

*CSCI 2132: Software Development*

# Shell Scripting

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# Reading

Glass and Ables, Chapter 8: bash

# Your Shell vs Your File Manager

## File manager

- Easy and intuitive to use (point and click)
- Almost no need to understand how computers work

## Shell

- Need to remember commands to achieve certain things
- Typing commands is more efficient than point and click
- Use utilities and pipelines to achieve **complicated tasks** beyond selecting and copying files
- **Shell scripts** = programs built out of shell and utility commands to **automate complex work flows** (create your own “custom commands”)

# Shell Variables

- Your shell can store chunks of text in variables for later use.
- Some of these variables are special.  
(Do not mess with them unless you know what you are doing.)
- Set a variable: `var= ...`
- Use a variable: `$var`

## Example:

```
$ hello='Hello, world!'  
$ echo $hello  
Hello, world!
```

# Customizing Program Behaviour via Shell Variables

- The path where your shell finds programs you try to run:

```
$ env | grep PATH  
PATH=/users/faculty/nzeh/bin:/local/bin:/bin:/usr/bin: ...
```

- The path to your shell:

```
$ env | grep SHELL  
SHELL=/bin/bash
```

- Your user name:

```
$ env | grep USER  
USER=nzeh
```

- The type of terminal you use:

```
$ env | grep TERM  
TERM=xterm-256color
```

# Customizing Program Behaviour via Shell Variables

- Your default editor:

```
$ env | grep EDITOR  
EDITOR=vi
```

- Your CSID (only on bluenose):

```
$ env | grep CSID  
CSID=nzeh
```

# Capturing Output in Variables

`program1 `program2`:`

- Run `program2` and pass its `stdout` as a command line argument to `program1`.

## Example:

```
$ echo `echo 'Hello, world!`  
Hello, world!  
$ cd `echo $PATH | cut -d: -f3`  
# Now I'm in directory /bin
```

## Capture `stdout` in a variable:

```
$ hello=`echo 'Hello, world!`  
$ echo $hello  
Hello, world!
```

# Repeating Command Sequences

Compile your Java program, run it, and verify the output:

```
$ javac HelloWorld.java
$ java HelloWorld > HelloWorld.out
$ less HelloWorld.out
```

What if I want to do this often during development?

```
compile-and-test.sh
```

```
#!/bin/sh
javac HelloWorld.java
java HelloWorld > HelloWorld.out
less HelloWorld.out
```

```
$ chmod 700 compile-and-test.sh
$ ./compile-and-test.sh
```



# Shell Scripts

A **shell script** is a text file containing a sequence of shell (built-in commands or utility programs) commands.

## Running a shell script:

- `sh <script file name>`
- `chmod u+x <script file name>; ./<script file name>`
- `. <script file name>`  
(may alter the behaviour of the current shell)

# Command Line Arguments

Often, we want to pass arguments to a shell script as if it was a regular program.

## Arguments:

- `$0` = program (script) name
- `$1, $2, ...` = arguments
- `$#`  = number of command line arguments, not counting `$0`

## Example:

```
compile-and-test.sh
```

```
#!/bin/sh  
javac $1.java  
java $1 > $1.out  
less $1.out
```

# Arithmetic Operations

Arithmetic expressions to be evaluated must be enclosed in double parentheses:

```
(( expression ))
```

## Arithmetic operators:

- = (assignment), +, -, ++, --, \*, /, % (mod), \*\* (power)

## Example:

```
#!/bin/bash
(( sum = $1 + $2 ))
echo the sum of $1 and $2 is $sum
```

# Logical Expressions

In if-statements and while-loops (soon), we need to be able to test logical conditions.

