
```



File Descriptors

- A file descriptor is created by the OS when a file is opened. The descriptor is the reference to that file.
- Unix has three special file descriptors which are always opened: STDIN, STDOUT and STDERR.
 - STDIN 0 (Standard In) : this is the channel where keys typed by the user are gathered.
 - STDOUT 1 (Standard Out) : this is the channel where normal application output is sent.
 - STDERR 2 (Standard Error) : this is the channel where error output is sent.
- Normal output and error output is separated on two different channels since they are often monitored in different ways.



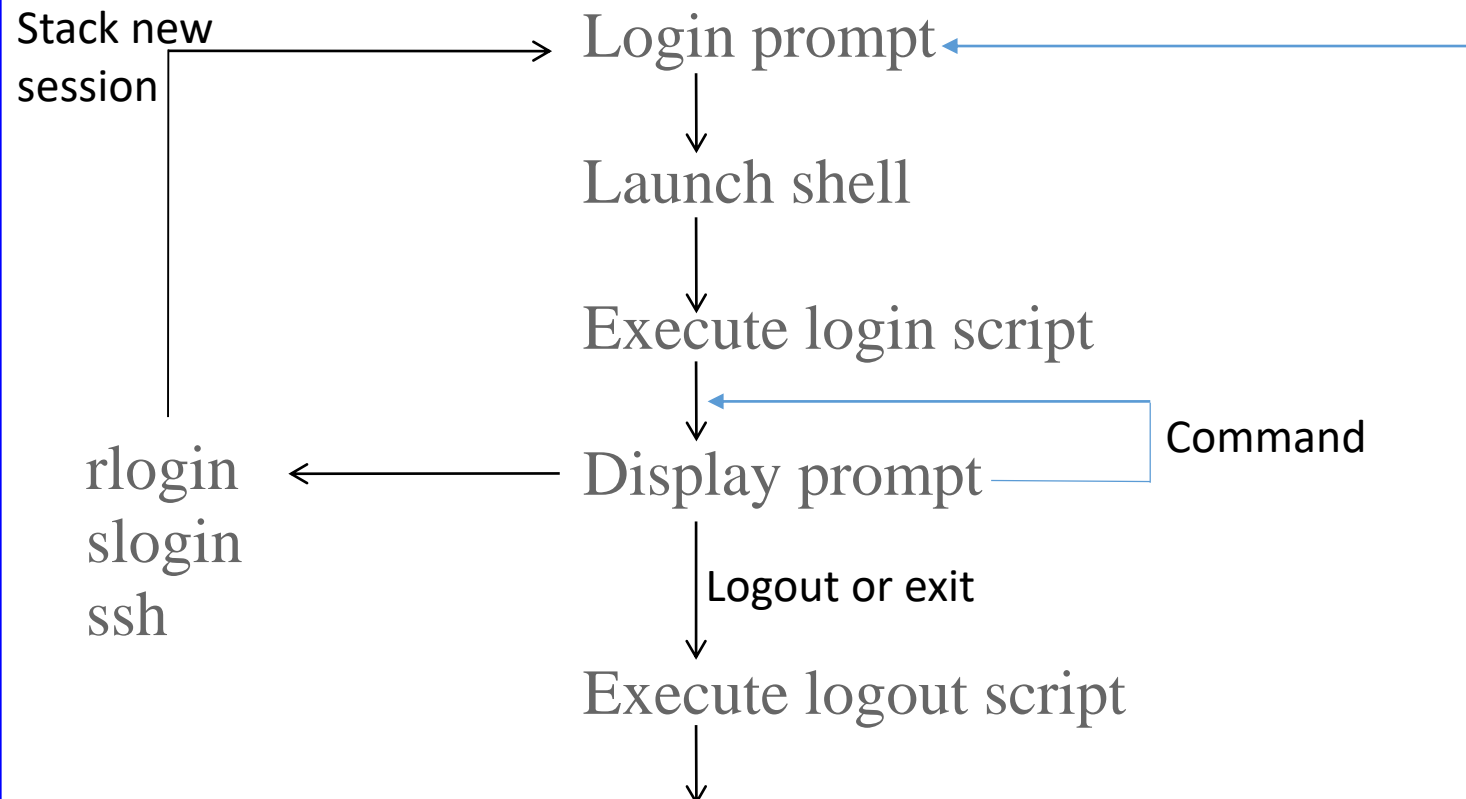
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Week 2 – Lecture 2

Unix Sessions



A Session



Sessions are stacked and independent from one another, however they may share the same hard drive.



