

Scripting Techniques



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No difference
between interactive
commands and a
script

Scripts can make life
easier

But scripts can be
more complicated

Use PowerShell to
simplify the process



If statements

ForEach enumerations

Arrays

Hashtables

Custom objects

Try/Catch error
handling



```
If (<some condition is true>) {  
    <do something>  
}
```

If

Run code or do something IF a condition is true

You will need to know how to use comparison operators

No End If required



```
If (<some condition is true>) {  
    <do something>  
}  
Else  
{  
    <do something else if it isn't true>  
}
```

If

You can include an Else option

PowerShell doesn't care about {} positions

But be consistent



```
If (<some condition is true>) {  
    <do something>  
}  
ElseIf (<some other condition is true>) {  
    <do something else if this is true>  
Else {  
    <do something else if none of the tests are true>  
}
```

If

You can include an ElseIf option

- Use as many as you want

PowerShell runs code for first matching condition

Final Else is optional



This expression
results in \$True
or \$False

```
if (Test-Path c:\files\data.txt) {  
    $data = Get-Content c:\files\data.txt  
}  
else {  
    Write-Warning "Can't find c:\files.data.txt"  
}  
  
#script continues....
```



```
$age = 42
if ($age -ge 55) {
    $category = "alpha"
}
elseif ($age -ge 40) {
    $category = "bravo"
}
elseif ($age -ge 25) {
    $category = "gamma"
}
else {
    $category = "omega"
}
```

First true
statement "wins"

Only if nothing
else is true



Enumeration

ForEach-Object

DM1
JH1

ForEach



Slide 9

PM1 is "word-Object" a specific command where "Object" needs to be capitalized? If so then this is fine, if not then PS Titlecase should be "ForEach-object". Also relevant on slides 10, 19, 20, 22.

Paul Madden, 1/29/2018

JH1 This is the official format.

Jeff Hicks, 1/29/2018

`$_` represents the current object in the pipeline

```
2, 5, 6, 8, 9 | ForEach { $_ * 3 }
```

ForEach-Object

Has an alias of **'ForEach'**

Use when you want to process pipelined objects one at a time

Use when parameter binding won't work



Parameter does not
accept pipelined input

```
Get-Content computers.txt | Foreach-Object {  
  Get-Smbshare -CimSession $_ | Where {-Not $_.special }  
} | Select PSComputername Name, Path, Description
```

\$_ is the computer name

\$_ is the SMB Share
object



```
$n = 1..10
foreach ($item in $n) {
    $file = "TestFile-$item.txt"
    New-Item $file
}
```

ForEach Enumerator

“For each something in a group of things, run these commands”

You can use whatever variable you want

Does not pass objects down the pipeline





Arrays

An array is a collection of things

- Created automatically
- `$arr = @()`

Typically the same object but not required

PowerShell will automatically “unroll” an array

But you can reference items by index number

- 0 based index
- -1 to start at the end



```
PS C:\> $n = 1..5
PS C:\> $n.count
5
PS C:\> $n
1
2
3
4
5
PS C:\> $n[1]
2
PS C:\> $s = Get-Service
PS C:\> $s[-1].Name
ZeroConfigService
PS C:\> help about_arrays
```

- ◀ The variable N is an array of numbers
- ◀ Count the number of elements in the array
- ◀ PowerShell unrolls the array
- ◀ Access an item by index number
- ◀ Create an array of services
- ◀ You can also use an index number starting at the end
- ◀ Read the help



```
$arr = @()
```

```
$arr += 100
```

```
$b = "jeff", "jason", "don",  
"tim", "adam"
```

```
$b -is [array]
```

◀ Create an empty array

◀ Add an item to the array

◀ You can't remove individual items

◀ Comma separated items are treated as an array

◀ Test if something is an array



Hashtable



Collection of Key/Value pairs

AKA dictionary object

Used extensively in PowerShell



```
PS C:\> $hash=@{Name="jeff"}
PS C:\> $hash=@{Name="jeff";
Color="green"; Version =
$PSVersionTable.PSVersion}
PS C:\> $hash
Name                Value
-----
Color               green
Name               Jeff
Version            5.1.16299.64
PS C:\> $hash.Add("foo",1)
PS C:\> $hash.color = "red"
```

- ◀ **@{Key = Value}**
- ◀ **Separate entries with ; or new line**
- ◀ **PowerShell displays entries in an undetermined order**
- ◀ **You can easily modify the hashtable**



```
$h = [ordered]@{  
    Name = 'Jeff'  
    Color = 'green'  
    Version = $psversiontable.psversion  
}
```

Ordered hashtable

Entries displayed in order entry

Use [ordered] accelerator

Entries added later will be displayed in entry order



```
$params = @{  
    Computername = 'Server01'  
    Classname = 'win32_logicaldisk'  
    Filter = "deviceid='c:' "  
    Verbose = $True  
}  
Get-CimInstance @params
```

Splatting

Define a hashtable of parameter names and values

“Splat” the hashtable to the command

Use the @ symbol to reference the hashtable



Objects in the Pipeline

Select-Object

New-Object

[pscustomobject]



```
dir c:\work -file |  
Select-Object Name,LastWriteTime,  
@{Name="Size";  
Expression={$_.Length}},  
@{Name="Age";Expression=((Get-  
Date) - $_.lastwritetime}} |  
Sort Age -Descending |  
Select-Object -first 10
```

Custom object is
written to the
pipeline

- ◀ Select properties you want
- ◀ Define new properties with a custom hashtable
@{Name='foo';Expression={
<code>}}
\$_ indicates current object



```
$f = dir c:\work -file
$n = Get-Date
foreach ($file in $f) {
    $h=@{
        Name      = $file.name
        Modified   = $file.LastWriteTime
        Size       = $file.length
        Age = $n - $file.lastwritetime
    }
    New-Object psobject -Property $h
}
```

- ◀ Use whatever enumeration technique works for you
- ◀ Define a hashtable of property values
- ◀ Write a custom object to the pipeline



```
dir c:\work -file |  
foreach-object {  
    [pscustomobject]{  
        Name = $_.Name  
        Size = $_.length  
        Modified = $_.LastWriteTime  
        Age = (Get-Date)-$_.LastWriteTime  
    }  
}
```

**Custom object gets
written to the pipeline**

- ◀ Use a type accelerator
- ◀ Often easier to read than using `Select-Object`
- ◀ Use whatever enumeration technique works for you




```
Try {  
  <some code>  
}  
Catch {  
  <the exception object: $_ >  
}
```

Try/Catch

Try to run some command that will create a terminating exception

- -ErrorAction Stop

Catch and handle any errors

There is an optional Finally block that runs regardless of error



```
$computername = "foo"

Try {

  Get-Service bits -computername
  $computername -ErrorAction Stop

}

Catch {

  Write-Warning "Failed to get
  service from $computername.
  $($_.exception.message)"

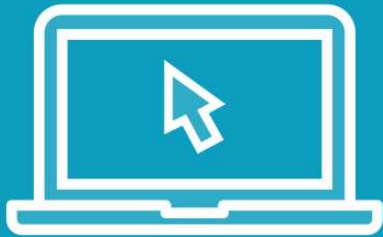
}
```

```
WARNING: Failed to get service from foo. Cannot find any service with service name 'bits'.
```

- ◀ Try to run this command
- ◀ You must force errors to be 'terminating'
- ◀ Catch errors
- ◀ `Help about_try_catch_finally`



Demo



Scripting Techniques in Action



Summary



No difference between interactive commands and scripting

You can use scripting techniques interactively

More likely to use in a script for more complex operations

Read the about help topics

