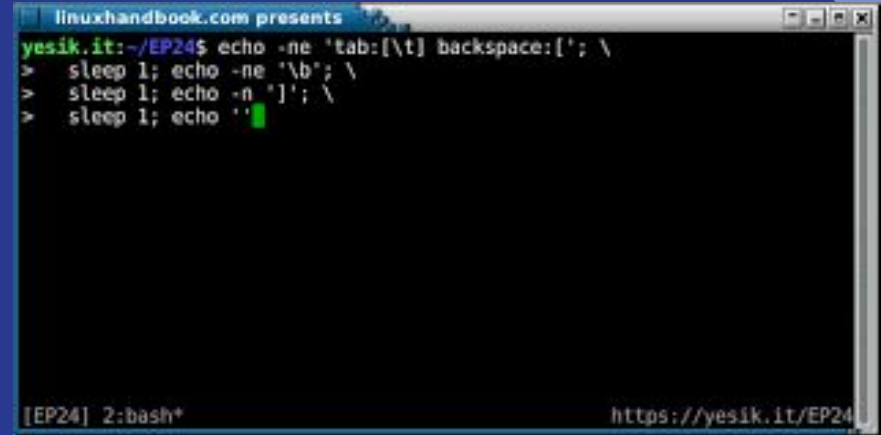


Welcome to Shell Scripting!



A terminal window titled "linuxhandbook.com presents" showing a shell script being executed. The prompt is "yesik.it:~/EP24\$". The script consists of three lines, each preceded by a green prompt character "v". The first line is "sleep 1; echo -ne 'tab:[\t] backspace:['; \", the second is "sleep 1; echo -ne '\b'; \", and the third is "sleep 1; echo -n ']'; \". The output of the script is visible on the next line, showing the characters "tab:[\t] backspace:[" followed by a tab character, a backspace character, and a closing bracket. The terminal status bar at the bottom shows "[EP24] 2: bash*" on the left and "https://yesik.it/EP24" on the right.

```
linuxhandbook.com presents
yesik.it:~/EP24$ echo -ne 'tab:[\t] backspace:['; \
v sleep 1; echo -ne '\b'; \
v sleep 1; echo -n ']'; \
v sleep 1; echo ''
tab:[\t] backspace:[
[EP24] 2: bash* https://yesik.it/EP24
```



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Worked in the projects of some valuable brands



Community Activities



Learning Path Overview

- History and Importance of Shell Scripting in DevOps
- Types of Shells (Bash, ZSH, etc.)
- Overview of DevOps Automation
- Basic Syntax and Structure of a Shell Script
- Variables, Loops, Conditionals, and others in Shell Scripting
- Practical: Hello World! Script, Variable Declaration and Usage, and Basic Input/Output

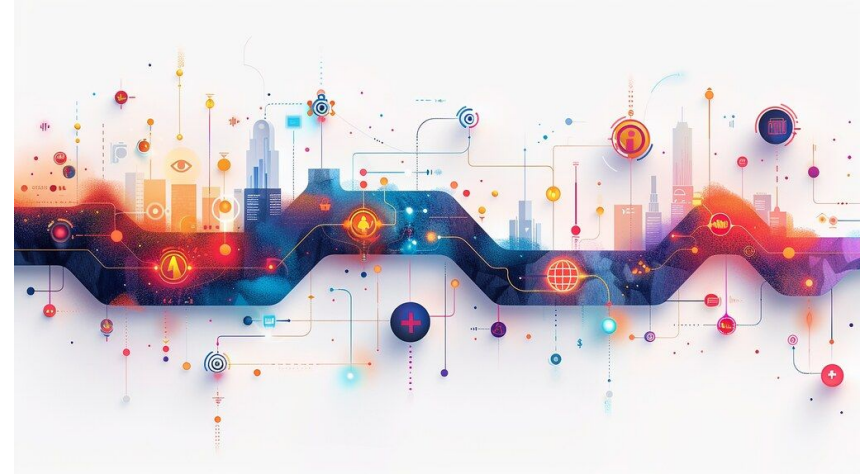


Image credit:
<https://flickr.com>

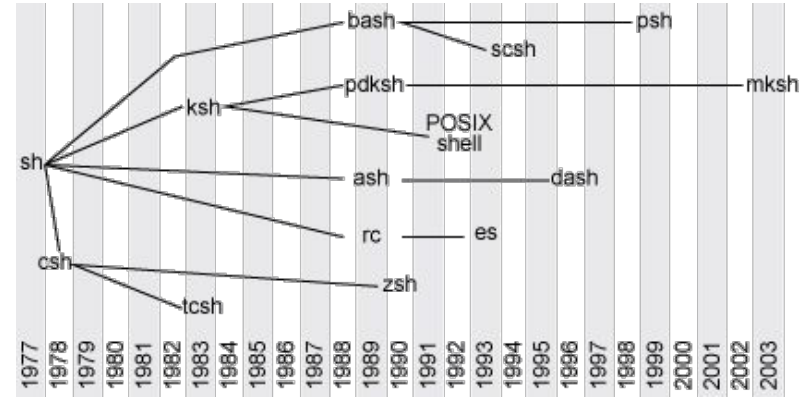
History of Shell Scripting (Early Developments)

❖ 1971: Thompson Shell

- First UNIX shell, basic command interpreter.
- Limited functionality, lacked scripting features.

