

Linux Shell Tutorial

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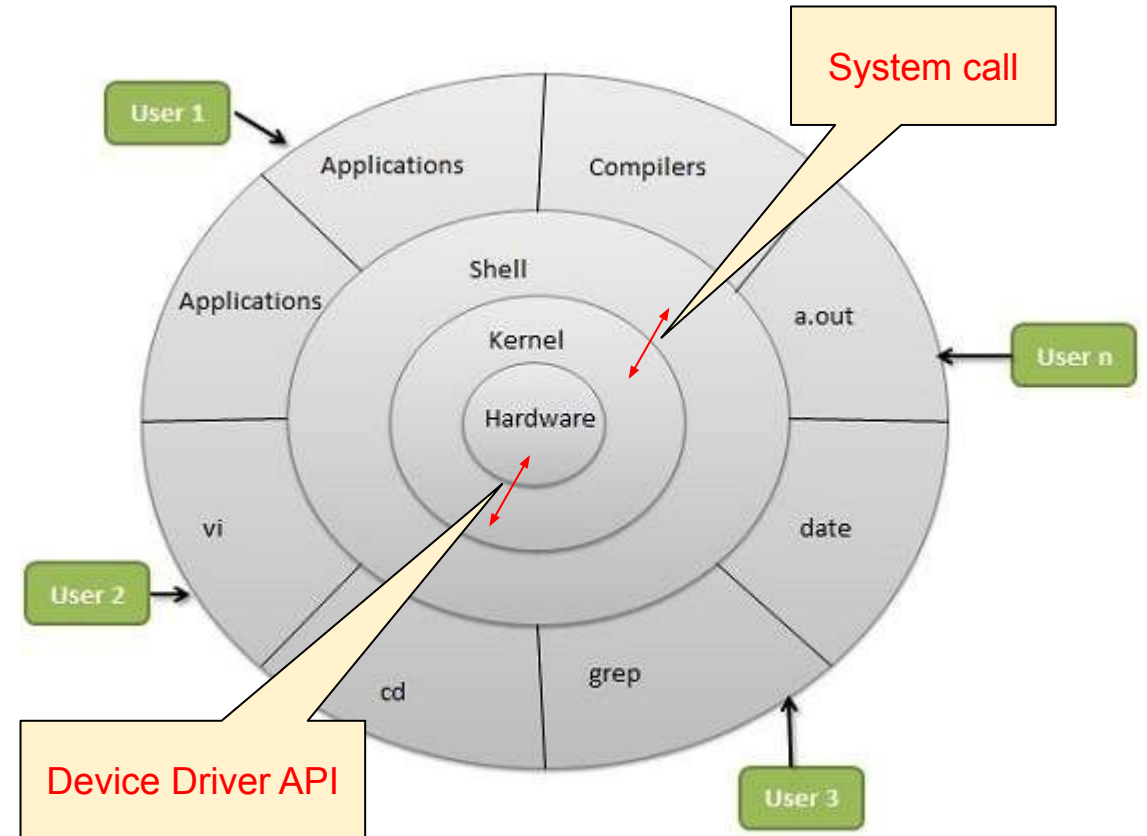
<https://shorturl.at/filsF>

<https://github.com/subhrendu1987/AOS>



Types of Shell

- Bourne Shell (sh)
- C Shell (csh)
- TENEX C Shell (tcsh)
- KornShell (ksh)
- Debian Almquist Shell (dash)
- **Bourne-again SHell**



List of Important Shell Commands

- **File Operations**

- a. ls: List contents of a directory.
- b. pwd: Print the current directory.
- c. cd: Change directory.
- d. cp: Copy files or directories.
- e. mv: Move or rename files or directories.
- f. rm: Remove files or directories.
- g. touch: Create an empty file.
- h. find: Search for files or directories.

- **Information Commands**

- a. man: Display the manual page for a command.
- b. info: Display info pages.
- c. whatis: Display one-line descriptions.

- **File Viewing**

- a. cat: Display the contents of a file.
- b. less: View file contents with scrolling capability.
- c. head: Display the first part of a file.
- d. tail: Display the last part of a file.
- e. grep: Search within a file.

- **File Permissions & Ownership**

- a. chmod: Change file permissions.
- b. chown: Change file owner.
- c. chgrp: Change group ownership.

- **Pipe, Redirection, Interprocess Communication**



1. File Operations : Example

```
$ ls  
$ pwd  
$ mkdir  
$ cd  
$ cp  
$ mv  
$ rm  
$ touch  
$ find
```



2. Information Commands : Example

\$ man ls

```

LS(1)                User Commands                LS(1)
NAME
    ls - list directory contents

SYNOPSIS
    ls [OPTION]... [FILE]...

DESCRIPTION
    List information about the FILES (the current directory by default).
    Sort entries alphabetically if none of
    -cftuvSUX nor --sort is specified.
    Mandatory arguments to long options are mandatory for short options
    too.
    -a, --all
        do not ignore entries starting with .
    ...
  
