

Shell introduction

Historical basic shell is “sh”. Modern systems default to Bourne Again Shell (a pun) “bash”—more features and cursor editing.

I begin with less fancy sh for fundamental understanding, then sensible extra features in bash (e.g., arrays).

Docs in ‘man sh’, ‘man bash’, and **Bash Ref. Manual**. Hard to follow for beginners, but hopefully much better after these notes.

There are others, e.g., zsh, fish, csh, tcsh.

Homework and test/exam questions specify which shell to use. You may use other nicer shells otherwise.

Toy Example Script

`toyscript` demos most constructs. Designed behaviour:

Arguments considered as filenames. Delete those that are Python files, print message and filename for those that aren't.

Options:

- h: Print usage summary.
- n: dry-run—don't actually delete
- v: verbose—say what is happening to each filename
- M *msg*: set message; default "hello"

Usage example:

```
sh toyscript -v -M welcome x.py y.c toyscript
```

Comments

A comment begins with '#' and extends until end of line. Can be whole line or begin from middle of line.

```
# whole line comment
```

```
ls -l      # comment
```

echo: The Print Command

To print stuff to stdout:

```
echo xxx yyy zzz
```

By default has newline at the end. To omit:

```
echo -n xxx yyy zzz
```

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```

What if you want 4 spaces between xxx and yyy?

This won't work. (Exercise: Why?)

```
echo xxx    yyy zzz
```

Solutions:

```
echo xxx\ \ \ \ yyy zzz
```

```
echo 'xxx    yyy zzz'
```

```
echo "xxx    yyy zzz"
```

```
echo xxx'      'yyy zzz
```

etc.

Variables

Type is string.

Set value: `var=abc`

Tricky: No space around '='

Read value: `$var` or `${var}`

(If unset: get empty string.)

Why '`${var}`' syntax provided:

```
v=xxx
```

```
v0=yyy
```

```
echo $v0           # yyy
```

```
echo ${v}0         # xxx0
```

Want your \$ back?

If you want the string \$v itself, not the variable:

`\$v` or `'$v'` or `'$'v` or `"\$v"`

Want your \$ back?

If you want the string \$v itself, not the variable:

`\$v` or `'$v'` or `'$'v` or `"\$v"`

What about `"$v"` ? Answer:

Suppose

`v='Sale Receipt.pdf'`

This is 2 arguments "Sale", "Receipt.pdf":

`ls $v`

i.e., splitting happens after variable substitution.

This is 1 argument "Sale Receipt.pdf":

`ls "$v"`

i.e., double-quotes disable splitting.

Good idea to always write like that.

Arithmetic Expressions

`$((expression))`

Examples:

```
x=$((4 + 1))
```

```
y=$(( $x * 2 ))      # $((x * 2)) also OK
```

```
echo $(( $y + 3 ))   # $((y + 3)) also OK
```

Command Substitution

Run a command, capture its stdout, insert output data in-place:

```
$( command )
```

The data is split into words.

```
./print-args $(echo ' aaa  bbb  ccc ')
```

⇒ 3 arguments, spaces stripped.

If inside double-quotes, not splitted.

```
./print-args "$(echo ' aaa  bbb  ccc ')"
```

⇒ 1 argument, spaces preserved.

But tricky details for newlines, not shown.

More use cases:

```
echo "Time: $(date)"
```

```
x="$(date)"
```

Shell Scripts

Put your commands in a file, call it “myscript” say. You can run it with

```
sh myscript
```

More savvy users go one step further:

- ▶ Put as first line: `#!/bin/sh`
- ▶ Set executable flag on the file:
`chmod u+x myscript`
- ▶ Run it with `./myscript`

Example: `print-things`

Command Line Arguments: Positional Parameters

If I run your script with arguments:

```
./myscript foo bar xyz
```

```
sh myscript foo bar xyz
```

- ▶ \$# is 3, the number of arguments
- ▶ \$0 is name of script
- ▶ \$1 is foo
- ▶ \$2 is bar
- ▶ \$3 is xyz
- ▶ \$* is foo bar xyz
"\$*" expands to one single word "foo bar xyz"
- ▶ @\$ is foo bar xyz
"\$@" expands to 3 words "foo", "bar", "xyz"