❖ 1977: Bourne Shell (sh)

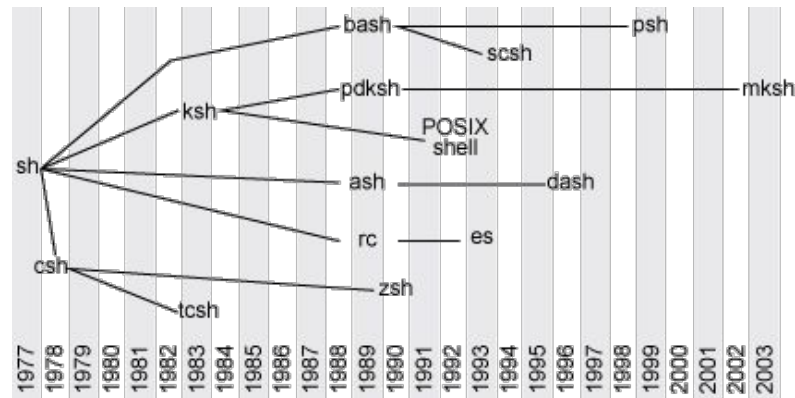
- Created by Stephen Bourne at AT&T Bell Labs.
- Introduced scripting capabilities (control flows, loops, variables).
- Served as both interactive command interpreter and scripting tool.



Source: <https://developer.ibm.com/tutorials/l-linux-shells/>

Evolution of Modern Shells

- ❖ **Bourne Shell Advancements**
 - Command substitution and HERE documents.
 - Integrated signal handling, no function definitions.
- ❖ **Derivative Shells**
 - **Korn Shell (ksh)**: Enhanced scripting features.
 - **Almquist Shell (ash)**: Lightweight, used in embedded systems.
 - **Bourne Again Shell (Bash)**: Most widely used today in Linux.
 - **C Shell (csh)**: Developed around the same time, introduced new syntax (e.g., C-like syntax).
- ❖ **Impact on DevOps**
 - Foundation for automation and configuration management.
 - Essential tool in DevOps pipelines for scripting and automation.



Source: <https://developer.ibm.com/tutorials/l-linux-shells/>

Types of Shell Scripting

❖ Bourne Shell (sh)

- Basic syntax
- Original UNIX shell, known for simplicity
- Basis for many modern shells
- Minimal features, foundational
- Path Name: /bin/sh or /sbin/sh
- Prompt for the root user: #
- Prompt for the non-root user: \$

/bin/sh or /sbin/sh

```
echo "Hello, World!" # Simple command
if [ condition ]; then # Conditional
    commands
fi
```

```
#!/bin/sh
if [ $days -gt 365 ]
then
    echo This is over a year.
fi
```


Types of Shell Scripting

❖ Bash (Bourne-Again Shell)

- A script is a sequence of commands saved in a file, allowing you to automate tasks and streamline your workflow.
- A powerful command-line interpreter.
- Most widely used, default in many Linux distributions.
- Enhanced features like command history, job control.
- Path Name: /bin/bash



Image credit: <https://bashlogo.com>

Types of Shell Scripting

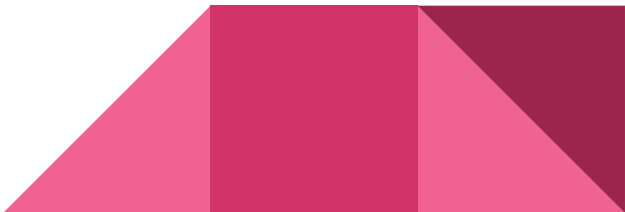
❖ C Shell (csh)

- C-like syntax, useful for users familiar with C programming.
- Features include aliasing and scripting capabilities.
- Built-in math operations
- Path Name: /bin/csh
- Prompt for the root user: hostname#
- Prompt for the non-root user: hostname%

```
#!/bin/csh
```

```
echo "Hello, World!" # Simple  
command  
if (condition) then # Conditional  
    commands  
endif
```

```
if ( $days > 365 ) then  
    echo This is over a year.  
endif
```



Types of Shell Scripting

❖ Korn Shell (ksh)

- Combines features of Bourne and C shells.
- Enhanced scripting and interactive use.
- Path Name: /bin/ksh
- Prompt for the root user: #
- Prompt for the non-root user: \$

❖ Z Shell (zsh)

- Combines features of Bash, ksh, and csh.
- Highly customizable, popular for interactive use.

```
ohmyz.sh demo
→ projects omz theme use eastwood
[~/projects]$ take omz-demo && git init
Initialized empty Git repository in /Users/robbyrussell/projects/omz-demo/.git/
[main] [~/projects/omz-demo]$ echo "TODO: This is my new README" > README.md
[main] [~/projects/omz-demo]$ git add README.md
* [main] [~/projects/omz-demo]$ git commit -m "Adding a README to new repo" --quiet
[main] [~/projects/omz-demo]$ echo "Wow, Oh My Zsh looks neat" >> README.md
* [main] [~/projects/omz-demo]$ git add -p
diff --git a/README.md b/README.md
index fc97e80..b0939f1 100644
--- a/README.md
+++ b/README.md
@@ -1,2 @@
  TODO: This is my new README
+Wow, Oh My Zsh looks neat
rbenv:system
rbenv:system
rbenv:system
rbenv:system
rbenv:system
```

```
echo "Hello, World!" # Simple command
if [[ condition ]]; then # Conditional
    commands
```

```
fi
```

```
#!/bin/ksh
```

```
if [[ "$status" -eq 0 ]]; then
    echo "Server update successfully and
    restarting..."
```

```
    # restart command
else
```

```
    echo "Something error. Try again"
fi
```

Importance of Shell Scripting in DevOps

- Automation
- Portability
- Accessibility
- Flexibility
- Integration
- Debugging
- Simple and Efficient



Image credit: Etienne Girardet on Unsplash

Why Learn Shell Scripting?

