



SECTION 5

LOGIC

SECTION CHEAT SHEET

CHAINING COMMANDS WITH LIST OPERATORS

KEY DEFINITIONS

LIST	LIST OPERATORS
When you put one or more commands on a given line	Types of control operators that enable us to create lists of commands that operate in different ways

LIST OPERATORS

Operator	Example	Meaning
&	<code>command1 & command2</code>	Sends <code>command1</code> into a subshell to run “asynchronously” in the background, and continues to process <code>command2</code> in the current shell.
;	<code>command1 ; command2</code>	Runs <code>command1</code> and <code>command2</code> , i.e. one after the other. The shell will wait for <code>command1</code> to complete before starting <code>command2</code> .
&&	<code>command1 && command2</code>	The “and” operator. The shell will only run <code>command2</code> if <code>command1</code> is successful (i.e. returns an exit code of 0).
	<code>command1 command2</code>	The “or” operator. The shell will only run <code>command2</code> if <code>command1</code> is unsuccessful (i.e. returns a non-zero exit code).

TEST COMMANDS + CONDITIONAL OPERATORS:

TEST COMMANDS

“a command that can be used in bash to compare different pieces of information”

Syntax:

[EXPRESSION]

Operators to use:

OPERATOR	EXAMPLE	MEANING
-eq	[2 -eq 2]	Successful if the two numbers are equal
-ne	[2 -ne 2]	Successful if the two numbers are not equal
=	[\$a = \$b]	Successful if the two strings are equal
!=	[\$a != \$b]	Successful if the two strings are not equal
-z	[-z \$c]	Successful if a string is empty
-n	[-n \$c]	Successful if a string is not empty
-e	[-e /path/to/file]	Successful if a file system entry /path/to/file exists
-f	[-f /path/to/file]	Successful if a file system entry /path/to/file exists and is a regular file
-d	[-d /path/to/file]	Successful if a file system entry /path/to/file exists and is a directory
-x	[-x /path/to/file]	Successful if a file system entry /path/to/file exists and is executable by the current user

IF STATEMENTS:

start and end using
the reserved words
"if" and "fi"

check the exit status
of a command and
only runs the
command if a certain
condition is true

Syntax for if statements:

```
if test1; then
    Commands... # only run if test1 passes
elif test2; then
    Commands... # only run if test1 fails and test2 passes
elif testN; then
    Commands... # only run if all previous tests fail, but testN passes
else
    Commands... # only run if all tests fail
fi
```

Example Script:

```
#!/bin/bash

read -p "Please enter a number" number

if [ $number -gt 0 ]; then
    echo "Your number is greater than 0"
elif [ $number -lt 0 ]; then
    echo "Your number is less than 0"
else
    echo "Your number is 0!"
fi
```

IF STATEMENTS - COMBINING CONDITIONS:

It is possible to chain together multiple test commands using list operators to create more powerful conditions.

Script: If file1.txt equals file2.txt AND file3.txt, then delete file2.txt and file3.txt

```
#!/bin/bash

a=$(cat file1.txt) # "a" equals contents of file1.txt
b=$(cat file2.txt) # "b" equals contents of file2.txt
c=$(cat file3.txt) # "c" equals contents of file3.txt

if [ "$a" = "$b" ] && [ "$a" = "$c" ]; then
    rm file2.txt file3.txt
else
    echo "File1.txt did not match both files"
fi
```

Script: If file1.txt equals file2.txt OR file3.txt, then delete file2.txt and file3.txt

```
#!/bin/bash

a=$(cat file1.txt) # "a" equals contents of file1.txt
b=$(cat file2.txt) # "b" equals contents of file2.txt
c=$(cat file3.txt) # "c" equals contents of file3.txt

if [ "$a" = "$b" ] || [ "$a" = "$c" ]; then
    rm file2.txt file3.txt
else
    echo "File1.txt did not match either file"
fi
```

CASE STATEMENTS:

Case statements provide us with an elegant way to implement branching logic, and are often more convenient than creating multiple “elif” statements.

The tradeoff, however, is that case statements can only work with 1 variable.

Case statements start and end using the reserved words “case” and “esac”

Syntax for case statements:

```
case "$variable" in # don't forget the $ and the double quotes!
  pattern1)
    Commands ...
    ;;
  pattern2)
    Commands ...
    ;;
  patternN)
    Commands ...
    ;;
  *)
    Commands ... # run these if no other pattern matches
    ;;
esac
```

Example Script:

```
#!/bin/bash

read -p "Please enter a number: " number

case "$number" in
    "") echo "You didn't enter anything!"
    [0-9]) echo "you have entered a single digit number";;
    [0-9][0-9]) echo "you have entered a two digit number";;
    [0-9][0-9][0-9]) echo "you have entered a three digit number";;
    *) echo "you have entered a number that is more than three digits";;
esac
```

KEY POINTS ON CASE STATEMENTS:

1

It's very important to **remember to use a \$ in front of the variable name** otherwise the case statement won't work, as it cannot access the variable's value

2

Remember to wrap the expansion of the variable name in double quotes to avoid word splitting issues

3

Patterns follow the **same rules as globbing patterns.**

4

Patterns are evaluated from top to bottom, and only the commands associated with the first pattern that matches will be run.

5

***) is used as a "default" case**, and is used to hold commands that should run if no other cases match.
