Computer Systems and -architecture

UNIX Scripting

1 Ba INF 2017-2018

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Time Schedule

Exercises are made individually. Put all your files in a tgz archive, as explained on the course's website, and submit your solution to the exercises on Blackboard.

- Deadline: **October 19, 23u55**

Exercises

Include all scripts you wrote in the TGZ-file!

1. Write a script that reads a floating point number and prints it as an integer value (discarding the decimal values).
2. Write a script that asks for your first name and birthday and prints out one of two things: if todays date is your birthday, it prints out "Happy Birthday firstname" any other date it will just print out "Hello firstname".
3. Write a script that backs itself up, that is, copies itself to a file named backup.sh. *Hint: Use the cat command and the appropriate positional parameter.*
4. Write a script that makes a tarball of the current directory. The user specifies the name of a file he doesn't want in the tarball at the command line, and gets a tarball with a name of the form 'backup_DATE.tgz'. DATE is today's date in the format DD_MM_YYYY.
5. Create a script that reads two numbers and prints the largest.
6. Create a script that reads a word, and says whether that word starts with a vowel or a consonant.
7. Create a script that reads a file name and verifies whether that file a regular file or a directory. If the file is a regular one and is readible, display the content on screen. If it is a directory that is readable, show the contents of the directory. Otherwise give an error.
8. Extend the script from the previous exercise so that it recursively displays the content of all files that are readable in the directory, instead of just the contents of the directory. If one of the files in the directory is a directory itself, the content from this directory is also printed, and so on. The name of the file is passed through command line.
9. Create a script that implements the game *nim*. At the beginning of the game, there are a number of matches (to be determined by the player). On each turn, one of the two players may take 1, 2 or 3 matches away. The person who removes the last match wins.