

Introduction to Bash Programming

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Spring 2013

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Outline

- Shell command line syntax
- Shell builtin commands
- Shell variables, arguments
- I/O redirection
- Shell tracing
- Shell initialization

Last class

- Shell:
 - Interactive mode:
 - Scripting mode
- Command line
- File system,
- Some commands

Command line

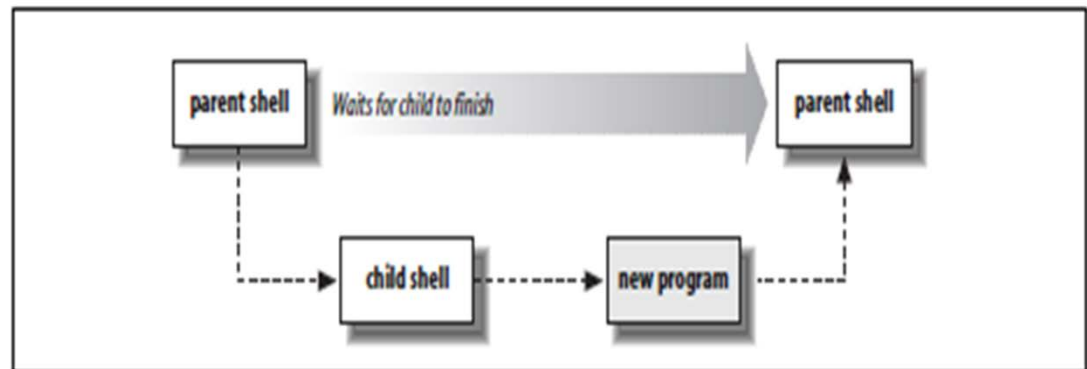
- Short options (-) and long options (--)
- in POSIX, use two dashes (—) to signify end of options, i.e., remaining arguments on command line that look like options are treated as arguments (for example, as filenames).
 - To delete a file named “-l”, `rm -- -l`
- **Semicolons** separate multiple commands on same line. The shell executes them sequentially.
- **ampersand (&)**, tell shell to run preceding command in *background, which simply means that shell doesn't wait for command to finish before continuing to next command.*

Shell built-in commands

- Shell recognizes three kinds of commands: **built-in commands, shell functions, and external commands**
- **Built-in commands**: commands that shell itself executes
 - some from necessity:
 - `cd` to change current directory,
 - `read` to get input from the user (or a file) into a shell variable.
 - Other for efficiency:
 - `test` command, heavily used in shell scripting,
 - I/O commands such as `echo` or `printf`.
 - `man cd` will show all other shell built-in commands
- **Shell functions** are self-contained chunks of code, written in shell language

External commands

- **Implemented by another program**
- Shell runs by creating a separate process.
 1. Create a new process.
 2. In the new process, search directories listed in PATH variable for given command
 - /bin:/usr/bin:/usr/X11R6/bin:/usr/local/bin
 - Note: if command name contains /, skip this step
 3. In the new process, execute found program
 4. When the p
 - reading next



echo

- echo: produce output, prompting or to generate data for further processing.
- printed its arguments to standard output, with each one separated from next by a space and terminated with a newline

```
$ echo Now is the time for all good men
```

```
Now is the time for all good men
```

```
$ echo to come to the aid of their country.
```

```
to come to the aid of their country.
```

- Option: `-n`, omit trailing newline

```
$ echo -n "Enter your name: " ##Print prompt
```

```
Enter your name: _ Enter data
```

Escape character

- To display special character, use `-e` option
`echo -e "Hello\tWorld"`
- Code for special character
 - `\a` Alert character, usually the ASCII BEL character.
 - `\b` Backspace.
 - `\c` Suppress the final newline in the output. Furthermore, any characters left in the argument, and any following arguments, are ignored
 - `\f` Formfeed.
 - `\n` Newline.
 - `\r` Carriage return.
 - `\t` Horizontal tab.
 - `\v` Vertical tab.
 - `\\` A literal backslash character.
 - `\Oddd` Character represented as a 1- to 3-digit octal value.

