

Assignment 5:

Modify the script to handle errors, such as the directory already existing or lacking permissions to create files.

Add a debugging mode that prints additional information when enabled.

Ans:

```
tushargoyl123@DESKTOP-NESEJCI: /mnt/c/Users/tusha/OneDrive/Desktop$ nano debugFile.sh
tushargoyl123@DESKTOP-NESEJCI: /mnt/c/Users/tusha/OneDrive/Desktop$ chmod +x debugFile.sh
tushargoyl123@DESKTOP-NESEJCI: /mnt/c/Users/tusha/OneDrive/Desktop$ ./debugFile.sh
DEBUG: Directory 'testDirNew' created or already exists
DEBUG: Changed to directory 'testDirNew'
DEBUG: File 'file1.txt' created with content 'file1.txt'
DEBUG: File 'file2.txt' created with content 'file2.txt'
DEBUG: File 'file3.txt' created with content 'file3.txt'
DEBUG: File 'file4.txt' created with content 'file4.txt'
DEBUG: File 'file5.txt' created with content 'file5.txt'
DEBUG: File 'file6.txt' created with content 'file6.txt'
DEBUG: File 'file7.txt' created with content 'file7.txt'
DEBUG: File 'file8.txt' created with content 'file8.txt'
DEBUG: File 'file9.txt' created with content 'file9.txt'
DEBUG: File 'file10.txt' created with content 'file10.txt'
Files created successfully in testDirNew
tushargoyl123@DESKTOP-NESEJCI: /mnt/c/Users/tusha/OneDrive/Desktop$ |
```

```
GNU nano 6.2 debugFile.sh
DEBUG=1
debug(){
    if [ $DEBUG -eq 1 ]; then
        echo "DEBUG: $1"
    fi
}

if mkdir -p testDirNew 2>/dev/null; then
    debug "Directory 'testDirNew' created or already exists"
else
    echo "Error: Unable to create directory 'testDirNew' Check Permission"
    exit 1
fi

if cd testDirNew; then
    debug "Changed to directory 'testDirNew'"
else
    echo "Error: Unable to change directory 'testDirNew' Check Permission"
    exit 1
fi

for i in {1..10}; do
    filename="file$i.txt"
    if echo "$filename" > "$filename" 2>/dev/null; then
        debug "File '$filename' created with content '$filename'"
    else
        echo "Error: Unable to create file '$filename' Check Permission"
        exit 1
    fi
done

echo "Files created successfully in testDirNew"
```