- Automate repetitive tasks - Save time and effort
- Manage infrastructure efficiently
- Control servers and applications
- Improve consistency and reliability
- Reduce human error
- Enhance your DevOps skills set
- Become a valuable asset

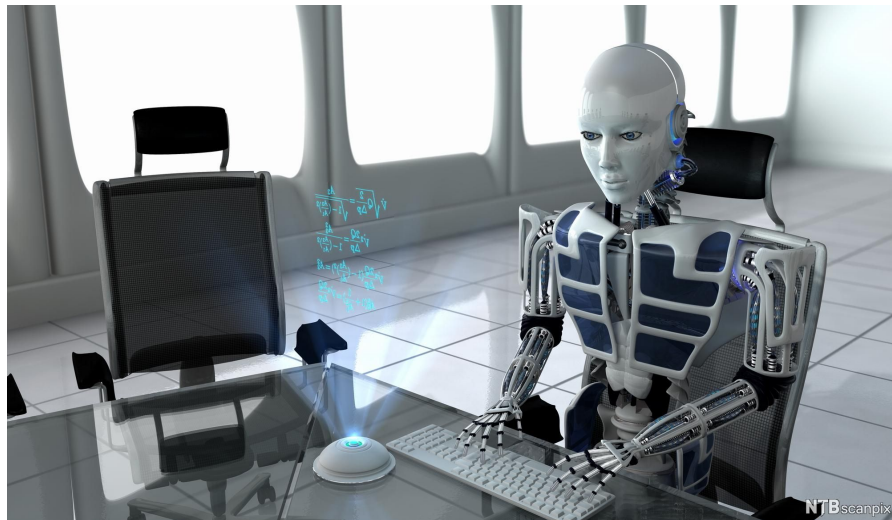


Image credit: <https://ndla.no/>

Basic Bash Concepts and Features

- **Variables - Store and manipulate data.**

```
#!/bin/bash
```

```
# Declare a variable
```

```
current_user=$(whoami)
```

```
echo "Current user: $current_user"
```

Basic Bash Concepts and Features

- Operators - Perform calculations and comparisons.

```
#!/bin/bash
```

```
# Using arithmetic operator
```

```
if [ $attempts -gt 3 ]; then
```

```
    echo "Too many attempts, account  
locked."
```

```
fi
```

```
#!/bin/bash
```

```
# Using arithmetic operator
```

```
if [ $attempts -gt 3 ]; then
```

```
    echo "Too many attempts, account locked."
```

```
fi
```


Basic Bash Concepts and Features

- **Conditional statements - Make decisions based on conditions.**

```
#!/bin/bash
```

```
# Check if the service is active, and  
restart if not
```

```
if ! systemctl is-active --quiet nginx;  
then
```

```
    echo "Nginx service is not  
running, restarting..."
```

```
    systemctl restart nginx  
fi
```

```
#!/bin/bash
```

```
# Check if the service is active, and restart if not
```

```
if ! systemctl is-active --quiet nginx; then  
    echo "Nginx service is not running, restarting..."  
    systemctl restart nginx  
fi
```

Basic Bash Concepts and Features

- **Loops - Repeat actions multiple times.**

```
#!/bin/bash
```

```
# List of servers
```

```
servers=("server1" "server2" "server3")
```

```
# Install a package on multiple servers
```

```
for server in "${servers[@]}; do
```

```
    ssh $server "sudo apt-get install -y nginx"
done
```

```
#!/bin/bash
```

```
# List of servers
```

```
servers=("server1" "server2" "server3")
```

```
# Install a package on multiple servers
```

```
for server in "${servers[@]}; do
```

```
    ssh $server "sudo apt-get install -y nginx"
done
```

Basic Bash Concepts and Features

- **Functions - Reusable blocks of code.**

```
#!/bin/bash
```

```
# Function to install package on a server
```

```
install_package() {  
    server=$1  
    package=$2  
    ssh $server "sudo apt-get install -y $package"  
}
```

```
# Call the function for multiple servers
```

```
install_package "server1" "nginx"  
install_package "server2" "apache2"
```

Basic Bash Concepts and Features

- **Command Execution - Invoke system utilities, applications, and others**

Check disk space usage

`df -h`

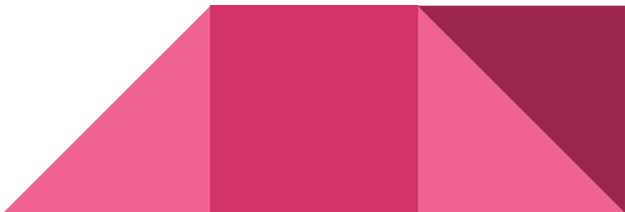
- **Redirection and Pipelines - I/O streams and chain commands together**

`#!/bin/bash`

Redirect output and use pipeline to filter errors

`cat /var/log/syslog | grep "error" > error_log.txt`

- **And many more...**

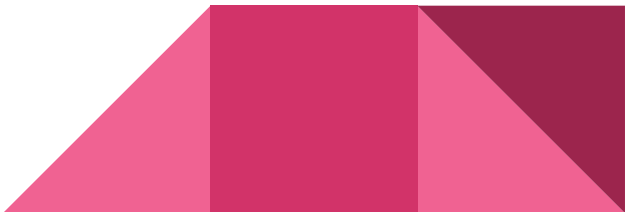


Getting Started with Bash

- **Terminal basics - Navigation, commands, and shortcuts**
- **Running commands - Executing basic commands in the terminal**
- **Command line interface (CLI) - Understanding user interaction**
- **Exit status and return codes - Interpreting script execution results**

#exit example...

```
# Check if a file exists
if [ -f "/path/to/file" ]; then
    echo "File exists."
else
    echo "File does not exist."
    exit 1 # Non-zero exit status
          indicates an error
fi
```



Getting Started with Bash

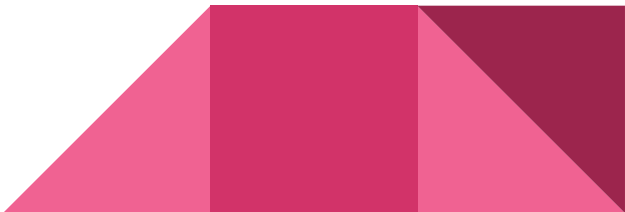
Terminal basics - Navigation, commands, and shortcuts.