The Importance of Passwords

- All resources are tagged with your username
 - Eg: `ls -l`
- If anyone gets access to your user name then they become you!
 - Eg: root user controls the entire system
 - Stolen identities!
- Good password strategy?
 - Take a sentence: I love my dog Raoul
 - Mix initialize it: iLmDr
 - Add symbols: iLm!Dr1
 - Easy to remember but hard to guess



Login & Logout Scripts

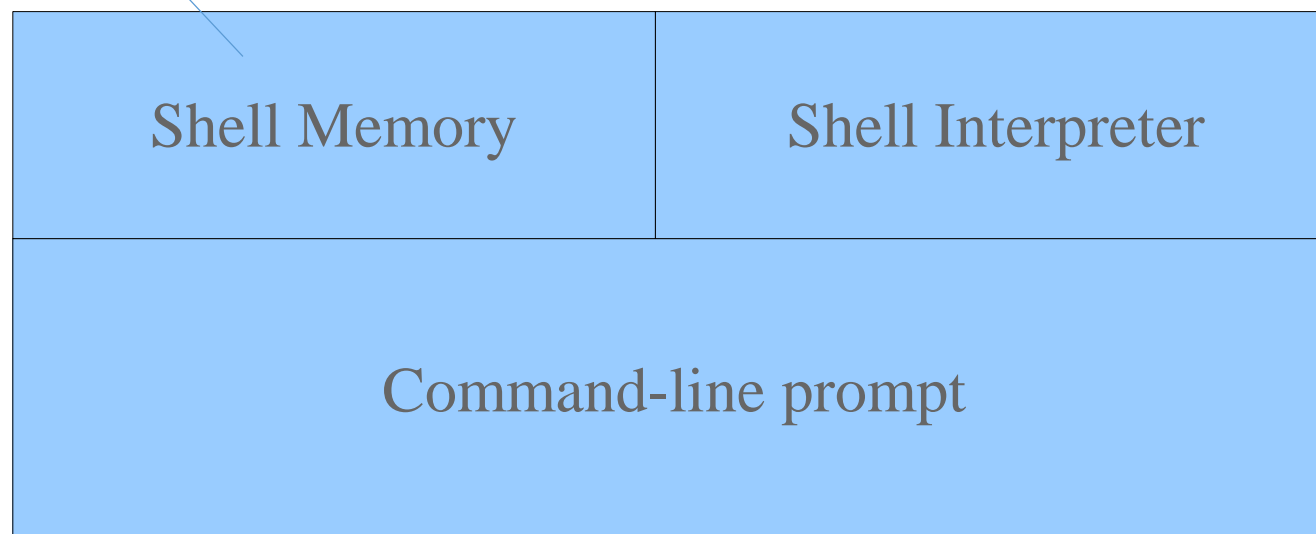
- Mini programs
- Executed at login or logout
- At login
 - Used to setup the shell environment they way you like or need it to be
- At logout
 - Used to clean up your session before you leave
 - Make backups, delete temporary files, update a log file, etc.

We will see more about this when we talk about Bash programming



The Shell

Contains session info.



A Session comprises the run-time environment available to the user, called the Shell Environment.



Environment Session Information

```
LOGNAME=jvybihal  
HOME=/home/user/jvybihal  
PATH=/bin:/usr/bin:/usr/local/bin  
MAIL=/var/mail/jvybihal  
SHELL=tcsh  
SSH_CONNECTION=132.206.51.226 2444 132.206.3.142 22  
SSH_TTY=/dev/pts/6  
TERM=xterm  
HOSTTYPE=i386-linux  
VENDOR=intel  
OSTYPE=linux  
MACHTYPE=i386  
SHLVL=1  
PWD=/home/user/jvybihal  
GROUP=unknown
```

This can be found in the shell memory. Use the command SET to see the shell memory.



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Session Related Commands



Session Related Commands

- **WHOAMI**
 - Reports on your user name
 - Syntax: whoami
- **WHO**
 - Tells you who is logged into the server
 - Syntax: who
- **FINGER**
 - Find detailed information about a user
 - Syntax: finger
- **PWD**
 - Displays the directory you are currently within
 - Syntax: pwd



Session Related Commands

- **LOGOUT**
 - Terminates the connection to the server
 - Syntax: logout
- **EXIT**
 - Closes the shell and keeps you logged in if there is another shell in the stack, otherwise it logs you out
 - Syntax: exit



Session Related Commands

- **SSH**
 - Secure SHell remote login
 - Syntax: `ssh username@url`
 - Demo...