Demo: **print-3-args**

shift

Shift positional parameters. E.g., starting from the previous slide, one shift causes:

- ▶ \$# is 2
- ▶ \$1 is bar
- ▶ \$2 is xyz
- ▶ \$* is bar xyz
"\$*" expands to one single word "bar xyz"
- ▶ @\$ is "bar xyz"
"\$@" expands to 2 words "bar", "xyz"

Demo: `print-args`

Empty-string argument and argument containing spaces:

```
sh print-args "" " " "hello world"
```

Command Grammar: “Simple” Commands

“simple command” = command name, arguments, optionally [file] redirection (next slide).

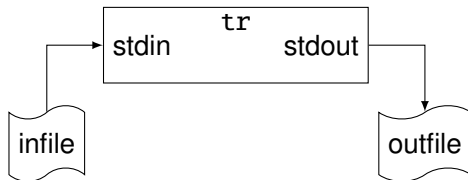
Example (without redirection): `tr -d 123`

Command name has 4 cases, not apparent from syntax:

- ▶ Shell built-in command, e.g., ‘`cd`’
- ▶ Shell function (user-defined).
- ▶ Shell alias (user-defined) (omitted, but dead simple).
- ▶ Program name, e.g., ‘`tr`’, ‘`./print-args`’

[File] Redirection

```
tr -d 123 < infile > outfile  
tr -d 123 0< infile 1> outfile
```



'>' erases and overwrites. To append: '>>'

Redirect stderr:

```
command 2> file
```

Redirect both stdout and stderr to the same file:

```
command > file 2>&1
```

Shell Grammar: Compound Commands Overview

Next slides explain constructs for compound commands.

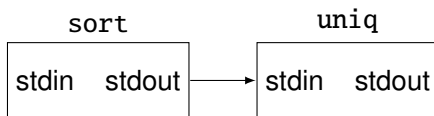
Operators from highest to lowest precedence:

description	operator
grouping	{ } ()
redirection	< > >>
pipeline	
not	!
and, or	&&
command list	; newline

Also if-then-else, loops.

Pipeline

E.g., `sort | uniq`



[Command] List—Sequential Composition

Multiple commands can be separated by newlines (especially in shell script files). Example:

```
cd B09  
ls -l  
cd ..
```

Or, a single line but separated by semicolons. Example:

```
cd B09 ; ls -l ; cd ..
```

Either way, known as “list” or “command list”, sequentially executed: wait for one to finish before running the next.

[Command] List—Sequential Composition

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Or, a single line but separated by semicolons. Example:

```
cd B09 ; ls -l ; cd ..
```

Either way, known as “list” or “command list”, sequentially executed: wait for one to finish before running the next.

One command but you want to split into multiple lines: Need to escape the newlines:

```
echo hello B09 \  
students
```

Exit Code, Success, Failure

Commands give an exit code when done.

In C, recall “`int main(...)`”, return value is exit code!

Demo: `ret.c`

Special shell variable `$?` is most recent command's exit code.

Exit codes also convey true/success and false/failure.

0 for true/success

non-0 for false/failure, e.g.,

- ▶ File commands declare failure if file not found.
- ▶ String search programs declare true if string found, false if not found.

Beware: ‘`echo $?`’ is also a command! And it succeeds. Exercise: What does it print if you run it twice consecutively?

Logical AND, OR, NOT, true, false

```
mkdir foo && cp myfile foo
```

Sequential execution, but stop upon first false.

```
mkdir foo1 || mkdir foo2 || mkdir foo3
```

Sequential execution, but stop upon first true.

(So they are short-circuiting.)

```
! mkdir foo
```

Logical not: turn 0 to 1, non-0 to 0.

Operator precedence:

'&&', '||' same precedence (tricky!)

both lower than '!'

true: Always true.

false: Always false.

Test Commands

A whole suite of shell builtin “[expression]” commands to do useful tests and give you exit codes for booleans.