```

\$ info ls

```

10.1 'ls': List directory contents
=====

The 'ls' program lists information about files (of any type, including
directories). Options and file arguments can be intermixed arbitrarily,
as usual.

...
  
```

\$ whatis ls

```

ls (1)                - list directory contents
  
```



3.1 File Viewing : Example

```
$ cat <filename>  
$ less <filename>  
$ head <filename>  
$ tail <filename>  
$ grep <filename>
```

3.2 Redirection: Example

```
$ cat /var/log/auth.log > selected.txt  
$ cat /var/log/auth.log.1 >> selected.txt  
$ ls /abc > text.txt; cat text.txt  
$ ls /abc 2> text.txt; cat text.txt  
$ <CMD> &> output_and_error.log  
$ (ls /; ls /abc) > all.log 2>&1 ; cat all.log
```

stdout (Standard Output): This is the default output stream where a program writes its output data. It's represented as 1 (though you usually don't need to explicitly specify it).

stderr (Standard Error): This is where a program writes its error messages. It's represented as 2.



3.1 File Viewing : Example

```
$ cat <filename>  
$ less <filename>  
$ head <filename>  
$ tail <filename>  
$ grep <filename>
```

3.2 Redirection: Example

```
$ cat /var/log/auth.log > selected.txt  
...
```

3.3 Pipe: Example

```
$ echo "Hello, World!" | grep "World" # Un-named pipe  
$ mkfifo my_pipe # Named pipe  
$ echo "Hello, World!" > my_pipe &  
$ cat < my_pipe
```



4.1 Compilation: Example

```
$ mkdir sample; cd sample
```

```
$ nano util.h
```

```
#ifndef UTIL_H
#define UTIL_H

/* Function to add two integers */
int add(int a, int b);

/* Function to subtract two integers */
int subtract(int a, int b);

#endif // UTIL_H
```

```
$ nano util.c
```

```
#include "util.h"

int add(int a, int b) {
    return a + b;
}

int subtract(int a, int b) {
    return a - b;
}
```

```
$ nano main.c
```

```
#include <stdio.h>
#include "util.h"

int main() {
    int x = 5, y = 3;
    int sum, diff;
    sum = add(x, y);
    diff = subtract(x, y);
    printf("Sum: %d\n", sum);
    printf("Difference: %d\n", diff);
    return 0;
}
```

```
$ gcc main.c util.c -o my_program
```



4.2 Compilation with Make : Example

\$ nano Makefile

```
# This is a comment
# Variables
CXX = gcc           # GCC compiler
CXXFLAGS = -Wall -g # C++ flags
# Targets
all: my_program
my_program: main.o util.o
    $(CXX) $(CXXFLAGS) -o my_program main.o util.o
main.o: main.c util.h
    $(CXX) $(CXXFLAGS) -c main.c
utility.o: util.c util.h
    $(CXX) $(CXXFLAGS) -c util.c

clean:
    rm -f *.o my_program
```

Variables: Variables are defined using the = symbol. Once defined, you can use them in your rules by wrapping their names in \$().

Targets: Targets define how to produce one or more output files from a set of input files. In the example, ***all*** is a target that depends on ***my_program***. ***my_program*** is a target that depends on ***main.o*** and ***util.o***.

Commands: Commands are specified after the dependencies for a target. They must be indented by a ***tab***, not spaces.

Clean: The clean target is a conventional target in makefiles, which is used to clean up any files that can be regenerated



5. File Permissions & Ownership : Example

\$ ls -al <file/folder name>

-rwxrwxr-x <Hardlinks> <Owner> <Group> <Size> <Mod Time> <file/dir name>

- The 1st character indicates the type of file: -: Regular file; d: Directory; l: Symbolic link
- Next 9 characters represent permissions

“rwx” → Read, Write, Execute

Partitioned into 3 sections

- Owner permission : “rwx-----”
- Group permission : “---rwx---”
- Others permission : “-----rwx”

Octal representation

rwx	→ 111	→ octal 7
rw-	→ 110	→ octal 6
r-x	→ 101	→ octal 5
r--	→ 100	→ octal 4 ...