Navigation:

- Up/Down arrows: Cycle through previous commands.
- Tab: Autocomplete commands and file names.
- Ctrl+L: Clear the screen.
- Ctrl+A/Alt+B: Move cursor to beginning/end of line.
- Ctrl+D: Exit the terminal.
- ls: List files and directories in the current directory.
- cd: Change directory (e.g., cd documents).
- pwd: Print the current working directory.
- man: Get help on a specific command (e.g., man ls).

Shortcuts:

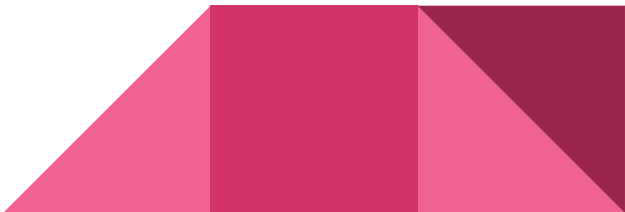
- Ctrl+C: Cancel a running command.
- Ctrl+Z: Suspend a running command (bring back with fg).
- Ctrl+R: Search command history.
- Ctrl+S/X: Pause/Resume output scrolling.



Getting Started with Bash

Running commands - Executing basic commands in the terminal

- Commands are instructions executed by the terminal.
- Enter a command, press Enter, and observe the output.
- Combine commands with options and arguments for specific actions.
- Examples:
 - `ls -l` (list files with details).
 - `cd ..` (move to the parent directory).
 - `man cp` (get help on the copy command).
 - `mkdir documents` (create a new directory).
 - `touch test.txt` (create an empty file).
 - `cat test.txt` (display the contents of a file).
 - `cp file1 file2` (copy a file).
 - `rm file.txt` (remove a file).



Getting Started with Bash

Command line interface (CLI) - Understanding user interaction

- CLI: Text-based interface for interacting with the system.
- User types commands, system responds with output.
- Understand prompts and messages carefully.
- Provide necessary input when prompted.
- Experiment with interactive commands (e.g., `cal` for calendar).

```
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 .
  -A, --almost-all
    do not list implied . and ..
  --author
    with -l, print the author of each file
  -b, --escape
    print C-style escapes for nongraphic characters
  --block-size=SIZE
    with -l, scale sizes by SIZE when printing them; e.g., '--block-size=M'; see SIZE format below
  -B, --ignore-backups
    do not list implied entries ending with ~
  -c      with -lt: sort by, and show, ctime (time of last modification of file status information); with -l: show ctime and sort by name; other-
         wise: sort by ctime, newest first
  -C      list entries by columns
  --color[=WHEN]
    colorize the output; WHEN can be 'always' (default if omitted), 'auto', or 'never'; more info below
Manual page ls(1) line 1 (press h for help or q to quit)
```

Image credit: freecodecamp

Writing your first "Hello World!" script

- Open a text editor (e.g., nano, Vim) and create a new file
- Name the file with a .sh extension (e.g., hello.sh)
- Type the following line:

```
#!/bin/bash
```

```
echo "Hello World!"
```

Variables

- Storage location that have a name
- Name-value pairs
- Case-sensitive
- UPPERCASE followed by convention

Syntax:

VARIABLE_NAME="value"

```
#!/bin/bash
```

```
MY_SHELL="bash"
```

```
echo "I like the $MY_SHELL shell."
```

```
MY_SHELL="bash"
```

```
echo "I like the ${MY_SHELL}  
shell."
```

Variables - examples

```
#!/bin/bash  
MY_SHELL="bash"  
echo "I am ${MY_SHELL}ing on my keyboard."
```

```
MY_SHELL="bash"  
echo "I am $MY_SHELLing on my keyboard."
```

Output:

I am bashing on my keyboard.

I am on my keyboard.

Variables - examples

```
#!/bin/bash  
SERVER_NAME=$(hostname)  
echo "You are running this script on ${SERVER_NAME}."
```

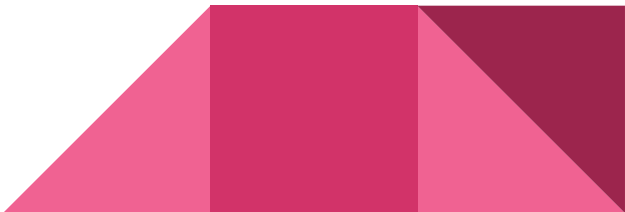
Using backtick `

```
SERVER_NAME=`hostname`  
echo "You are running this script on ${SERVER_NAME}."
```

Output:

You are running this script on
{servername}

You are running this script on
{servername}



Variables

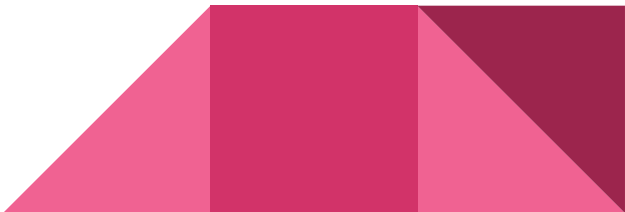
Two types of variables

1. System-defined variables

- SHELL
- PWD
- LOGNAME
- HOME
- SSH_CONNECTION
- SSH_CLIENT
- USER
- PATH
- and so on

2. User-defined variables

- VAR_1="value1"
- HOST_NAME=\$(hostname)
- Create as needed



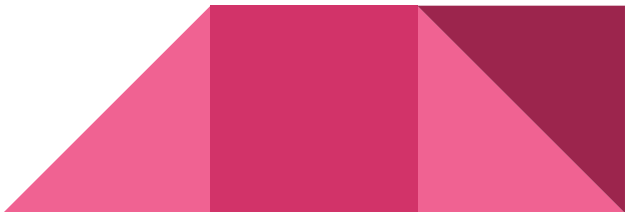
Variables Names - Valid vs Invalid

Invalid

- **123var** (starts with a number)
- **var-name** (contains a hyphen)
- **my variable** (contains whitespace)
- **!special** (contains special characters other than underscores)
- **var#1, va^riable, @variable** (contains special characters other than underscores)
- **my.variable** (contains special characters other than underscores)
- **var?name** (contains special characters other than underscores)
- **var with spaces** (contains whitespace)
- **function** (reserved keyword in Bash)