- **SFTP**
 - It is an interactive Secure File Transfer Protocol to copy files from one computer to another
 - Syntax: `sftp username@url`
 - Demo...



Session Related Commands

- ;
 - Sequential execution of commands
 - Example: `who; grep 'Jack' eg.txt; ls > out.txt`
- &
 - Parallel execution of commands
 - Example: `who & whoami & ls`



Session Related Commands

- **PS**

- See all the currently running programs (processes). Notice that each process has an ID number called the PID.
- Syntax to see your own: `ps`
- Syntax to see everyone: `ps -e`

- **KILL**

- Terminate an executing program (process)
- Syntax standard : `kill PID`
- Syntax emergency: `kill -9 PID`



Active Processes

- The `ps` command is an ideal solution for troubleshooting problems processes.
- Although the command options have a tendency to change from one OS to another, here are some of the common options.
 - `-a` : all processes, all users
 - `-e` : environment/everything
 - `-g` : process group leaders as well
 - `-l` : long format
 - `-u` : user oriented report
 - `-x` : even processes not executed from terminals
 - `-f` : full listing



Session Memory

- **SET or ENV**
 - Displays the entire contents of the environment memory.
 - Syntax: set
 - Syntax: env
- **SET or SETENV**
 - Create or edit an environment variable
 - Syntax standard: set VAR=VALUE
 - Syntax for Bash : setenv VAR VALUE
- **ECHO**
 - Display the contents of an individual environment variable
 - Syntax: echo \$VAR
 - Syntax: echo -n \$VAR do not output trailing newline
 - Demo...



System Resources

- `date [options]`
 - report the current date and time
- `du [options] [directory or file]`
 - report amount of disk space in use
- `Hostname` or `uname`
 - display or set the name of the current machine
- `script file`
 - records everything that appears on the screen to file until ctrl-D
- `which command`
 - reports the path to the command or the shell alias in use



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Week 2 – Lecture 3

Developer Techniques



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Text File/Source Code Editors



Editors

- Command line text editors allow you to create/edit files at the command line. Several text editors are available.
 - Vi or Vim
 - One of the original text editors available on Unix. It's difficult to learn. However, its very powerful and available on every Unix machine.
 - Pico
 - A simple text editor based on the pine mail client. It's very easy to use, and is available on most Unix machines.
 - Emacs
 - Popular and powerful. Considering the number of features it has, it should be considered a heavy weight client.
- You can also use graphical text editors, such as bluefish, gedit or jedit.
- As a long term investment, I highly suggest you learn vi.



Emacs or Vi

- Both command-line editors
- Both very common editors in Unix environments
- Vi > Emacs, in number of environments
- Vi is a light-weight program (needs less system resources)
- Emacs is a heavy-weight program (needs more system resources)
- Both have devoted followers
- Vi is supported on more remote connections
- Emacs has more features



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The Vi Editor

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Vi's Modes

- Since no menu system, it uses modes (keyboard switch)
- Insert Mode: (ESC i)
 - to edit your text
 - can press any keyboard characters
 - most vi's let you use arrow key
- Escape Mode: (ESC)
 - terminates edit
 - can use arrow keys
 - can use special one letter command
- Command Mode: (ESC :)
 - issue commands like Save, Load, and Quite



Important Commands

- Inserting
 - Any of the following: i, a, o, O
- In ESC mode
 - To delete: dd, x, r
 - To search: /
- Command mode
 - w, q, wq, q!, line number, e filename



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A sample Vi session...

Vi Quick Reference

Entering and Leaving vi

% vi <i>name</i>	edit <i>name</i> at top
% vi + <i>n</i> <i>name</i>	... at line <i>n</i>
% vi + <i>name</i>	... at end
% vi - <i>r</i>	list saved files
% vi - <i>r</i> <i>name</i>	recover file <i>name</i>
% vi <i>name</i> ...	edit first; rest via : <i>n</i>
% vi - <i>t</i> <i>tag</i>	start at <i>tag</i>
% vi +/ <i>pat</i> <i>name</i>	search for <i>pat</i>
% view <i>name</i>	read only mode
ZZ	exit from vi, saving changes
CTRL-Z	stop vi for later resumption

The Display

Last line	Error messages, echoing input to : / ? and !, feedback about i/o and large changes.
@ lines	On screen only, not in file.
~ lines	Lines past end of file.
CTRL-x	Control characters, DEL is delete.
tabs	Expand to spaces, cursor at last.

Vi Modes

Command	Normal and initial state. Others return here. ESC (escape) cancels partial command.