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Variables

- A **variable** is a name that you give to a particular piece of information.
- Shell variable **names**: start with a letter or underscore, and may contain any number of following letters, digits, or underscores.
- Shell variables **hold string values**, there is no limit on length of string value
 - variable values can be, and often are, empty—that is, they contain no characters.
 - Empty values are referred to as ***null***

Variable assignment

- Assign value to variable: writing variable name, immediately followed by an = character, and new value, without any intervening spaces.

```
myvar=this_is_a_long_string_that_does_not_mean_much
```

```
first=isaac middle=bashevis last=singer ###Multiple assignments  
allowed on one line
```

- Shell variable *values are retrieved* by prefixing the variable's name with a \$ character.

```
echo $myvar ### display the value of myvar
```

```
this_is_a_long_string_that_does_not_mean_much
```

Variable assignment

- Use quotes when assigning a literal value that contains spaces:
fullname="isaac bashevis singer" *#Use quotes for whitespace in value*
oldname=\$fullname *#Quotes not needed to preserve spaces in value*
- To concatenate variables:
fullname="\$first \$middle \$last" *Double quotes required here*

Command Substitution

- **We can save output of a command into variable**

```
$curr_dir=`pwd` ###save current directory in a var.
```

```
$Curr_time=`date`
```

```
$echo $curr_time
```

```
Tue Jan 22 09:39:22 EST 2013
```

- **Command substitution**

- One can embed a command with a backquote (`) in another command line

- Shell will run embedded command, and use its output to replace the quoted part of original command

```
echo Time is now `date`
```

```
echo There is `who | wc -l` users online.
```

Example CountFiles script

- Count files/directories in a directory

```
#!/bin/bash
```

```
# List the number of files (including those hidden files) and  
directories under the given directory
```

```
echo count the number of files under $1
```

```
ls -a -L $1 | wc -l
```

Positional/argument parameters

- **positional parameters** represent a shell script's command-line arguments, also represent a function's arguments within shell functions.

echo first arg is \$1

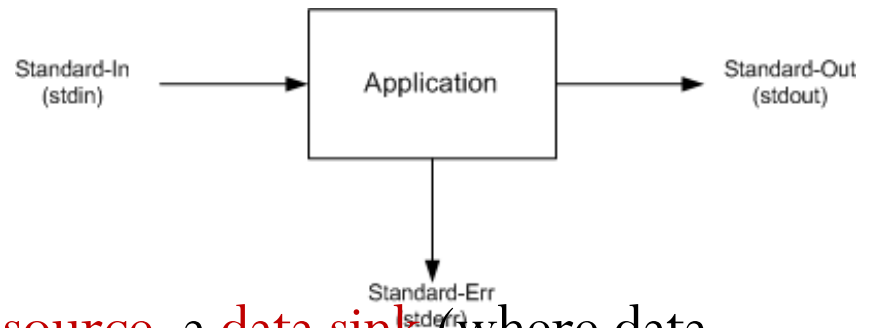
echo tenth arg is \${10} ## For historical reasons, you have to enclose number in braces if it's greater than nine

- Other special argument variables:
 - \$#: the number of parameters
 - \$0: the command/script name
 - \$*, @\$: the list of all parameters (\$1, \$2, ...), not including \$0

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- Standard I/O, I/O redirection, Pipeline
- Shell tracing
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Standard I/O



- All programs should have a **data source**, a **data sink** (where data goes), and a **place to report problems**. These are *standard input*, *standard output*, *standard error*.
- **Standard input**, by default is linked to keyboard
- **Standard output**, by default is linked to terminal window
- **Standard error**, by default linked to terminal window
- *A program should neither know, nor care, what kind of device lies behind its input and outputs: disk files, terminals, tape drives, network connections, or even another running program!*
- A program can expect these standard places to be already open and ready to use when it starts up.

Simple example

- A very simple C program

```
#include <stdio.h>
```

```
main() {
```

```
    char yourName[256];
```

```
    printf ("Your name ?\n"); // Similar to cout
```

```
    if (fgets (yourName,256,stdin)==NULL) //similar to cin
```

```
        fprintf (stderr,"No input");
```

```
    else
```

```
        printf("hello, %s\n", yourName);
```

```
}
```

Input/Output Redirection

- On command line, one can redirect these three files
- To redirect standard output to a disk file:
 - `command [[-] option (s)] [option argument (s)] [command argument (s)] > FILENAME`
 - Execute the command, sending its standard output to specified file
 - Existing content of the file is deleted
 - E.g.: `ls -lt > InfoFilelist.txt`
- To **append** standard output to a file: use `>>` instead of `>`
 - `grep "tax reform" *.txt > output`
 - `grep "fuel efficiency" *.txt >> output`

Input/Output Redirection (cont'd)