File tests (more on man page, search for “[expression]”):

- ▶ [-e path]: exists
- ▶ [-f path]: exists and regular file
- ▶ [-d path]: exists and directory
- ▶ [-r path]: exists and readable
- ▶ [-w path]: exists and writable
- ▶ [-x path]: exists and executable
- ▶ [path1 -nt path2]: both exist and path1 is newer
- ▶ [path1 -ot path2]: both exist and path1 is older

Example: [-d lab02] || echo sadface

Test Commands

String comparisons:

- ▶ `[s1 = s2]`: string equality
Also `!=`, `<`, `>` (need escaping/quoting)
- ▶ `[-n string]`: string not empty
- ▶ `[-z string]`: string empty

Recall `$v` vs `"$v"`. You want:

```
[ "$v" = xxx ]
```

```
[ -n "$v" ]
```

```
[ -z "$v" ]
```

Number comparisons (parsing strings to numbers):

- ▶ `[n1 -eq n2]`: integer equality
Also `-ne`, `-gt`, `-ge`, `-lt`, `-le`

Test Commands

Logical connectives, by example:

- ▶ `[! -e path]`: not
- ▶ `["$x" -eq 5 -a "$y" -eq 6]`: and
- ▶ `["$x" -eq 5 -o "$y" -eq 6]`: or

`-a` higher precedence than `-o`

Parentheses also supported, but need escaping or quoting.

```
[ -d dir1 -a '(' -d dir2 -o -d dir3 ')' ]
```


Test Commands

Why need quoting (or backslashes) and spaces in

```
[ ! ' ( ' "$x" '>' "$y" ')' ]
```

and why these are misinterpreted

```
[ ! ' ( ' "$x" '>' "$y" ')' ]
```

```
[ ! ( "$x" > "$y" ) ]
```

- ▶ Command name is [
- ▶ Expression represented as arguments.
One argument per operand/operator, separately.
- ▶ Last argument must be]
- ▶ Grammar clashes with shell grammar. Need quoting to tell shell “not for you; pass-thru to the command”.

Grouping 1/2

When operator precedence doesn't work for you, write

```
{ list ; }
```

for explicit grouping. (Recall “[command] list”.)

Example:

```
{ grep foo file1 ; ls ; } > file2
```

Again, may use newline instead of ;

Easy to miss: This looks right but is wrong, tricky!

```
{ grep foo file1 ; ls } > file2
```

Missing one last newline or ; before }

Grouping 2/2: Subshell

() also does grouping, plus one more thing.

(list ;)

Difference from {} by example:

```
{ x=hello ; cd / ; }
```

Effects retained afterwards. Faster.

```
( x=hello ; cd / ; )
```

Effects lost afterwards. Slower, in fact new shell process.

Hence known as “run in subshell”.

Operators Summary And Precedence

From highest to lowest precedence:

description	operator
grouping	{ } ()
redirection	< > >>
pipeline	
not	!
and, or	&&
command list	; newline

Conditional Branching

Demo: **if-demo**

```
if list1 ; then
    list2
elif list3 ; then
    list4
else
    list5
fi
```

Easy to miss:

- ▶ before “then”, need ; or newline
- ▶ “elif”, not “else if”

Exercise: “else if” is not wrong, but what is annoying about it?

While-Loop

Demo: `while-demo`, `print-args`

```
while list1 ; do
    list2
done
```

```
while list1 ; do list2 ; done
```

May use 'break' and 'continue'.

Easy to miss: before "do", need ; or newline.
These look right but are wrong:

```
while list1 do
    list2
done
```

```
while list1 ; do list2 done
```

Test Commands in if/while

```
if [ $x = $y ] ; then
```

```
...
```

```
fi
```

```
while [ $x = $y ] ; do
```

```
...
```

```
done
```

Easy to miss: Still need ; or newline, even though] ends the condition.] is the last argument of the test command.

For-loop

Demo: **for-demo**

```
for var in word1 word2 ... ; do  
    list  
done
```

Use \$var to read the variable.

May use 'break' and 'continue'.

Easy to miss: Need ; or newline before do to mark end of words.
Lest computer thinks your do is one of the words, like above.

for i=0 to 3

Integer range is delegated to the seq program.

seq 0 3 outputs 0 to 3 to stdout.