Insert	Entered by a I A I o O e C s S R. Arbitrary text then terminates with ESC character, or abnormally with interrupt.
~ast line	Reading input for : / ? or !; terminate with ESC or CR to execute, interrupt to cancel.

Counts Before vi Commands

line/column number	z G
scroll amount	CTRL-D CTRL-U
replicate insert	a I A I
repeat effect	most rest

Simple Commands

dw	delete a word
de	... leaving punctuation
dd	delete a line
3dd	... 3 lines
ltextESC	insert text <i>abc</i>
cwnewESC	change word to <i>new</i>
earESC	pluralize word
xp	transpose characters

Interrupting, Cancelling

ESC	end insert or incomplete cmd
CTRL-C	interrupt (or DEL)
CTRL-L	refresh screen if scrambled

File Manipulation

:w	write back changes
:wq	write and quit
:q	quit
:q!	quit, discard changes
:e <i>name</i>	edit file <i>name</i>
:e!	reedit, discard changes
:e + <i>name</i>	edit, starting at end
:e + <i>n</i>	edit starting at line <i>n</i>
:e #	edit alternate file
CTRL-`	synonym for :e #
:w <i>name</i>	write file <i>name</i>
:w! <i>name</i>	overwrite file <i>name</i>
:sh	run shell, then return
:!cmd	run <i>cmd</i> , then return
:n	edit next file in arglist
:n <i>args</i>	specify new arglist
:f	show current file and line
CTRL-G	synonym for :f
:ta <i>tag</i>	to tag file entry <i>tag</i>
CTRL-]	:ta, following word is <i>tag</i>

Positioning within File

CTRL-F	forward screenfull
CTRL-B	backward screenfull
CTRL-D	scroll down half screen
CTRL-U	scroll up half screen
G	goto line (end default)
/pat	next line matching <i>pat</i>
?pat	prev line matching <i>pat</i>
n	repeat last / or ?
N	reverse last / or ?
/pat/+ <i>n</i>	<i>n</i> 'th line after <i>pat</i>
?pat?- <i>n</i>	<i>n</i> 'th line before <i>pat</i>
[]	next section/function
[]	previous section/function
%	find matching () { or }

Adjusting the Screen

CTRL-L	clear and redraw
CTRL-R	retype, eliminate @ lines
zCR	redraw, current at window top
z-	... at bottom
z.	... at center
/pat/z-	<i>pat</i> line at bottom
zn.	use <i>n</i> line window
CTRL-E	scroll window down 1 line
CTRL-Y	scroll window up 1 line

Marking and Returning

..	previous context
..	... at first non-white in line
mx	mark position with letter x
`x	to mark x
'x	... at first non-white in line

Line Positioning

H	home window line
L	last window line
M	middle window line
+	next line, at first non-white
-	previous line, at first non-white
CR	return, same as +
↓ or j	next line, same column
↑ or k	previous line, same column

Character Positioning

^	first non-blank
