**Experience certainty** 

#### **Confidentiality Statement**

This document contains confidential information of Tata Consultancy Services Limited, which is provided for the sole purpose of permitting the recipient to evaluate the proposal submitted herewith. In consideration of receipt of this document, the recipient agrees to maintain such information in confidence and to not reproduce or otherwise disclose this information to any person outside the group directly responsible for evaluation of its contents, except that there is no obligation to maintain the confidentiality of any information which was known to the recipient prior to receipt of such information from Tata Consultancy Services Limited, or becomes publicly known through no fault of recipient, or is received without obligation of confidentiality from a third party owing no obligation of confidentiality to Tata Consultancy Services Limited.

Experience certainty



#### **Tata Code of Conduct**

We, in our dealings, are self-regulated by a Code of Conduct as enshrined in the Tata Code of Conduct. We request your support in helping us adhere to the Code in letter and spirit. We request that any violation or potential violation of the Code by any person be promptly brought to the notice of the Local Ethics Counselor or the Principal Ethics Counselor or the CEO of TCS. All communication received in this regard will be treated and kept as confidential.



**TATA CONSULTANCY SERVICES** 



## Virtual ILP - Shell Programming

**Content Manual** 

Version 1.1

December 2014

(ILP Guwahati)

Experience certainty

#### **Table of Content**

1.	Shell Decision Statement	5
	Ifelse statements	
	test command in if condition	
	caseesac Statement	
2.	Iterative Statements/Loop	8
2.1.	while loop	8
	until loop	
	for loop	

TCS Internal 4

#### 1. Shell Decision Statement

While writing a shell script, there may be a situation when you need to adopt one path out of the given two paths. So you need to make use of conditional statements that allow your program to make correct decisions and perform right actions.

Unix Shell supports conditional statements which are used to perform different actions based on different conditions. Here we will explain following two decision making statements:

- The if...else statements
- The case...esac statement

## 1.1. If..else statements

We can use "if..else" statement which can be used as decision making statement to select an option from a given set of options.

Unix Shell supports following forms of if..else statement:

- if...fi statement
- if...else...fi statement
- if...elif...else...fi statement

#### Syntax:

if...fi statement

```
if [ condition(s) ]
  then
      command(s)
  fi
```

#### • if...else...fi statement

```
if [ condition(s) ]
then
command(s)
else # Optional else part
command(s)
```

fi

#### • if...elif...else...fi statement

#### **Example:**

```
if [ $a -ne 2 ]
then
echo "value of a is not 2"
else
echo "value of a is 2"
fi
```

#### **Output:**

Value of a is 2

## 1.2. test command in if condition

We can use test command as condition of if condition as mentioned below.

```
# cat if_test.sh

echo "want to quit (type Y or y):"
read ans

if test $ans = 'y' -o $ans = 'Y'
then
exit
else
echo "Entered not n or N"
fi
```

#### 1.3. case...esac Statement

We can use multiple if...elif statements to perform a multiway branch. However, this is not always the best solution, especially when all of the branches depend on the value of a single variable.

Unix Shell supports case...esac statement which handles exactly this situation, and it does so more efficiently than repeated if...elif statements.

The interpreter checks each case against the value of the expression until a match is found. If nothing matches, a default condition will be used.

#### Syntax:

```
case word in
pattern1)
Statement(s) to be executed if pattern1 matches
;;
pattern2)
Statement(s) to be executed if pattern2 matches
;;
pattern3)
Statement(s) to be executed if pattern3 matches
;;
```

Here string word is compared against every pattern until a match is found. The statement(s) following the match pattern executes. If no matches are found, the case statement exits without performing any action. When statement(s) part executes, the command ;; indicates program flow should jump to the end of the entire case statement.

There is no maximum number of patterns, but the minimum is one.

#### **Example:**

```
#!/bin/sh
COURSE="DB"
Case "$COURSE" in

"Java") echo "Java is a programming language"

"Perl")echo "Perl is scripting language"

"DB")echo "Oracle is a DB"

"sesac"
```

**Experience certainty** 

#### **Output:**

Oracle is a DB

## 2. Iterative Statements/Loop

Loops are a powerful programming tool that enables you to execute a set of commands repeatedly.

- While loop
- for loop
- until loop

## 2.1. while loop

Here condition is evaluated by shell. If the resulting value is true, given command(s) are executed. If condition is false then no command would be executed and program would jump to the next line after done statement.

#### Syntax:

```
while condition
do # executed as long as the condition is true
command(s)
done
```

#### **Example:**

```
a=0

while [ $a -lt 3 ]

do

echo $a

a=`expr $a + 1`

done
```

#### **Output:**

0

1

2

Experience certainty

## 2.2. until loop

Here condition is evaluated by shell. If the resulting value is false, given command(s) are executed. If condition is true then no command would be executed and program would jump to the next line after done statement.

#### Syntax:

```
until condition # complement of while
do # executed as long as the condition is false

command(s)

done
```

#### **Example:**

#### **Output:**

0

1

2

## 2.3. for loop

For loop operate on lists of items. It repeats a set of commands for every item in a list.

#### Syntax:

```
for var in word1 word2 ... wordN
do
Statement(s) to be executed for every word.
done
```

**Experience certainty** 

#### **Example:**

```
for var in 0 1 2 3 4 5
do
echo $var
done
```

#### **Output:**

0

1

2

3

4

5

#### **Example:**

We can use "break" and "continue" commands to control the loop. Command "break" causes the termination of a loop and continue resumes execution at its top.