File permission

rwxr-xr-x	111	101	101	755
rw-r--r--	110	100	100	644
rwx-----	111	000	000	700

\$ chmod <Mode> <file/dir name>

\$ chown <owner>:<group> <filename>

\$ chgrp <group> <filename>



Diff and Patch: Example

```
$ diff -u main.c main_v2.c > diff.patch  
$ patch main.c < diff.patch # Apply  
$ patch -R main.c < diff.patch # Revert
```

```
$ diff main.c main_v2.c
```

```
8c8
```

```
< diff = subtract(x, y);
```

```
---
```

```
> //diff = subtract(x, y);
```

```
$ diff -u main.c main_v2.c
```

```
--- main.c 2023-08-29 09:34:50.651132095 +0530
```

```
+++ main_v2.c 2023-08-30 07:49:45.264289946 +0530
```

```
@@ -5,7 +5,7 @@
```

```
int x = 5, y = 3;
```

```
int sum, diff;
```

```
sum = add(x, y);
```

```
- diff = subtract(x, y);
```

```
+ //diff = subtract(x, y);
```

```
printf("Sum: %d\n", sum);
```

```
printf("Difference: %d\n", diff);
```

```
return 0;
```



Find & Grep: Example

#Find all .txt files in the current directory and its subdirectories

```
$ find . -name "*.txt"
```

Find all directories named data in the current directory and its subdirectories

```
$ find . -type d -name "data"
```

Find all regular files larger than 100 MB in the /home/user directory

```
$ find /home/user -type f -size +100M
```

Find all empty directories

```
$ find . -type d -empty
```

```
$ grep "<Search String>" <filename>
```

Case insensitive search

```
$ grep -i "<Search String>" <filename>
```

#Display the line numbers of the matches using the -n option

```
$ grep -n "<Search String>" <filename>
```

Use the -v option to display lines that do NOT match the pattern

```
$ grep -v "<Search String>" <filename>
```



Shell Script: Example

```
$ nano greet.sh
```

```
#!/bin/bash  
# This is a comment: Script to greet the user  
# Ask the user for their name  
read -p "What's your name? " user_name  
# Print a personalized greeting  
echo "Hello, $user_name!"  
# Print the current date and time  
echo "Current date and time: $(date)"  
# End of script
```

```
$ chmod +x greet.sh
```

```
$ ./greet.sh # or bash greet.sh
```



Shell Script: Example

```
$nano loopExample.sh
```

```
#!/bin/bash
#Basic numeric range:
echo -e "\033[33;44m Basic numeric range: \033[0m"
for i in {1..5}
do
    echo $i
done
```



Shell Script: Example

```
$nano loopExample.sh
```

```
#!/bin/bash
...
#####
#Using a variable for the range:
echo -e "\033[33;44m Using a variable for the range: \033[0m"
end=5
for i in $(seq 1 $end)
do
    echo $i
done
...
# Try other examples from the git repo
```

Shell Script: Example

```
$nano loopExample.sh
```

```
#!/bin/bash  
...  
#####  
#Looping over an array:  
echo -e "\033[33;44m Looping over an array: \033[0m"  
fruits=("apple" "banana" "cherry")  
for fruit in "${fruits[@]}"  
do  
    echo $fruit  
done
```



List of Important Shell Commands

- **Text Processing**
 - a. **wc:** Count words, lines, and characters.
 - b. **awk:** Text processing tool.
 - c. **sed:** Stream editor for text manipulation.
 - d. **sort:** Sort lines in text files.
 - e. **cut:** Remove sections from lines of files.
- **Networking**
 - a. **ping:** Check connectivity to a host.
 - b. **netstat:** Network statistics.
 - c. **ifconfig** or **ip:** Display or configure network interfaces.
 - d. **ssh:** Secure shell for remote login.
 - e. **scp:** Secure copy files between hosts.
- **Disk Usage**
 - a. **df:** Disk space usage of file systems.
 - b. **du:** Estimate file and directory space usage.
- **Archiving and Compression**
 - a. **tar:** Create or extract tar archives.
 - b. **gzip:** Compress files.
 - c. **gunzip:** Decompress files.
 - d. **zip:** Create zip archives.
 - e. **unzip:** Extract files from zip archives.
- **Process Management**
 - a. **ps:** Display active processes.
 - b. **top:** Display system processes in real-time.
 - c. **kill:** Terminate processes.
 - d. **bg:** Run processes in the background.
 - e. **fg:** Bring a background process to the foreground.
- **System Information**
 - a. **uname:** Display system information.
 - b. **hostname:** Show or set the system's host name.
 - c. **free:** Display memory usage.
 - d. **uptime:** Show system uptime and load.
- **Environment & Variables**
 - a. **env:** Display environment variables.
 - b. **export:** Set environment variables.
 - c. **set:** Display or set shell options.
 - d. **echo:** Display a message or variable value.
- **Shell Scripting**
 - a. **#!:** Shebang to indicate script interpreter.
 - b. **\$?:** Exit status of the last executed command.
 - c. **##:** Number of arguments passed to the script.
 - d. **\$*:** All arguments passed to the script.
 - e. **\$\$:** Process ID of the script.

