

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
```