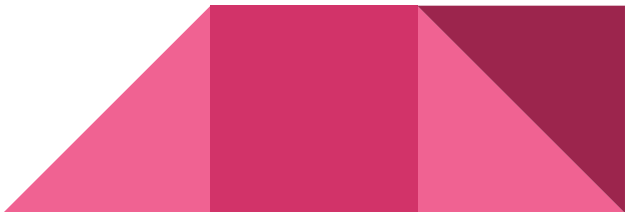
Valid

- var
- my_variable
- _underscore
- var123
- MY_VARIABLE
- array[0]
- var_name_with_underscores
- VAR_1
- var_with_123_numbers
- PATH



Special Variables

- **\$@** - Stores arguments as an array
- **\$#** - Show the number of arguments supplied in a given script
- **\$\$** - Displays the process ID of the current shell
- **\$*** - Groups all given arguments by connecting them together
- **\$_** - Shows the ID of the last background job
- **\$?** - Displays the exit status code for the latest executed command
- **\$0** - Displays the filename of the current script
- **\$_** - Sets the variable to the latest argument of the last command
- **\$-** - Displays the currently used flags on bash shell
- **\$1-\${11}** - Store data of the first 11 argument names



Special Variables - examples

\$@ - Stores arguments as an array

```
echo "Arguments stored in \@:"
```

```
for arg in "$@"; do
```

```
    echo "$arg"
```

```
done
```

\$# - Show the number of arguments supplied in a given script

```
echo "Number of arguments: $#"
```

\$\$ - Displays the process ID of the current shell

```
echo "Process ID of the current shell: $$"
```

\$* - Groups all given arguments by connecting them together

```
echo "Arguments grouped together using \*:"
```

```
echo "$*"
```

\$! - Shows the ID of the last background job

```
echo "ID of the last background job: $!"
```

\$? - Displays the exit status code for the latest executed command

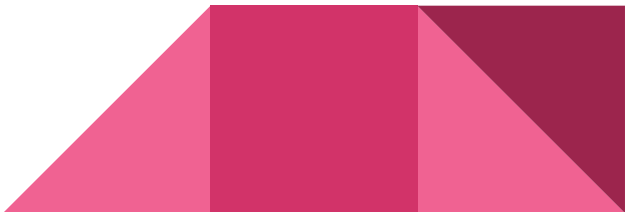
```
echo "Exit status code of the previous command: $?"
```

```
echo
```

File Operators

File operators are used to check various attributes and properties of files.

- **-e** FILE: True if FILE exists.
- **-f** FILE: True if FILE exists and is a regular file.
- **-d** FILE: True if FILE exists and is a directory.
- **-r** FILE: True if FILE exists and is readable.
- **-w** FILE: True if FILE exists and is writable.
- **-x** FILE: True if FILE exists and is executable.
- **-s** FILE: True if FILE exists and has a size greater than zero.
- **-L** FILE: True if FILE exists and is a symbolic link.
- **-G** FILE: True if FILE exists and is owned by the effective group ID.
- **-O** FILE: True if FILE exists and is owned by the effective user ID.



File Operators - Examples

```
if [ -e file.txt ]; then  
    echo "File exists"  
fi
```

```
if [ -f file.txt ]; then  
    echo "File is a regular file"  
fi
```

```
if [ -d directory ]; then  
    echo "Directory exists"  
fi
```

```
if [ -r file.txt ]; then  
    echo "File is readable"  
fi
```

```
if [ -s file.txt ]; then  
    echo "File is not empty"  
fi
```

```
if [ -w file.txt ]; then  
    echo "File is writable"  
fi
```

```
if [ -x script.sh ]; then  
    echo "Script is executable"  
fi
```

```
if [ -x script.sh ]; then  
    echo "Script is executable"  
fi
```

```
if [ -x script.sh ]; then  
    echo "Script is executable"  
fi
```

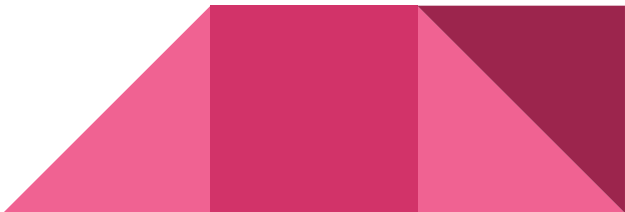
String Operators

String operators are used to manipulate and compare strings

- **-z:** This operator returns true if the length of the string is zero (i.e., the string is empty).
- **-n:** This operator returns true if the length of the string is non-zero (i.e., the string is not empty).
- **Length Operator - \${#string}:** Returns the length of the string.
- **Substring Removal (Prefix):**
 - **\${string#substring}:** Removes the shortest match of substring from the beginning of the string.
 - **\${string##substring}:** Removes the longest match of substring from the beginning of the string.
- **Substring Removal (Suffix):**
 - **\${string%substring}:** Removes the shortest match of substring from the end of the string.
 - **\${string%%substring}:** Removes the longest match of substring from the end of the string.

String Operators

- **Substring Extraction - `${string:start:length}`:** Extracts a substring starting at the specified position with the specified length.
- **Substring Replacement:**
 - **`${string/substring/replacement}`:** Replaces the first occurrence of substring with replacement.
 - **`${string//substring/replacement}`:** Replaces all occurrences of substring with replacement.
- **Substring Test: `${string:substring}`:** Tests if substring is present in string. If present, returns true (0); otherwise, returns false (1).