0	beginning of line
\$	end of line
h or →	forward
l or ←	backwards
CTRL-H	same as ←
space	same as →
fx	find x forward
Fx	f backward
tx	upto x forward
Tx	back upto x
;	repeat last f F t or T
,	inverse of ;
	to specified column
%	find matching ({) or }

Words, Sentences, Paragraphs

w	word forward
b	back word
e	end of word
)	to next sentence
}	to next paragraph
(back sentence
{	back paragraph
W	blank delimited word
B	back W
E	to end of W

Commands for LISP

)	Forward s-expression
}	... but don't stop at atoms
(Back s-expression
{	... but don't stop at atoms

Corrections During Insert

CTRL-H	erase last character
CTRL-W	erases last word
erase	your erase, same as CTRL-H
kill	your kill, erase input this line
\	escapes CTRL-H, your erase and kill
ESC	ends insertion, back to command
CTRL-C	interrupt, terminates insert
CTRL-D	backtab over <i>autoindent</i>
CTRL-^D	kill <i>autoindent</i> , save for next
0CTRL-D	... but at margin next also
CTRL-V	quote non-printing character

Insert and Replace

a	append after cursor
i	insert before
A	append at end of line
I	insert before first non-blank
o	open line below
O	open above
rx	replace single char with x
R	replace characters

Operators (double to affect lines)

d	delete
c	change
<	left shift
>	right shift
!	filter through command
=	indent for LISP
y	yank lines to buffer

Miscellaneous Operations

C	change rest of line
D	delete rest of line
s	substitute chars
S	substitute lines
J	join lines
x	delete characters
X	... before cursor
Y	yank lines

Yank and Put

p	put back lines
P	put before
"xp	put from buffer x
"xy	yank to buffer x
"xd	delete into buffer x

Undo, Redo, Retrieve

u	undo last change
U	restore current line
.	repeat last change
"dp	retrieve d'th last delete



Techniques

- Development techniques
 - Proper filing: common directory structures
 - Common usage procedures
 - File security and sharing
 - Backups and Archiving

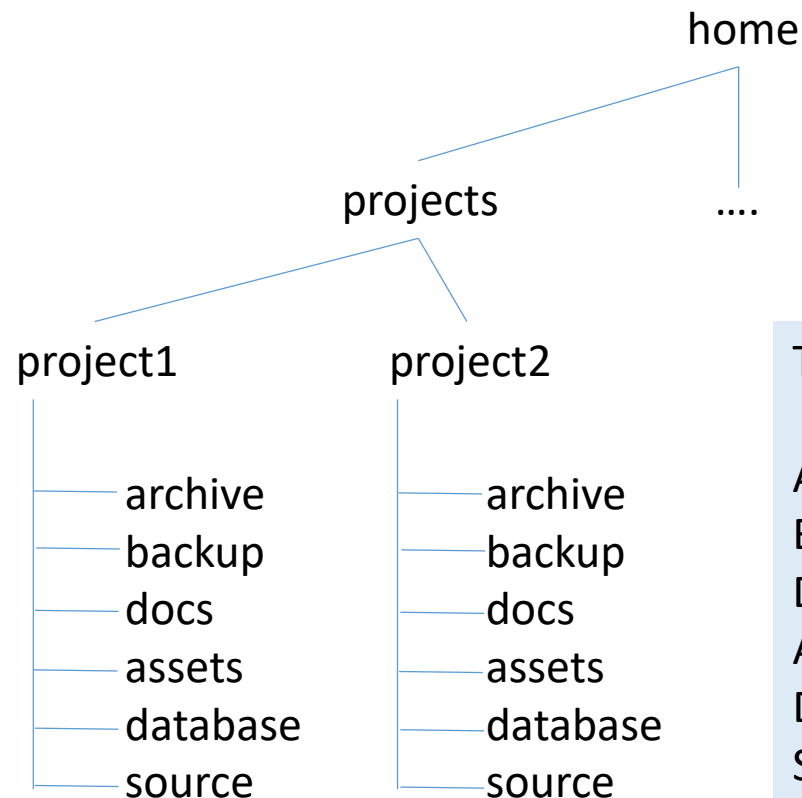


Development Techniques

- Important to manage your system resources properly
 - Eg: File management, directories, disk space, nomenclature
 - Learning from others, teach others, evolve
 - Find a good way and stick with it
- Definition of good
 - Low system requirements
 - Your usage of the computer system should practice the Zen technique of limiting system resource impact (memory, CPU, connected devices)
 - Useful activities
 - Fast processes
 - Keep things simple



Developer's Directory Structure



This is in addition to repositories.