- To redirect **standard error to a file**

```
$ command [ [ - ] option (s) ] [ option argument (s) ] [
  command argument (s) ] 2> ERRORMSGS
```

- Examples:

```
[zhang@storm ~]$ ls abc
```

```
ls: cannot access abc: No such file or directory
```

```
[zhang@storm ~]$ ls abc 2> error
```

```
[zhang@storm ~]$ more error
```

```
ls: cannot access abc: No such file or directory
```

User > and 2> together

- To split error messages from normal output

```
[zhang@storm ~]$ ls research.tex abc
```

```
ls: cannot access abc: No such file or directory
research.tex
```

```
[zhang@storm ~]$ ls research.tex abc 2> error > output
```

```
[zhang@storm ~]$ cat error
```

```
ls: cannot access abc: No such file or directory
```

```
[zhang@storm ~]$ cat output
```

```
research.tex
```

- This is useful for running a command that might take long time to finish, or generates very long output ...

More on redirection

- To **redirect both output and error to same file**:
 - `./a.out > dd 2> dd` : does not work. Error output is not captured.
 - `sort file.txt > dd 2>&1`
 - `2>&1`: redirect error output to same place as standard output
 - `grep numOfStudents 2>dd >&2`
 - `>&2`: redirect standard output to same place as error output
- To **discard output**, redirect it to `/dev/null`
 - `/dev/null`: a special virtual file, “a black hole”
 - `./a.out > /dev/null 2>&1`
 - I don't want to see the output or error message, nor do I want them saved to a file ...

Input/Output Redirection (cont'd)

- To read **standard input from a file**, instead of keyboard

```
$ command [ [ - ] option (s) ] [ option argument (s) ] [
  command argument (s) ] < FILENAME
```

- Examples

- `mail zhang -s "Question" < proj1.cpp`

- `./a.out < values.txt`

//a.out is your program that reads integers from standard input and calculate the sum

Combining commands together

- How many files are there under current directory ?

```
ls > tmp
```

```
wc -l < tmp
```

```
rm tmp
```

Is file “tmp” listed ?

- Sort current online user by alphabetic order
- Is some user login to the system now ? (using grep)

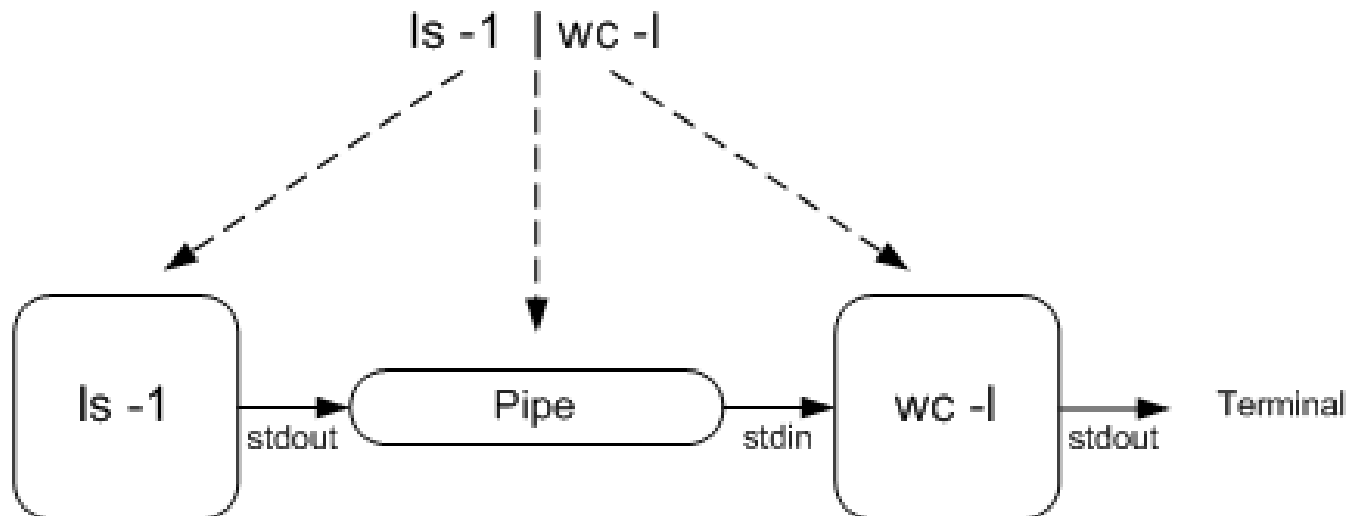
Pipe: getting rid of temporary file

- Pipe: an inter-process communication mechanism provided by kernel
 - Has a reading end and a writing end
 - Any data write to writing end can be read back from reading end
 - Read/write pipe is no different from read/write files, i.e., any prog. that reads from standard input can read from pipe, similarly for the standard output