String Operators - Examples

```
string="Hello, World!"  
echo "Length of the string: ${#string}"  
# Output: 13
```

```
echo "Substring: ${string:7:5}"  
# Output: World
```

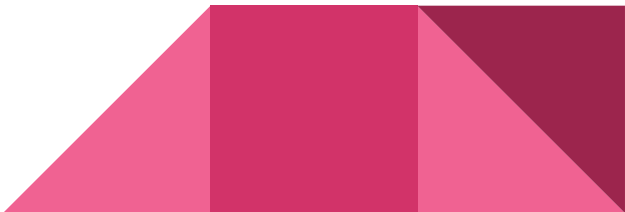
```
echo "Prefix Removal: ${string#Hello, }"  
# Output: World!
```

```
echo "Suffix Removal: ${string%World!}"  
# Output: Hello,
```

```
echo "Substring Replacement: ${string/Hello/Hi}"  
# Output: Hi, World!
```

```
if [[ $string == *"Hello"* ]]; then  
    echo "Substring 'Hello' is present."  
else  
    echo "Substring 'Hello' is not present."  
fi
```

Output: Substring 'Hello' is present.



String Operators - Example (-z)

```
#!/bin/bash
```

```
string1="Hello"  
string2=""
```

```
if [ -z "$string1" ]; then  
    echo "string1 is empty."  
else  
    echo "string1 is not empty."  
fi
```

```
if [ -z "$string2" ]; then  
    echo "string2 is empty."  
else  
    echo "string2 is not empty."  
fi
```

Output:
string1 is not empty.

string2 is empty.

String Operators - Example (-n)

```
#!/bin/bash
```

```
string1="Hello"  
string2=""
```

```
if [ -n "$string1" ]; then  
    echo "string1 is not empty."  
else  
    echo "string1 is empty."  
fi
```

```
if [ -n "$string2" ]; then  
    echo "string2 is not empty."  
else  
    echo "string2 is empty."  
fi
```

Output:
string1 is not empty.

string2 is empty.

Arithmetic Operators

Arithmetic operators are used to perform mathematical operations on numeric values.

Addition (+): Adds two numbers.

```
sum=$((5 + 3))  
echo "Sum: $sum" # Output: 8
```

Subtraction (-): Subtracts the second number from the first.

```
difference=$((10 - 3))  
echo "Difference: $difference" # Output: 7
```

Multiplication (*): Multiplies two numbers.

```
product=$((5 * 4))  
echo "Product: $product" # Output: 20
```

Division (/): Divides the first number by the second. Note: If the divisor is zero, Bash will throw an error.

```
quotient=$((20 / 5))  
echo "Quotient: $quotient" # Output: 4
```

Arithmetic Operators

Modulus (%): Returns the remainder of the division operation.

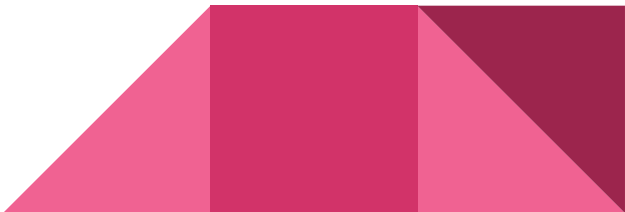
```
remainder=$((10 % 3))  
echo "Remainder: $remainder" # Output: 1
```

Increment (++): Increases the value of a variable by 1.

```
count=5  
((count++))  
echo "Incremented value: $count" # Output: 6
```

Decrement (--): Decreases the value of a variable by 1.

```
count=5  
((count--))  
echo "Decrement value: $count" # Output: 4
```



Comparison Operators with Arithmetic Value

Equal (-eq): Checks if two values are equal.

```
if [ "$num1" -eq "$num2" ]; then
    echo "num1 is equal to num2"
fi
```

Not Equal (-ne): Checks if two values are not equal.

```
if [ "$num1" -ne "$num2" ]; then
    echo "num1 is not equal to num2"
fi
```

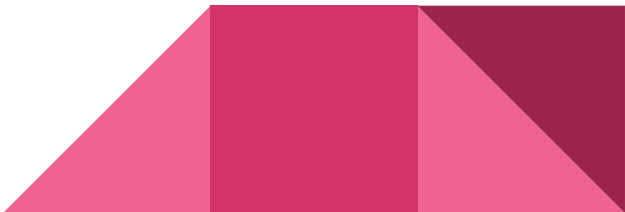
Greater Than (-gt): Checks if the first value is greater than the second.

```
if [ "$num1" -gt "$num2" ]; then
    echo "num1 is greater than num2"
fi
```

Greater Than or Equal To (-ge):
Checks if the first value is greater than or equal to the second.

```
if [ "$num1" -ge "$num2" ]; then
    echo "num1 is greater than or
    equal to num2"
fi
```

num1=5
num2=10



Comparison Operators with Arithmetic Value

Less Than (-lt): Checks if the first value is less than the second.

```
if [ "$num1" -lt "$num2" ]; then
    echo "num1 is less than num2"
fi
```

Less Than or Equal To (-le): Checks if the first value is less than or equal to the second.

```
if [ "$num1" -le "$num2" ]; then
    echo "num1 is less than or equal to num2"
fi
```

```
#!/bin/bash
```

```
num1=5
num2=10
```

```
if [ "$num1" -eq "$num2" ]; then
    echo "num1 is equal to num2"
elif [ "$num1" -lt "$num2" ]; then
    echo "num1 is less than num2"
else
    echo "num1 is greater than
num2"
fi
```

Exit Status and Return Codes

- Every command returns an exit status
- Exit status: Numerical code indicating script execution outcome
- Range from 0-255
- 0: Script executed successfully
- Non-zero: Script encountered errors or issues
- Specific codes may indicate specific errors (e.g., 1: permission denied, 2: no such file or directory, etc.)
- Use `echo $?` after script execution to check status
- Use for error checking
- Use `man` or `info` to find meaning of exit status