Archive – history backups of all stable versions

Backup – temporary copy of current version

Docs – reading material related to the project

Assets – images, sounds, video

Database – all data saved/read by the program

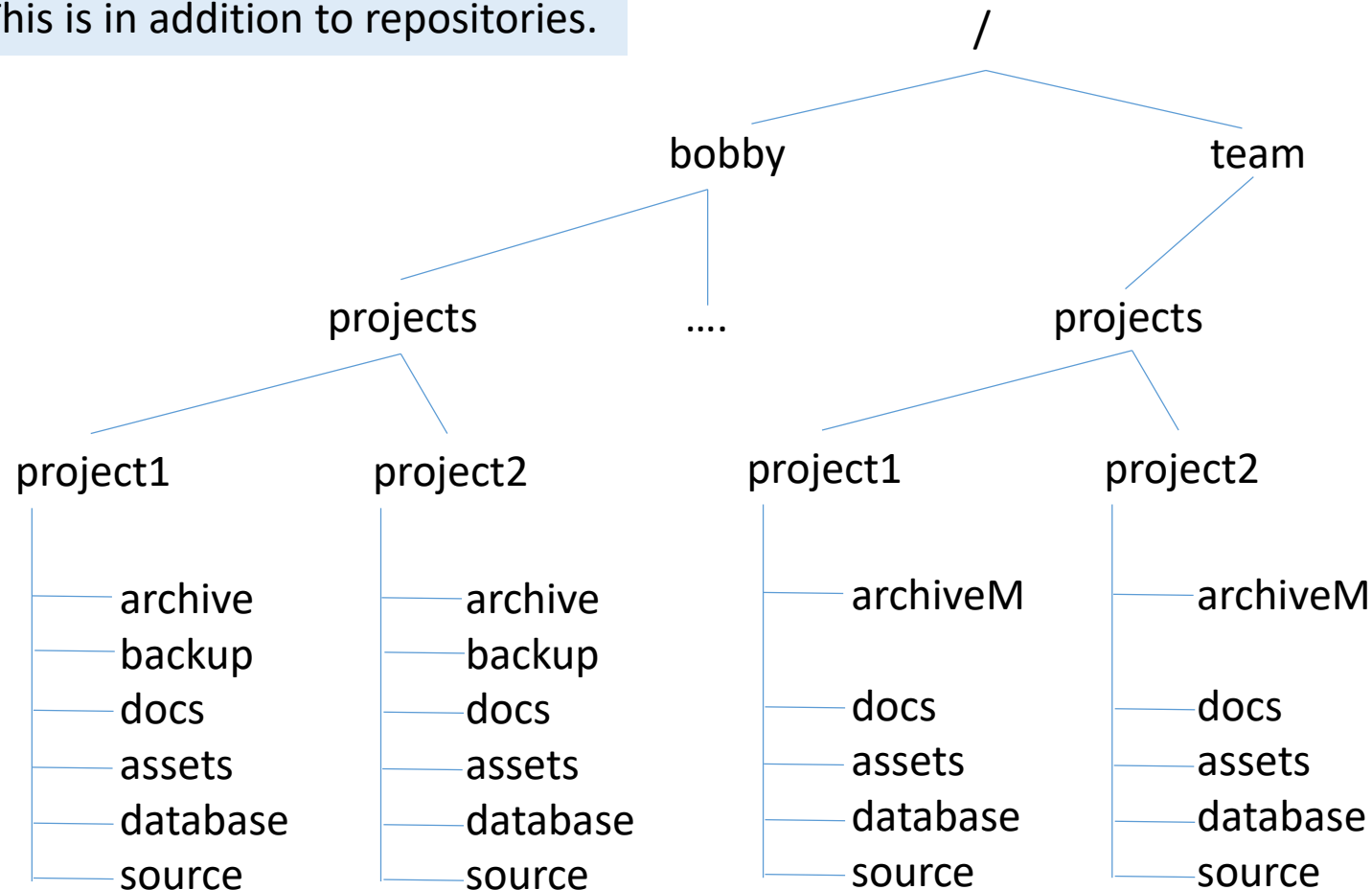
Source – current source code of the project



Unix
Bash
C
GNU
Systems

Team Directory Structure

This is in addition to repositories.



Computers
are not the
same...

Notice no Backup directory and the archiveM directory (archive master).
Each member develops on their own with a local copy of the master source & etc.
Once they think they are done they must copy changes to master and test.
Master is the “official” version of the project.



Common Usage Procedures

- At log in
 - Write scripts to help you get to where you want to go
 - Write scripts to customize the environment
- During development
 - Write scripts that help you to
 - Compile quickly and manage errors and executing the program
 - Copying to and from master
 - Making your own local backups
- At logout
 - Write scripts to do housekeeping
 - Automating backup procedures
 - Automating the logging of events
 - Automating the deletion of files (empty trash)

What commands
might we use?

(Not asking about
scripts)

(asking about
command line)



Unix
Bash
C
GNU
Systems

Common Developer Commands



Archives

- TAR, GZIP, GUNZIP
- An archive is a collection of files combined into one file.
 - Being one file, archives are easier to manipulate (move, store, copy, backup, etc).
 - Archives are often compressed, so they require less space.
- The two most command archive tools used on Unix systems is tar and gzip (gunzip).
 - Tar allows you to combine several files into a single file.
 - Gzip allows you to compress a single file.
 - To compress a collection of files, you need to use both tar and gzip.
- Other archive tools are available.
 - Zip, bzip2, 7z, rar, arj, etc



Tar

- Allows the manipulation (creation, extraction) of archive files.
 - A file ending with the .tar extension is a tar archive file.
 - A file ending with the .tgz extension is a compressed (gzipped) tar archive file.
- Switches:
 - -c : create a new tar archive
 - -r : update the tar archive
 - -x : extract from the tar archive
 - -f: specifies the archive file name.
 - -v: activates verbose mode, which means the tar command will output lots of information.
 - -z: allows you to compress the archive (the archive is compress/decompressed using gzip).