Use command substitution to capture, give to for-loop.

```
for i in $(seq 0 3) ; do ... ; done
```

Demo: **for-demo**

See seq --help or man seq for variations.

Patterns (to match filenames)

- ▶ '*' matches any [part of] filename not containing /
Example: `ls a2/*.py`
All python files in directory a2
- ▶ '?' matches one character
- ▶ '[ace]' matches "a" or "c" or "e"
- ▶ '[0-9]' matches a digit
- ▶ '[!0-9]' matches a non-digit

Important: Expands to multiple pathnames before handing to command. `ls` never saw "a2/*.py"; it saw "a2/foo.py", "a2/bar.py", etc.

Important: If no match, the pattern stays as itself.

Good for for-loops too:

```
for i in *.py ; do echo $i ; done
```

Patterns (to match your string)

Pattern matching but on the string you want.

```
f=$1
case "$f" in
    *.py)
        echo "$f is pseudo-codoe"
        ;;
    *.c | *.sh | myscript)
        echo "$f is real code"
        ;;
    *)
        echo "$f is meh"
esac
```

(case-demo)

Exit

Command `'exit'` terminates the whole shell script and the shell process.

Not required if your script just runs from start to finish normally.

But handy for:

Early termination (even inside loops, functions, etc.)

Controlling exit code, e.g., `'exit 1'`.

(Default exit code is whatever the last executed command gives.)

getopts: General Option Processing

Shell built-in `getopts` helps pick out those `-n`, `-v` options.

Suppose I want to support these options:

- ▶ `-M` followed by a string
- ▶ `-n`
- ▶ `-v`

and after options, arbitrarily many non-option arguments.

I also need to choose a variable name. I choose `myflag`.

Then I use one of these (they're equivalent):

```
getopts M:nv myflag
```

```
getopts vM:n myflag
```

```
getopts nvM: myflag
```

getopts Sample Run 1

If user runs my script (code: `tinyscript`) with

```
./tinyscript -n -v -Mfoo -v -M bar abc def -n xyz
```

then when I call `getopts M:nv myflag` the i th time:

i	<code>\$myflag</code>	<code>\$OPTARG</code>	<code>\$OPTIND</code>	exit code
1	n	(empty)	2	0
2	v	(empty)	3	0
3	M	foo	4	0
4	v	(empty)	5	0
5	M	bar	7	0
6	?	bar	7	1

Note that `$7` is `abc`, 1st non-option argument. I can use `shift 6` to get rid of options.

`getopts` does not pick out options after seeing 1st non-option argument.

getopts Sample Run 2

If user adds `--` to explicitly mark end of options:

```
./tinyscript -n -v -Mfoo -v -M bar -- abc def -n xyz
```

then when I call `getopts M:nv myflag` the i th time:

i	\$myflag	\$OPTARG	\$OPTIND	exit code
1	n	(empty)	2	0
2	v	(empty)	3	0
3	M	foo	4	0
4	v	(empty)	5	0
5	M	bar	7	0
6	?	bar	8	1

Note that \$8 is `abc`, 1st non-option argument. I can use `shift 7` to get rid of options.

`getopts` honours using `--` to mean end of options.

getopts Sample Run 3

If user gives unsupported option, e.g., -k:

```
./tinyscript -n -v -Mfoo -k -M bar abc def -n xyz
```

then when I call `getopts M:nv myflag` the *i*th time:

<i>i</i>	\$myflag	\$OPTARG	\$OPTIND	exit code
1	n	(empty)	2	0
2	v	(empty)	3	0
3	M	foo	4	0
4	?	(empty)	5	0
and "Illegal option -k" to stderr				
5	M	bar	7	0
6	?	bar	7	1

Functions

Example function definition:

```
myfunction() {  
    echo "$1"  
    echo "$@"  
}
```

Example function call: `myfunction foo bar xyz`

Arguments are positional parameters e.g. `$1`, `$@`.

Exercise: May use `getopts`, but what should you reset first?

May return from function early, or specify return value, with `return` or e.g. `return 1`.

