

# Shell Scripting

Intermediate Systems Administration DeCal

Lecture #6

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# Today

- Unlock the raw power of the shell as a programming language!
- How to use variables + special variables
- How to create functions
- Control structures: *for, while, if, case*
- Input functionality with *read, shift*
- Shell builtins: *echo, printf, let, test* (aka *[ ]*)

# Shell scripts

- At their simplest, just a list of commands executed in order as if you had typed them into the shell.
- Anything you can do at the shell, you can do in a shell script, and vice versa.
- Like DOS batch scripts, but *way better*.
- Run them by putting “#!/bin/sh” at the top and using `chmod +x` to make executable.

# Variables

- Assignment: `FOO="Test 1 2 3"`
- Reference: `echo $FOO` or `echo "$FOO"`  
(What's the difference?)
- Want to set a variable to the output of a command? Input substitution!  
`FOO=$(ls pictures)`

# Special Shell Variables

- $\$1, \$2, \$3..$  - arguments passed in on command line.
- $\$@$  - all arguments as a big string.
- $\$\#$  - number of arguments passed in
- $\$?$  - exit code of last program; you knew this already
- $\$\$$  - your process ID
- $\$!$  - process ID of last program started w/ '&'

# Functions

- When you make a shell script, lines of code are executed top-to-bottom
- If you make functions, they won't be run though, just *declared*. You can use them as if they were separate programs.
- Learn by example! We know enough to write a simple program now.

# Example 1

```
#!/bin/sh
```

```
confuciusprint () {  
    echo "Confucius say: \"$@""  
}
```

```
confuciusprint "Baseball wrong. Man with four balls cannot walk."
```

```
echo "OK, now it's your turn! Here's your quote:"
```

```
confuciusprint "$@"
```

```
echo "What if it were only the first word you said?"
```

```
confuciusprint "$1"
```

# Control structures

- For loops set a variable based on the contents of a list (like python, unlike C):

```
for x in $(seq 1 9); do touch $x;  
done
```

- While loops test a condition and exit when the condition is 1. You can also run a program...

```
while ! try_to_connect; do echo  
"Trying to connect..."; done
```

- and if statements behave the same way (use a conditional or a program), but they don't loop

```
if [ $SUM -eq 0 ]; then echo Zero;
```

# Control structures

- You can have many conditional branches with if: *if ...; then ...; elif ...; then ...; else ...; fi*
- case statements; like switch in C, for many nested ifs:  
*case "\$x" in*  
*[aA]) echo "a for anteater!" ;;*  
*b|c) echo "you typed in b or c" ;;*  
*\*) echo "who knows what you typed" ;;*  
*esac*

# Conditionals

- In a previous example we did this:

```
if [ $SUM -eq 0 ]; then  
    echo Zero  
fi
```

- This is a conditional, however it's implemented using a program called [ that evaluates the condition and returns 0 or 1.
- `test` is the same thing, but it doesn't require a closing bracket. Personal taste.

```
if test $SUM -eq 0; then ...
```

# Conditionals

- `[ -n "$var" ]`: returns true if `$var` is non-blank (opposite: `-z`)
- `[ "$var" -eq 1 ]`: returns true if `$var` is a number and is 1. (opposite: `-ne`)
- Ditto for `-ge` (greater/equal), `-gt` (greater than), `-le` (less/equal), `-lt` (less than)
- `[ "$var" = foo ]`: returns true if `$var` equals "foo" by string comparison. (opposite: `!=`)
- `[ -f "file.txt" ]`: returns true if `file.txt` exists and is a file. No opposite; negate it, e.g.

# Input processing

- Want to use standard input? *read var* will read one line of standard input into *\$var*. A typical construct:

```
while read line; do  
    do stuff with $line  
done
```

# Input processing

- You can also parse your command line arguments one by one.

```
while [ $# -gt 0 ]; do
```

```
    echo "$1"
```

```
    shift
```

```
done
```

- `shift` will delete `$1`, and shift everything else down. (`$2` becomes `$1`, `$3` becomes `$2`). Then it decrements the value of `$#`.

# Useful builtins

- The shell has several built-in programs for very common tasks.
- *echo*: prints a line to the screen, you knew this already.
- *printf*: does printf(3) style formatting on text, e.g. *printf* `'%02d'` `"$racknumber"`
- *let*: changes variables, e.g. *let* `"x=x+1"` changes `$x`

# Image resizing example

```
#!/bin/sh
```

```
FILE="$1"
```

```
if [ ! -f "$FILE" ]; then
```

```
    exit 1
```

```
fi
```

```
ID=$(identify "$FILE" | cut -d' ' -f3)
```

```
WIDTH=$(echo "$ID" | cut -dx -f1)
```

```
HEIGHT=$(echo "$ID" | cut -dx -f2)
```

```
let RATIO="(WIDTH*100)/HEIGHT"
```

```
if [ "$RATIO" -eq 133 ]; then # landscape
```

```
    mogrify -scale $2x$3 "$FILE"
```

```
elif [ "$RATIO" -eq 75 ]; then # portrait
```

```
    mogrify -scale $3x$2 "$FILE"
```

```
fi
```