Checking the Exit Status

```
ls /not/there/
```

```
echo "$?"
```

Output: 2

```
Echo "Hello World"
```

```
echo "$?"
```

Output: 0

```
HOST="google.com"
```

```
# Check if the host is reachable  
ping -c 1 $HOST
```

```
# Check the exit status of the ping  
command
```

```
if [ "$?" -eq "0" ];
```

```
then
```

```
    echo "$HOST is reachable."
```

```
else
```

```
    echo "Unable to reach $HOST."
```

```
fi
```


Checking the Exit Status

```
HOST="google.com"
```

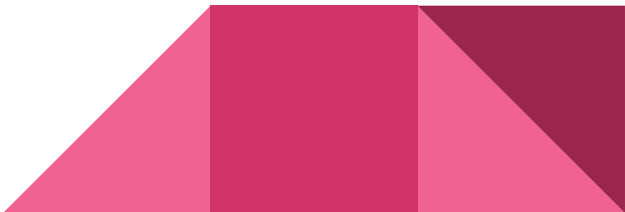
```
# Check if the host is reachable  
ping -c 1 $HOST
```

```
# Check the exit status of the ping  
command  
if [ "$?" -ne "0" ];  
then  
    echo "$HOST is unreachable."  
fi
```

```
HOST="google.com"
```

```
# Check if the host is reachable  
ping -c 1 $HOST  
RETURN_CODE=$?
```

```
# Check the exit status of the ping  
command  
if [ "RETURN_CODE" -eq "0" ];  
then  
    echo "$HOST is unreachable."  
fi
```



Checking the Exit Status

&& = AND

```
mkdir /tmp/bak && cp test.txt /tmp/bak/
```

```
#!/bin/bash
```

```
HOST="google.com"
```

```
# Check if the host is reachable
```

```
ping -c 1 $HOST && echo "$HOST is  
reachable."
```

|| = OR

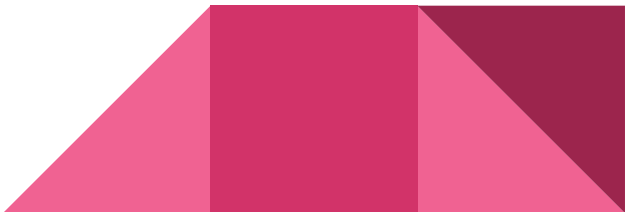
```
cp test.text /tmp/bak/ || cp test.txt /tmp
```

```
#!/bin/bash
```

```
HOST="google.com"
```

```
# Check if the host is reachable
```

```
ping -c 1 $HOST || echo "$HOST is unreachable."
```



The Semicolon

To get all executed in a single line use a semicolon separating commands

```
# Declare and assign values to variables  
NAME="John"; AGE=30; CITY="New York"  
  
# Print the values of variables  
echo "Name: $NAME; Age: $AGE; City: $CITY"
```

Same as:

```
NAME="John"  
AGE=30  
CITY="New York"  
  
echo "Name: $NAME"  
echo "Age: $AGE"  
echo "City: $CITY"
```

The Semicolon

To get all executed in a single line use a semicolon separating commands

```
cp text.txt /temp/test; cp text.txt /temp
```

Same as:

```
cp text.txt /temp/test
```

```
cp text.txt /temp
```

```
ls /not/there; hostname
```

Output:

*ls: /not/there: No such file or directory
username*

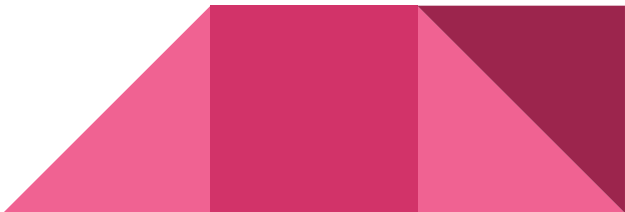
```
date; uptime
```

Output:

*Wed Feb 21 15:13:10 +06 2024
15:13 up 13 days, 20:48, 4 users, load averages: 3.07 3.89
4.22*

The Exit Command

- **Explicitly define the return code**
 - exit 0
 - exit 1
 - exit 2
 - exit 3
 - exit 255
 - etc.
- **The last executed command is the default value**



The Exit Command

```
#!/bin/bash
```

```
# Check if a file exists
```

```
if [[ ! -f "important_data.txt" ]];
```

```
then
```

```
    echo "Error: File not found!"
```

```
    exit 2
```

```
fi
```

```
# Process the file successfully
```

```
# ...
```

```
# All good, signal success!
```

```
exit 0
```

```
#!/bin/bash
```

```
HOST="google.com"
```

```
# Check if the host is reachable
```

```
ping -c 1 $HOST
```

```
# Check the exit status of the ping  
command
```

```
if [ "$?" -ne "0" ];
```

```
then
```

```
    echo "$HOST is unreachable."
```

```
    exit 1
```

```
fi
```

```
exit 0
```

The Exit Command - Summary

- All command return an exit status
- 0 - 255 status codes
- 0 - Success status
- Other than 0 - Error status
- \$? Contains the last exit status
- exit command
- Decision making with if, &&, ||



Loops

- **Reading files line-by-line**
- **for loop**
 - Iterates over a list of items
- **while loop**
 - Continues executing a block of code as long as a condition is true
 - Infinite loops
- **until loop**
 - Continues executing a block of code until a condition becomes true
- **`break` and `continue`**
- ***If the command fails, it returns non-zero exit status and then continue the loop until it is closed by force***

```
while [ is_condition_true ];  
do  
    command 1  
    command 2  
    ...command N  
done
```


