

# Class 4

# Shells

feat. Bash

```
:( ) { : | : & } ; :
```

Do **NOT** run this

# Overview

1. Announcements
2. Review + Exercises
3. Q&A
4. Basic assignment

# Announcements

- Unix assignments: Oct 20
  - Just pushed back the deadlines
- Shell assignments: Oct 25
- Unix survey closing today
- Reference slides for each week!
- Office hours next week will be Th, F 1-4 PM
- Discord server: <https://discord.gg/px9xvjQRMK>
- Friday the 13th!

# Review

# Review

- Command grouping
  - `(commands)`
  - `{ commands; }`

# Expansion

Parameter expansion ("variable" expansion)

- `$varname`
- `${varname}`
- `${varname: - [value]}`: use default value
- Bash substring expansions
  - `${varname:offset}`
  - `${varname:offset:length}`

# Expansion

## Filename expansion ("glob"/"wildcards")

- Expand out to filepaths that match the pattern
- `*`, `?`, and `[]`

## Command substitution (via subshell)

- `$(command)`: substitute the output of a *command* in the brackets



# Expansion

## Arithmetic expansion

- `$(expr)` will expand to an evaluated arithmetic expression *expr*
  - Integer only

## Process substitution (Bash)

- `<(command)` will substitute the *command* output as a filepath, with the output of *command* being **readable**
- `>(command)` will substitute the *command* input as a filepath, with the input of *command* being **writable**
- `$ diff <(echo hello) <(echo olleh | rev)`
  - **diff** takes in two file names, but we're replacing them with "anonymous" files containing the command outputs

# Exercises

1. Assign a variable `greeting` to a string that is concatenation of the string "user:" and the `USER` variable
2. Write a `mv` command that moves all files in the current directory that end in `.txt` into a directory called `text`
3. Use a command substitution (`$(commands here)`) to get the output of `whoami` and save it into a variable `me`

# Quoting

- Single quotes ( `'` ) preserves **all** of the characters between them
- Double quotes ( `"` ) preserve all characters except: `$`, `\`, and backtick

# Compound commands and control flow

## if-elif-else

```
# '#' comments out the rest of the line
# elif and else are optional parts
if test-commands; then
    commands
elif more-test-commands; then
    more-commands
else
    alt-commands
fi
```

- *test-commands* is executed and its **exit status** is used as the condition
  - *0* = success = "true", everything else is "false"

# Commands for conditionals

- `test expr: test` command
- `[ expr ]` (remember your spaces! `[` is technically a utility name)
- `test $a -eq $b`
- `[ $a -eq $b ]`
- These set the exit status (?) to 0 (true) or 1 (false)
- `[ $a -eq $b ] && [ $a -lt 100 ]`
- `test $a -eq $b && test $a -lt 100`

# Commands for conditionals (Bash)

- `[[ expr ]]`: **Bash** conditional
  - Richer set of operators: `==`, `!=`, `<`, `>`, among others
  - **Note:** The symbol operators above operate on strings
- `((expr))`: **Bash** arithmetic conditional
  - Evaluates as an arithmetic expression
  - `(( $a < $b ))`: this would evaluate to "false" if `a=100`, `b=2`

# while

```
while test-commands; do  
  commands  
done
```

- Similarly to **if**, the exit status of *test-commands* is used as the conditional
- Repeats *commands* until the condition **fails**

# until

```
until test-commands; do  
  commands  
done
```

- Repeats *commands* until the condition **succeeds**

# for

```
for var in list; do
  commands
done
```

- Each iteration *var* will be set to each member of the *list*
- *list* is simply a list of whitespace-delimited strings
- *list* will have any necessary expansions performed
- **Note:** if there is no `in list`, it will implicitly iterate over the argument list (i.e. `$@`)
- Example lists:
  - `1 2 3 4 5`
  - `$(ls)`
  - `$(seq 1 5)`



# case

```
case value in
  pattern1 ) commands1 ;;
  pattern2 ) commands2 ;;
  multpat1 | multpat2 ) commands3 ;;
  * ) commands
esac
```

- *value* is matched against patterns
- When a pattern is matched its command(-list) is run
- A wildcard pattern is often used to represent a "default" case

# Exercises

1. Write an **if** statement that prints "success!" if the last command ran successfully
  - Remember the **?** variable?
  - **echo** can print text for you
  - **true** and **false** can give you a success and failure
2. Write a **for** loop that creates 5 files, named **file1** to **file5**
  - **seq 1 5** can produce a list of integers from 1 to 5
  - **touch** can create empty files for you

# Functions

```
func-name () compound-command # parens are mandatory  
# or  
function func-name () compound-command # [Bash]; parens are optional
```

- A **compound command** is a **command group** (`()`, `{}`) or a control flow element (`if-elif-else`, `for`)
- Called by invoking them like any other utility, including **passing arguments**
  - Arguments can be accessed via `$n`, where `n` is the argument number
  - `$@`: list of arguments
  - `$#`: number of arguments

# Examples

```
hello-world ()  
{  
  if echo "Hello world!"; then  
    echo "This should print"  
  fi  
}  
# calling  
hello-world
```

```
# Bash  
function touch-dir for x in $(ls); do touch $x; done  
# calling  
touch-dir
```

```
echo-args ()
{
  for x in $@; do
    echo $x
  done
}
# calling
echo-args a b c d e f g
```

```
# Bash
function divide
{
  if (( $2 == 0 )); then
    echo "Error: divide by zero" 1>&2
    # the redirection copies stderr to stdout so when echo
    # outputs it's really going to the caller's stderr
  else
    echo $(( $1 / $2 ))
  fi
}
# calling
divide 10 2
divide 10 0
```

# Configuring the shell

- Shells will automatically source certain files to perform configuration
  - `/etc/profile`: system-wide configuration
  - `~/.bashrc`: Bash's user shell configuration file
  - `~/.zshrc`: Zsh's user shell configuration file
- You can make your own additions to your `~/.bashrc` or `~/.zshrc` etc.
- Maybe you want to add a directory to `PATH`?
  - `export PATH="newdir:$PATH"`
- Maybe I want to alias a word to a command that navigates to my Windows side?
  - `alias cdw='cd /mnt/c/Users/brandon/'`
- Maybe I want to change up my prompt?...
  - `PS1` variable

Q&A

# Basic assignment