(Default return value is exit code of last executed command.)

Escaping And Quoting

Recall special-meaning characters in shell syntax:

< * \$ # (& | ; space newline (and more)

Use escaping or quoting to get the character itself.

Example: print "<*; #" (2 spaces in between):

```
echo \<\*\;\ \ \#
```

```
echo '<*;  #'
```

```
echo "<*;  #"
```

Note: So '\ ' is also special! Use '\\ ' for backslash itself.

Example: store that string in a variable:

```
v='<*;  #'
```

Example: Many use cases of [:

```
[ "$v" '<' "$w" ]
```

Variables in Double Quotes

Common mistake when checking whether `$v` is non-empty:

```
[ -n $v ]
```

No!

- ▶ If `$v` is empty, shell sees `[-n]`, which makes no sense.
- ▶ If `$v` is purely spaces, shell still sees `[-n]`
- ▶ If `$v` is `"x y"`, shell sees `[-n x y]`, which makes no sense.

Solution: `[-n "$v"]`

Exercise: Older generation used

```
[ x != x$v ]
```

When does it work? When does it break?

More Fun with echo

Why do I need $4n$ backslashes to get echo to print n backslashes?

```
$ echo \\\\\\\\\\\\\\\
\\
```

(BTW: Odd number \Rightarrow last backslash escapes newline, shell thinks I am splitting my command into two lines.)

If I use quoting, I still need $2n$ backslashes:

```
$ echo '\\\\\\\\'
\\
```

More Fun with echo

Use C to verify how many backslashes actually seen by command.

```
$ ./print-args-c \\\\\\\\\\\\\\\
argc = 2
argv[0] = "./print-args-c"
argv[1] = "\\\\\\\\\\\
```

No surprise, shell said it would translate 2 backslashes to 1.

```
$ ./print-args-c '\\\\\\\\'
argc = 2
argv[0] = "./print-args-c"
argv[1] = "\\\\\\\\\\\
```

No surprise, quoting works.

Code: **print-args-c.c**

Oh so echo adds its own translation...

More Fun with echo

sh man page: echo also interprets backslash:

\n newline

\t tab

\\ 1 backslash

etc.

More Fun with echo

sh man page: echo also interprets backslash:

`\n` newline

`\t` tab

`\\` 1 backslash

etc.

Moral of the story:

What you see is never what you get.

It's telephone games all the way down.

It's lasagna all the way down.

Unless you prefer desserts, in which case:

It's baklava all the way down.

Dot command: Execute stuff in current shell

This reads commands from `cmds.sh`, executes them in current shell:

```
. ./cmds.sh
```

The command name is a single dot “.”

Contrast: `sh cmds.sh` runs in newly spawned shell process.

Use case: If `cmds.sh` defines functions, set variables, or uses `cd`, then

- ▶ `. ./cmds.sh` does them in current shell.
- ▶ `sh cmds.sh` does them in new shell process, which then quits, much ado about nothing.
`./cmds.sh` ditto.

Demo: **dot-demo**

Here Document

To feed multi-line hardcoded text into stdin of a command:

```
cat << EOF
Hello I'm Albert.
You can use variables too
E.g., \ $x=$x
EOF
```

The first time I said “EOF”, shell takes note. Second time, shell knows I’m marking the end.

“EOF” is not a keyword, you may choose another word, just don’t clash with your actual text!

Code file: [here-doc](#)

Here Document: One More Thing

If you declare your end-marker in quotes:

```
cat << 'EOF'  
Hello I'm Albert.  
Now $x is $x  
EOF
```

```
cat << "EOF"  
Hello I'm Albert.  
And $x is still $x  
EOF
```

then \$ is no longer special.

Code file: [here-doc](#)

Environment Variables

Every process (shell or otherwise) has a collection of “environment variables”, as part of process state.

Names are strings, values are strings too. Convention: Names in all caps, e.g., PATH, HOME, TZ, LC_ALL (these are standard Unix ones), CLASSPATH (specific to Java).

Initialized by copying from launcher (done by kernel): If p launches q , q gets a copy of p 's. But independently changeable otherwise.

