

Bash Cheat Sheet

Strings:

Operators

<code>\${varname:-word}</code>	If varname exists and isn't null, return its value; otherwise return word.
<code>\${varname:=word}</code>	If varname exists and isn't null, return its value; otherwise set it to word and then return its value.
<code>\${varname:?message}</code>	If varname exists and isn't null, return its value; otherwise print varname: followed by message, and abort the current command or script.
<code>\${varname:+word}</code>	If varname exists and isn't null, return word; otherwise return null.
<code>\${varname:offset:length}</code>	Performs substring expansion. It returns the substring of \$varname starting at offset and up to length characters. If length is omitted substring expansion starts at offset and continues to end of \$varname

Pattern Matching

<code>\${variable#pattern}</code>	If the pattern matches the beginning of the variable's value, delete the shortest part that matches and return the rest.
<code>\${variable##pattern}</code>	If the pattern matches the beginning of the variable's value, delete the longest part that matches and return the rest.
<code>\${variable%pattern}</code>	If the pattern matches the end of the variable's value, delete the shortest part that matches and return the rest.
<code>\${variable%%pattern}</code>	If the pattern matches the end of the variable's value, delete the longest part that matches and return the rest.
<code>\${variable/pattern/string}</code>	The longest match to pattern in variable is replaced by string.
<code>\${variable//pattern/string}</code>	All matches to pattern in variable are replaced by string

Condition Tests

Example: [condition]

Operator

True if

string1 = string 2

string1 **matches** string2

string1 != string 2

string1 **does not match** string2

string1 == string2

string1 **is equal to** string2

string1 != string2

string1 **is not equal to** string2

string1 < string2

string1 **is less than** string2

string1 > string2

string1 **is greater than** string2

-n string1

string1 **is not null**

-z string1

string1 **is null**

&&

Logical AND

||

Logical OR

File Condition Tests

Example: [condition]

Operator

True If

-a file

file **exists**

-d file

file **exists and is a directory**

-f file

file **exists and is a regular file (e.g. is not a directory)**

-r file

You have read permission on file. Can also be used with -w, -x for write, and execute permissions respectively.

-s file

file **exists and is not empty**

file1 -nt file2

file1 **is newer than** file2

file1 -ot file2

file1 **is older than** file2

Integers

Setting Variables

declare can be used with options to set variables. For example: `declare -i var1`

-a	The variables are treated as arrays
-i	The variables are treated as integers
-r	Makes the variable read only

Operators

Use with double parenthesis. For example: `echo $((var1++))`

Operator	Meaning
++	Increment by one (prefix and postfix)
--	Decrement by one (prefix and postfix)
+, -, *, /	Add, subtract, multiply, and divide respectively
%	Remainder of division
**	Exponentiation

Conditionals

Integer variables take different conditionals than strings. For example: `[3 -gt 2]`

Operator	Meaning
-lt	Less than
-gt	Greater than
-le	Less than or equal to
-ge	Greater than or equal to
-eq	Equal to
-ne	Not equal to

Alternately, the regular operators can be called out, provided the expression is surrounded by double parenthesis: eg: `echo $(((3 > 2) && (4 <= 1)))`

Arrays

Storing

array1[2]=value	Will store value as the second element of array1
array1=([2]=value [0]=..)	Will store value as the second element of array1...
array1=(value value)	Will store values in array1 in the order they are entered

Recalling

\${array1[0]}	will return element 0 of array1
\${array1[*]}	will return all elements of array1
\${!array1[*]}	will return occupied array1
\${#array1[1]}	will return the length of element 1
\${#array1[*]}	will return the length of the array1

Loops

If

```
if condition
then
  statements
[elif condition
then
  statements]
[else
  statements]
fi
```

For

```
for name [in list]
do
  statements that can use
  $name
done
```

Case

```
case expression in
  pattern1 )
    statements ;;
  pattern2 )
    statements ;;
esac
```

Select

```
select name [in list]
do
  statements that
  can use $name
done
```

While

```
while condition
do
  statements
done
```