Tar (cont.)

- Here are a few example of the tar command:
 - `tar -cvf log.tar *.log`
 - `tar -zcvf log.tgz *.log`
 - `tar -xvf log.tar /tmp/log`
 - `tar -zxvf log.tgz /tmp/log`
- The first two commands create an archive with log files. (one normal and one compress)
- The two following commands show how to extract those two archive.



DIFF

- The comparison of two files
 - Developers use this command to help them find out if two source files are the same or what was changed in a source file.
 - When working in a team it is common that one developer changes a file someone else did not want changed.
 - Or, the team leader would like to know how much work was done on a file.
- `diff [options] file1 file2`



ln : Hard and Symbolic Links

- `ln` and `ln -s`
- The `ln` command can be used to create links to files and folders.
 - Hard link: `ln link_name /path/file`
 - Soft link: `ln -s link_name /path/file`
- When creating a hard link, you are simply giving another name to a file (it shows up separately on an `ls` – a direct pointer in directory)
 - The link will point to the same physical space on the disk.
 - A file can only be deleted once all its hard link are deleted.
- When creating a symbolic link (using `ln -s`), a new file is created (an indirect pointer in directory)
 - The new file automatically redirects to the target file.
 - Symbolic links can be created across volumes (or disks).
 - Deleting a symbolic link does not affect the target file.



More Commands

- `sort [options] file`
 - sort the lines of the file
- `touch [options] [date] file`
 - create an empty file, or update the access time
- `wc [options] [file(s)]`
 - display a count of words (or character or line)



Unix
Bash
C
GNU
Systems

Security

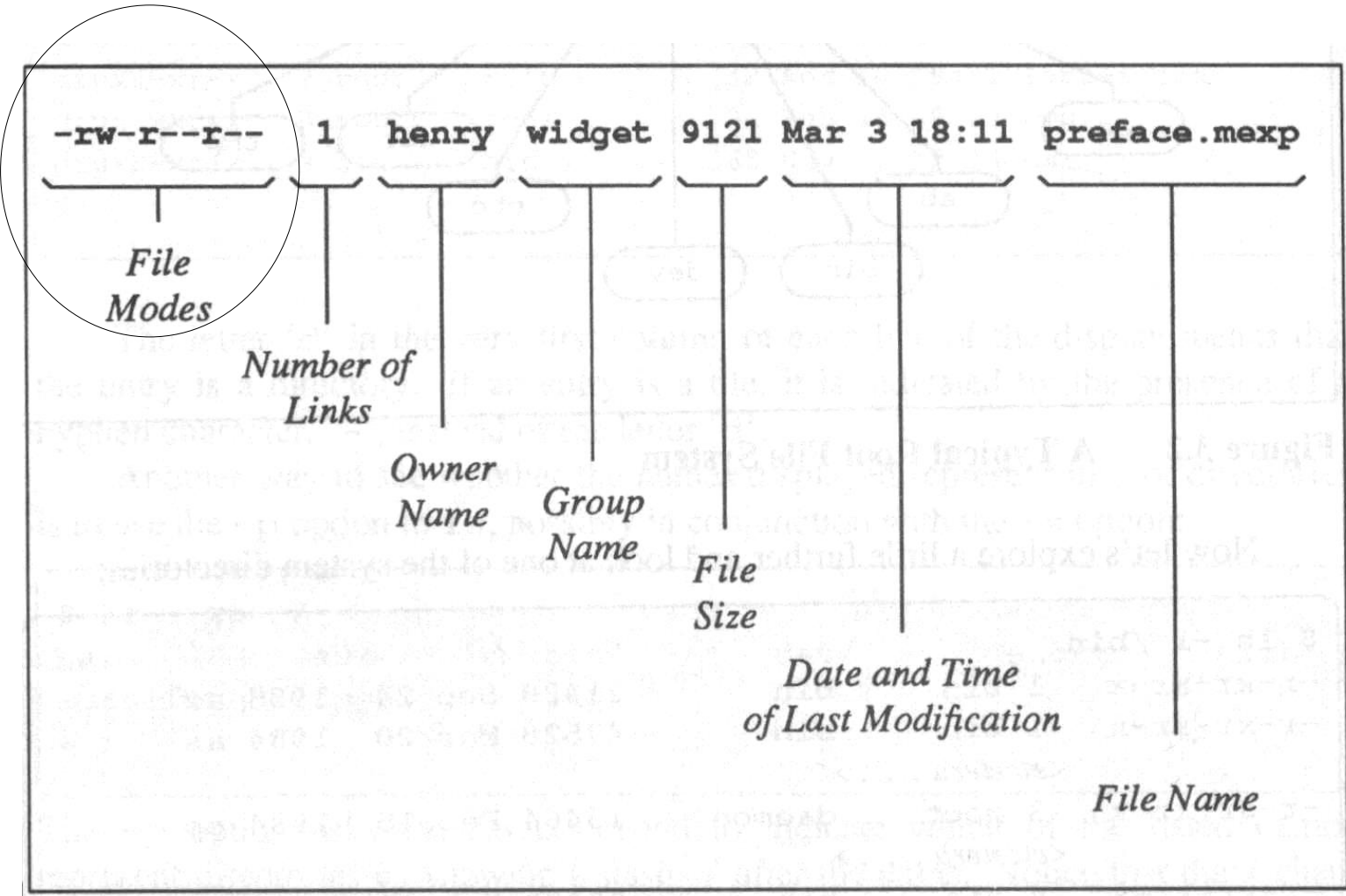


Permissions on the File Systems

- All files are **owned** by a user and a group.
