

Computer Systems and Architecture

UNIX Scripting

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Outline

Basics

Conditionals

Loops

Advanced

Exercises

Shell scripts

- ▶ Grouping commands into a single file
 - Reusability
- ▶ Possible to use programming constructs
 - ▶ Variables
 - ▶ Conditionals
 - ▶ Loops
 - ▶ ...
- ▶ No compilation required

Creating a shell script

1. Save the script as a (.sh) file
2. Add the line `#!/bin/bash` (or `#!/usr/local/bin/bash` on radix) to the beginning of the script
 - ▶ `#!` indicates that the file is a script
 - ▶ `/bin/bash` is the shell that is used to execute the script
 - ▶ When the script is executed, the program after the `#!` is executed and the name of the script is passed to it
 - ▶ Since the line starts with a `#` it is ignored by the shell
3. Make the script executable using `chmod +x`
4. Execute the script by calling it
 - ▶ Put `./` in front of the name in order to avoid confusion with commands

Comments

- ▶ Comments are placed behind a # and last until the end of the line
- ▶ There are no multiline comments
- ▶ The #! line is a comment

Variables

- ▶ Setting variables
 - ▶ `VARIABLE=value`
 - ▶ No spaces before and after the '='
- ▶ Using variables
 - ▶ Place a '\$' before the name
 - ▶ If the variable name is followed by text → place the name between braces
 - ▶ E.g.: `echo "Today is the ${DAY}th day of the week"`
- ▶ Waiting for keyboard input
 - ▶ `read VARIABLE`
- ▶ Exporting variables
 - ▶ To make them accessible from other programs
 - ▶ Place 'export' before the name of the variable
 - ▶ E.g.: `export PATH='/bin:/usr/bin'`

Special variables

- `$@` Expands to the list of positional parameters, separated by commas
- `$#` The number of positional parameters
- `$0` The name of the script
- `$1, ..., $9` The nine first positional parameters
- `$?` The exit status of the last executed command
- `$!` The PID of the last process that was started in the script
- `$RANDOM` A positive random integer

Example

- ▶ `nano script.sh`
`#!/bin/bash`
`name='whoami'`
`echo Hello $name !`
- ▶ Execute:
`chmod +x script.sh`
`./script.sh`

Conditions

- ▶ Between [...]
- ▶ Spaces before and after []
- ▶ Examples
 - ▶ [-d dir] returns true if dir is a directory
 - ▶ [\$var -eq 2] returns true if \$var equals 2
 - ▶ [\$var -eq 1] || [\$var -eq 2] returns true if \$var equals 1 or 2

Conditions - Files

- e File exists
- d Is a directory
- f Is a regular file
- r Is readable
- w Is writeable

Conditions - Strings

-n Length of string is nonzero

-z Length of string is zero

$s1 = s2$ s1 and s2 are identical

$s1 != s2$ s1 and s2 are not identical

Conditions - Numbers

`i1 -eq i2` `i1` and `i2` variables are equal

`i1 -ne i2` `i1` and `i2` variables are not equal

`i1 -gt i2` `i1` is greater than `i2`

`i1 -ge i2` `i1` is greater than or equal to `i2`

`i1 -lt i2` `i1` is less than `i2`

`i1 -le i2` `i1` is less than or equal to `i2`

Conditions - And, or, not

! negation (NOT) operator

&& AND operator

|| OR operator

If statements

```
if [ $# -ne 1 ]
then
    echo Please specify your name
elif id $1 > /dev/null
then
    echo Hello $1
else
    echo I don\'t know you
fi
```

If statements

- ▶ Zero or more elif clauses are possible
- ▶ The else clause is optional
- ▶ The if body is executed if the exit status of the condition is 0

Case statements

```
case $NUMBER
in
  11|12|13)
    echo ${NUMBER}th
    ;;
  *1)
    echo ${NUMBER}st
    ;;
  *2)
    echo ${NUMBER}nd
    ;;
  *3)
    echo ${NUMBER}rd
    ;;
  *)
    echo ${NUMBER}th
    ;;
esac
```


Case statements

- ▶ Executes code based on which pattern matches a word
- ▶ Multiple cases can be specified per block by separating them using '|'
- ▶ Each block has to be terminated by a ';;'
- ▶ Use '*' to match 'the rest'
- ▶ If multiple cases match, the first one is executed

For loops

```
for FILE in `ls /bin`  
do  
    echo "Creating link to $FILE..."  
    ln -s /bin/$FILE  
done
```

For loops

- ▶ The list can be
 - ▶ A literal list: `a b c`
 - ▶ A glob pattern: `*.jpeg`
 - ▶ The output of a command: `'ls -a'`
- ▶ The body is executed for each element in the list
- ▶ The Loop variable is set to the value of the current word

While and until loops

```
while [ -f file.txt ]  
do  
    echo file.txt still exists... Please remove it  
    sleep 5  
done
```

While and until loops

- ▶ The condition is evaluated on each iteration
- ▶ While loops are executed as long as the exit status of the condition is zero
- ▶ Until loops are executed as long as the exit status of the condition is not zero

Break and continue

```
for I in `seq 10`  
do  
  if [ $I -eq 3 ]  
  then  
    echo Skipping 3...  
    continue  
  fi  
  
  if [ $I -eq 7 ]  
  then  
    echo Stopping at 7...  
    break  
  fi  
  
  echo The square of $I is $((I*I))  
done
```

Break and continue

- ▶ `break` causes a loop to be exited immediately
- ▶ `continue` causes a loop to continue with the next iteration
- ▶ An integer parameter can be specified to `continue` or `break` from the n th enclosing loop
 - ▶ `'break 2'` will break from the second enclosing loop
 - ▶ `'continue 1'` is the same as `'continue'`

Arithmetic

- ▶ Arithmetic can be performed between `((and))`
- ▶ Only operations on integers are possible
- ▶ The exit status is 0 when the result of the expression is not zero and 1 if the result of the expression is zero
- ▶ An expression between `$((and))` expands to the result of the expression.
- ▶ For more advanced calculations `bc` can be used.

Arithmetic

```
A=$RANDOM
B=$RANDOM
C=$A
D=$B

while ((D != 0))
do
    TEMP=$D
    D=$((C % D))
    C=$TEMP
done

echo "The GCD of $A and $B is $C"
```

Functions

- ▶ Functions behave the same as commands
- ▶ The exit status of the function is the exit status of the last executed process
- ▶ Parameters are placed in variables \$1, . . . , \$9
- ▶ Use 'return' to exit from the function early
- ▶ Use the 'local' keyword to make local variables

Further reading

- ▶ The Bash Manual
`www.gnu.org/software/bash/manual/bashref.html`
- ▶ Advanced Bash-Scripting Guide
`tldp.org/LDP/abs/html/`

Exercises

- ▶ `http://msdl.cs.mcgill.ca/people/hv/teaching/ComputerSystemsArchitecture/#CS3`