**Arithmetic conditions:** `(( expression ))`

- Comparison operators: `<=`, `>=`, `<`, `>`, `==`, `!=`
- Logical operators: `!` (not), `&&` (and), `||` (or)

**String tests:** `[ expression ]` (spaces necessary)

- Comparison operators: `==`, `!=`
- Basic tests: `-n` (not empty), `-z` (empty)
- Logical operators `!`, `&&`, `||`

# Repeating Things: `for` Loops

Repeat a given sequence of commands for every element in a list:

```
for <var> in <list>; do <cmd> ... ; done
```

**Example:** Rename every file `<file>` to `my_<file>`:

```
$ for file in *; do mv $file my-$file; done
```

**Example:** Strip the suffix of all `.hpp` (C++ header) files:

```
$ for file in *.hpp; do \  
    mv $file `echo $file; sed -e 's/\.hpp$//'\`; done
```

# Adding Decisions: `if` Statements

Similar to Java but different syntax:

```
if condition1; then
    commands
elif condition2; then
    commands
else
    commands
fi
```

The `elif` and `else` parts are optional.

# An Example

```
#!/bin/bash

if (( $# != 2 )); then
    echo usage: $0 num1 num2
    exit
fi

(( sum = $1 + $2 ))
echo the sum of $1 and $2 is $sum
```

# Java-Style Arithmetic `for` Loops

```
#!/bin/bash

if (( $# != 1 )); then
    echo usage: $0 num1
    exit
fi

for (( i = 1; $i <= $1; i = $i + 1 )) do
    f=tmpfile-$i.txt
    echo "Appending to file $f"
    echo Updated on `date` >> $f
done
```



# Multi-way Branching: `case` Statements

Similar to switch statement in Java:

```
case var in
    word{|word}*)
    commands
    ;;
...
esac
```

# Example of a case Statement

```
#!/bin/bash
day=`date | cut -f1 -d" "`

case "$day" in
    Mon|Wed|Fri)
        echo 2132 lectures
        ;;
    Tue|Thu)
        echo No 2132 lectures
        ;;
    Sat|Sun)
        echo Do 2132 homework
        ;;
esac
```

# Repeating things: `while` and `until`

Repeat commands while a condition is true:

```
while condition; do  
    command  
    ...  
done
```

Repeat commands until a condition is true:

```
until condition; do  
    command  
    ...  
done
```

# The Earlier `for` Loop Redone Using `while`

```
#!/bin/bash

if (( $# != 1 )); then
    echo usage: $0 num1
    exit
fi

i=1
while (( $i <= $1 )); do
    f=tmpfile-$i.txt
    echo "Appending to file $f"
    echo Updated on `date` >> $f
    (( i = $i + 1 ))
done
```

# Conditional Expressions for Status of Files

```
[ -e file ]    Does file exist?  
[ -f file ]    Is file a regular file?  
[ -d file ]    Is file a directory?  
[ -r file ]    Is file readable?  
[ -w file ]    Is file writable?  
[ -x file ]    Is file executable?
```

Again, the spaces after [ and before ] are required!

# Exit Codes

How does the shell check whether a command you tried to run was successful?

Every program returns an exit code that is **0 on success** and some **non-zero value on error**.

This exit code is assigned to the special variable `$?` after the command runs.

```
$ cp a b; echo $?  
cp: a: No such file or directory  
1  
$ touch a; echo $?  
0
```

# Returning an Exit Code from a Shell Script

`exit` Exit the script with error code  `$?`

`exit num` Exit the script with error code  `num`

# Example: A Backup Script

## Specification:

- Script takes two arguments:  
a **source directory** and a **destination directory**
- Each file from the source directory is copied to the destination directory.
- Only regular files are copied (not directories).
- Files are copied if they do not already exist in the destination directory.
- Print the name of each file being copied.



# Example: A Backup Script

```
#!/bin/bash

if [ ! -d $1 ]; then
    echo Source directory does not exist
    exit 1
elif [ ! -d $2 ]; then
    echo Destination directory does not exist
    exit 1
fi

for filename in `ls $1`; do
    if [ -f $1/$filename ]; then
        if [ ! -e $2/$filename ]; then
            cp $1/$filename $2/$filename
            echo $filename
        fi
    fi
done
```