An input dialog box

- An **input box** is useful when you want to ask questions that require the user to input a data as the answer via the keyboard.
- When entering the data, the backspace, delete and cursor keys can be used to correct typing errors.
- If the input data is longer than can fit in the dialog box, the input field will be scrolled.
- On exit, the input string will be printed on dialog's output. This can be redirected to a text file.

Example

- Create a shell script called yesnobox.sh:

```
#!/bin/bash
# yesnobox.sh - An inputbox demon shell script
OUTPUT="/tmp/input.txt"

# create empty file
>$OUTPUT

# Purpose - say hello to user
#  $1 -> name (set default to 'anonymous person')
function sayhello(){
    local n=${@-"anonymous person"}
    #display it
    dialog --title "Hello" --clear --msgbox "Hello ${n}, let us be friends!" 10 41
}

# cleanup  - add a trap that will remove $OUTPUT
# if any of the signals - SIGHUP SIGINT SIGTERM it received.
trap "rm $OUTPUT; exit" SIGHUP SIGINT SIGTERM

# show an inputbox
dialog --title "Inputbox - To take input from you" \
--backtitle "Linux Shell Script Tutorial Example" \
--inputbox "Enter your name " 8 60 2>$OUTPUT

# get respose
respose=$?

# get data stored in $OUPUT using input redirection
name=$(<$OUTPUT)

# make a decsion
case $respose in
 0)
    sayhello ${name}
    ;;
 1)
    echo "Cancel pressed."
    ;;
 255)
  echo "[ESC] key pressed."
esac

# remove $OUTPUT file
rm $OUTPUT
```
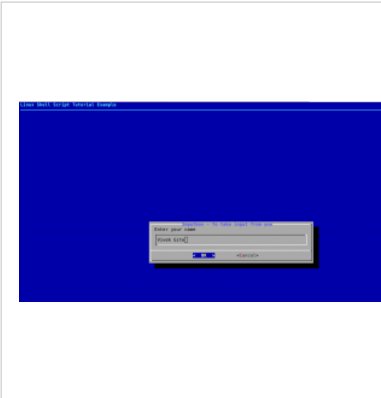
Save and close the file. Run it as follows:

```
chmod +x yesnobox.sh
./yesnobox.sh
```

Sample outputs:

yesnobox.sh shell script output

| An input dialog box | Messagebox | Messagebox with default value |

See also

- trap command
- How to set the default shell variable value

This page was last edited on 29 March 2016, at 22:50.