

Variables

In this section, we will take a look at variables in shell script.

A Variable in Shell script

- A variable is a value that can vary or change.
- A variable always has a `$` sign before it's name.
- A variable name may only contain alphanumeric or underscores
- A variable is case sensitive as well.
- To set the value for a variable

```
$ mission_name=lunar-mission
```

VARIABLES

ALPHANUMERIC OR UNDERSCORES

`mission_name` `mission-name`

CASE SENSITIVE

`MISSION_NAME` `≠` `mission_name`

create-and-launch-rocket

```
mission_name=mars-mission
mkdir $mission_name

rocket-add $mission_name

rocket-start-power $mission_name
rocket-internal-power $mission_name
rocket-crew-ready $mission_name
rocket-start-sequence $mission name
rocket-start-engine $mission name
rocket-lift-off $mission_name

rocket-status $mission_name
```

- We can also use variables to store the result of another command and print it.

```
$ rocket_status=$(rocket-status $mission_name)
$ echo "Status of launch: $rocket_status"
```

{CODE}{CLOUD}

VARIABLES

```
$ rocket-status lunar-mission
launching success failed
```

create-and-launch-rocket

```
mission_name=mars-mission
mkdir $mission_name

rocket-add $mission_name

rocket-start-power $mission_name
rocket-internal-power $mission_name
rocket-crew-ready $mission_name
rocket-start-sequence $mission name
rocket-start-engine $mission name
rocket-lift-off $mission_name

rocket_status=$(rocket-status $mission_name)
echo "Status of launch: $rocket_status"
```

Best Practice

"Variable names must be in lower-case with underscores to separate words"

good:

mission_name

bad:

Mission_Name

Mission Name

Mission-name