Loops

While loop

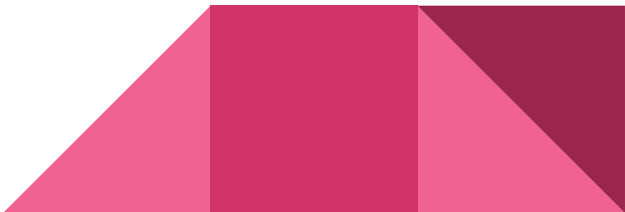
```
while [ is_condition_true ];  
do  
    command 1  
    command 2  
    ...command N  
done
```

Commands change the condition

Infinite loop

```
while true;  
do  
    command 1  
    command 2  
    ...command N  
done
```

Commands do not change the condition



Loops (Examples - while, infinite)

Example of a while loop

```
count=1
```

```
while [[ $count -le 5 ]]; do  
    echo "Count: $count"  
    ((count++))  
done
```

The while loop iterates as long as the variable count is less than or equal to 5.

Example of an infinite loop

```
while true; do  
    echo "This loop runs forever!"  
done
```

The infinite loop, if uncommented, will continue to execute indefinitely, printing "This loop runs forever!" repeatedly until manually stopped.

Loops (Examples - while, for)

Print numbers from 1 to 5

```
i=1
while ((i<=5)); do
    echo $i
    ((i++))
done
```

Read user input until 'quit' is entered **input=""**

```
while [[ "$input" != "quit" ]]; do
    read -p "Enter something (or 'quit' to exit):" input
    echo "You entered: $input"
done
```

Print numbers from 1 to 5

```
for ((i=1; i<=5; i++)); do
    echo $i
done
```

Iterate over elements in an array

```
fruits=("apple" "banana" "orange")
for fruit in "${fruits[@]}"; do
    echo "I like $fruit"
done
```



Loops (Examples - until vs while)

Print numbers from 1 to 5

```
i=1
until ((i>5)); do
    echo $i
    ((i++))
done
```

Keep prompting until 'yes' is entered

```
input=""
until [[ "$input" == "yes" ]]; do
    read -p "Do you want to continue? (yes/no): "
    input
    echo "You entered: $input"
done
```

Example of while loop

```
counter=0
while (( counter < 5 )); do
    echo "Counter: $counter"
    (( counter++ ))
done
```

The loop continues executing as long as the condition evaluates to false.

Once the condition becomes true, the loop terminates.



Loops (Examples - until vs while)

Example: Waiting for a service to become available

```
echo "Waiting for database service to become available..."
```

```
until nc -z localhost 5432; do
    echo "Database service is not yet available. Retrying in 5 seconds..."
    sleep 5
done
```

```
echo "Database service is now available. Proceeding with the script."
```

The until loop continues executing as long as the condition evaluates to true.

Once the until loop condition becomes false, the loop terminates.

In the provided example, `nc` is used to check if a TCP connection to a specific port is successful. The `-z` option tells nc to scan for open ports, and if successful, it returns zero indicating the port is open, otherwise, it returns a non-zero exit status indicating the port is closed.

Loops (Examples - until vs while)

Example: Polling a remote server until it responds

```
echo "Polling remote server..."
```

Using 'while' loop to repeatedly send ping requests until a response is received

```
while ! ping -c 1 -W 1 example.com &> /dev/null; do
    echo "Remote server is not reachable. Retrying in
5 seconds..."
    sleep 5
done
```

```
echo "Remote server is reachable. Proceeding with
operations."
```

Example: Waiting for a file to be created

```
echo "Waiting for log file to be created..."
```

Using 'until' loop to wait until the file exists

```
until [[ -f /var/log/application.log ]]; do
    echo "Log file does not exist yet. Retrying in 3
seconds..."
    sleep 3
done
```

```
echo "Log file detected. Proceeding with
processing."
```



Loops (Examples - until vs while)

- The **until** loop waits until the log file `/var/log/application.log` is created. It checks for the existence of the file using the `-f` test condition. If the file does not exist, it prints a message and retries after 3 seconds until the file is created.
- The **while** loop continuously sends ping requests to the remote server `example.com` until it receives a response. It uses the `ping` command to send a single ICMP echo request with a timeout of 1 second (`-c 1 -W 1`). If the server is unreachable, it prints a message and retries after 5 seconds until a response is received.
- **-c** for count and **-w** for deadline in bash ping command
- **!** for negation of the result of the ping command
- **&>** for the combination of both stdout and stdin operators `>` and `&>`
- **>** Redirects standard output (stdout) of a command to a file.
- **2>&1** Redirects standard error (stderr) to the same location as stdout.

Loops (Examples - infinite)

```
while true
do
  read -p "Select your choice: 1: uptime. 2: disk usage. " MY_CHOICE
  case "$MY_CHOICE" in
    1)
      uptime
      ;;
    2)
      df -h
      ;;
    *)
      break
      ;;
  esac
done
```

Infinite loop: It continues until it matches `` and *break* statement

Task List

1. Store the output of the command "hostname" in a variable. Display "This script is running on _____." where "_____" is the output of the "hostname" command.
Hint: It's a best practice to use the \${VARIABLE} syntax if there is text or characters that directly precede or follow the variable.
2. Check exit status with;
ping -c 1 google.com
Ping -c 1 -w 1 amazon.com
Ping -c 1 amazon.com.bangladesh
3. Explore using || (OR) and && (AND) operators with exit codes for chained actions.
4. Write a shell script that displays "man", "bear", "pig", "dog", "cat", and sheep to the screen with each appearing on a separate line. Try to do this in as few lines as possible.
Hint: Loops can be used to perform repetitive tasks.

https://www.gnu.org/software/bash/manual/html_node/index.html#SEC_Contents

Resource

- https://www.gnu.org/software/bash/manual/html_node/index.html#SEC_Contents
- <https://developer.ibm.com/tutorials/l-linux-shells/>





Thank you!