 - Usually, this owner is the user that created the file.
- Permissions on files exists at three level: **user, group** and **all**.
- Three types of rights can be given: **read, write** and **execute**.
- Any combination of these rights must be given to these three levels.



```
$ ls -l /bin/ar
-r-xr-xr-x 1 bin      bin      21428 Sep 24  1983 /bin/ar
$
```





Permissions (cont.)

d,rwx,rwx,rwx

- Permissions are displayed as a string of 10 characters
 - 1st : indicates if the file is a directory.
 - 2nd : indicates if the owner has read access to the file.
 - 3rd : indicates if the owner has write access to the file.
 - 4th : indicates if the owner has execute access to the file.
 - 5th , 6th , 7th : indicates if the group owner has read, write or execute.
 - 8th , 9th , 10th : indicates if all other users have read, write or execute.



Do permissions overlap?

- Given the permission “-----rwx” of a file I own, can I read the file?
 - You will not be able to read the file.
 - People in the group will not be able to read the file.
 - Other people will be able to read the file.

Note: some Unix systems interpret Other as All... this changes things.



Quiz: Can I read, write, execute?

Can user “Bob” of group “Student” read, write or execute the following files?

- | | | | |
|--------------------------|--------|---------|------------------------|
| • <code>rwxr--r--</code> | Cathy | Frosh | <code>file1.sh</code> |
| • <code>r-x-----</code> | John | Student | <code>file2.txt</code> |
| • <code>rwxrwxr--</code> | Bell | Student | <code>file3.txt</code> |
| • <code>rwxrwxrwx</code> | George | Teacher | <code>file4.c</code> |
| • <code>rwx-----</code> | Bob | Student | <code>file5.s</code> |
| • <code>rw-rw-r-x</code> | Norm | Admin | <code>file6.doc</code> |
| • <code>rwxrwx---</code> | all | all | <code>file7</code> |
| • <code>-----rwx</code> | Bob | Student | <code>file8.doc</code> |
| • <code>---rwx---</code> | Bob | Student | <code>file9.txt</code> |

Bonus: Which write does root have on these files?



CHMOD – change mode

- The chmod command is used to change permissions:
 - Who:
 - u : The user who owns the file (this means “you.”)
 - g : The group the file belongs to.
 - o : The other users
 - a : all of the above (an abbreviation for ugo)
 - Permission
 - r : Permission to read the file.
 - w : Permission to write (or delete) the file.
 - x : Permission to execute the file, or, in the case of a directory, search it.
 - Changes to
 - = : become
 - + : add
 - - : remove



Examples

- The syntax of the command is as follows:
 - `chmod who=permission files`
- Here are a few examples of the `chmod` command:
 - Give read permission to group
 - `chmod g+r file.txt`
 - Give read/write/execute permission to you (user)
 - `chmod u+wx file2.txt` - rwx --- ---
 - Remove all permissions from others
 - `chmod o= file3.txt`
 - Give read/write permission to user and group
 - `chmod ug=rw file4.* file2.txt`



Binary Settings

000	0
001	1
010	2

- Bit Setting:
- `rwX rwX rwX` in symbolic form
- `111 000 111` in bit form (1=on, 0=off)
- `707` in base 10 version of bits
- `chmod 707 *.doc`
- `rwX` for owner and other, but not for group



Binary

000	0
001	1
010	2
011	3
100	4
101	5
110	6
111	7
rwX	

rw-	--X	---
110	001	000
6	1	0

chmod 610 filename