Program ‘printenv’ prints the environment variables you currently have. It works because at startup it gets a copy of yours! Now it just has to print what *it* has.

Environment Variables in Shell

Shell *downplays* difference between shell variables and environment variables. Only convention: shell variable names are in lowercase.

Both read by same syntax: `$x`, `$LC_ALL`

Both changeable by same syntax:

```
x=C
```

```
LC_ALL=C
```

Both erasable by same 'unset' command.

How to mark a variable as environment variable:

```
export MYENVVAR=foo
```

or two commands:

```
MYENVVAR=foo
```

```
export MYENVVAR
```

Environment Variables in Shell

To run a program but give it different environment variables (existing or new) without changing your own:

```
LC_ALL=C MYNEWENV=foo printenv
```

This is why the following two commands mean different things:

```
x='foo bar'
```

```
x=foo bar
```

Some Standard Environment Variables

HOME: Home directory.

TZ: User timezone preference. (Can be absent.)

PATH: Colon-separated list of directories. Searched when you launch a program, if program name does not contain any slash.

Example: Assume

```
PATH=/usr/local/cms/eclipse:/usr/bin
```

```
eclipse found in /usr/local/cms/eclipse
```

```
printenv found in /usr/bin
```

Bash Feature: Local Variables in Functions

Basic shell has global variables only.

Bash supports local variables in functions. Use `local`

```
myfunc() {  
    local x y=hello # x,y local, y init'd  
    x=hi  
    echo "$x" "$y"  
}
```

Demo: `bash-local-demo`

But dynamic scoping, not lexical scoping. See demo.

Bash Feature: Arrays

```
crew=(kermit piggy fozzie) # set
crew[3]='sam eagle'        # set by index
echo "${crew[1]}"          # get by index
crew+=(gonzo 'dr pepper')  # append
echo ${#crew[@]}           # number of elements
for c in "${crew[@]}"; do  # all elements, like $@
    ...
done
# no prepend feature, but you can always do:
crew=(scooter "${crew[@]})
```

Demo: [bash-array-demo](#)

Bash Feature: Associative Arrays

Key-value dictionary. “Array” but string indexes.

```
declare -A mark
mark=([denise]=4 [bob]=9)           # preload
mark[charles]=3                     # insert one
mark+=([bob]=7 [alice]=5)           # insert many
for k in "${!mark[@]}"; do          # all keys
    echo "$k has ${mark[$k]} marks" # lookup
done
```

`declare -A` required, lest bash assumes integer-indexed array.

Demo: [bash-array-demo](#)

Bash Feature: Process Substitution

Pipelining (`cmd1 | cmd2`) connects processes but limitation: only 1 input src, only 1 output dst \Rightarrow chaining only

Bash's process substitution generalizes to multiple srcs and dsts.

Example (2 input srcs): `sort <(cmd1) <(cmd2)`

Behaviour: Two input files to sort: stdout of `cmd1`, stdout of `cmd2`.

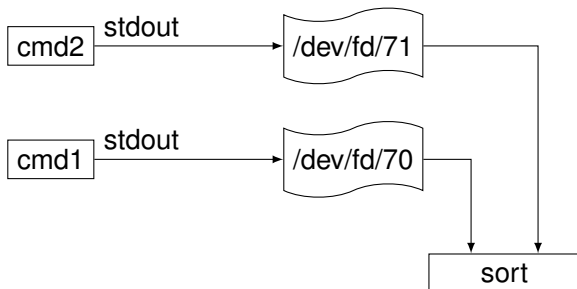
Oversimplified theory:

- ▶ Bash spawns `cmd1`, redirects stdout to fresh fake file, say `/dev/fd/70`. (Kernel helps.)
- ▶ Ditto for `cmd2`, say `/dev/fd/71`.
- ▶ Bash spawns `sort /dev/fd/70 /dev/fd/71`.

Demo: **bash-procsub-demo**

Process Substitution Example Picture

```
sort <(cmd1) <(cmd2)
```



Process Substitution Example Picture

Example (1 output dst): `foo >(cmd1)`

Behaviour: If `foo` outputs to given filename, that goes to stdin of `cmd1`.