Command Pipeline

- Shell set things up
 - create a pipe, “start” two programs simultaneously, with the first program’s output **redirected** to writing end of pipe, second program’s input **redirected** to reading end of pipe
 - individual program/command knows nothing about redirection and pipe



Rule of composition

- Design programs to be connected with other programs
 - Read/write simple, textual, stream-oriented formats
 - Read from standard input and write to standard output
- **Filter**: program that takes a simple text stream on input and process it into another simple text stream on output

The Power of Pipe

- Find out how many subdirectories are there ?
- Display the content of last edited file (under current directory)...
 - `cat `ls -t | head -1``

Shell command line

- A command ends with a newline, or a semicolon (;), or an ampersand (&)
 - `date;`
 - `sleep 4; who`
 - `sleep 20&who`
- What's the output ?
 - `date; who | wc`
 - `|` has higher precedence over `;`
 - `ls -l | grep ^d &`
 - `|` has higher precedence over `&`
 - Use parenthesis to group commands
 - `(date;who) | wc`

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C/C++ topics: command line arguments

- We learnt how to access command line arguments from shell, how about in C/C++ Program?
- Example: write your own echo program
 - echo: display a line of text
\$echo Good morning, everyone !
Good morning, everyone!
 - In C/C++, command line arguments are passed as parameters to main function
 - main(int argc, char * argv[])
 - argc: number of command line arguments, including command itself
 - argv: the arguments
 - argv[0]: the first word in the command line (the command name)
 - argv[1]: the second word in the command line

Simplified Echo program

- Does not take options yet

```
#include <iostream>
```

```
using namespace std;
```

```
int main(int argc, char *argv[])
```

```
{
```

```
    for (int i=1;i<argc;i++)
```

```
    {
```

```
        cout <<argv[i]<<" ";
```

```
    }
```

```
    cout <<endl;
```

```
}
```

```
char * argv[ ];  
char argv[][][];
```

--- argv is an array of "char *".

In C, there is no string class, and string is represented as an array of char.

```
char myName[256];  
char * name;
```

```
name = myName;
```

A array variable actually stores the address of the first element.

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- Shell builtin commands
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- **Shell Initialization and Termination**

User Customization

- shells read certain specified files on startup, and for some shells, also on termination.
- We focus on bash here (different shell behaves differently)
- If you write shell scripts that are intended to be used by others, you *cannot rely on* startup customizations. All of the shell scripts that we develop in this book set up their own environment (e.g., the value of \$PATH) so that anyone can run them.

Login Shell versus Non-login Shell

- **Login shell:** The shell that you talk to right after log in (from terminal, or remote log in using ssh command)
- **Nonlogin shell:** the shell that you runs by typing “shell” command, or by running a shell script
- **Variable \$0:** indicates what shell you are in right now. Why?

```
[zhang@storm Codes]$ echo $0
```

```
-bash
```

the “-” indicates it’s a login shell

```
[zhang@storm Codes]$ bash ### run a bash program,
```

```
[zhang@storm Codes]$ echo $0
```

```
bash
```

this is nonlogin shell

```
[zhang@storm Codes]$ exit
```

```
exit
```

exit the bash program

```
[zhang@storm Codes]$ echo $0
```

```
-bash
```

back to login shell

Source command

- A shell builtin command
- Usage:
 - `. filename [arguments]`
`source filename [arguments]`

Read and execute commands from filename in **current shell environment**, and return exit status of last command executed from filename.
- Demo: difference of running a script directly and source it
 - `./CountFiles`
 - `$source CountFiles`
- Why?
 - When running a script directly, a new shell (non-login, non-interactive shell) is started to batch processing script ...

Bash: startup initialization

- For login shell:

```
test -r /etc/profile && . /etc/profile
```

Try to read /etc/profile

```
if test -r $HOME/.bash_profile ; then
```

Try three more possibilities

```
    . $HOME/.bash_profile
```

```
elif test -r $HOME/.bash_login ; then
```

```
    . $HOME/.bash_login
```

```
elif test -r $HOME/.profile ; then
```

```
    . $HOME/.profile
```

```
fi
```

`/etc/profile`: System wide default, setting environment for all shell.

`/etc/bashrc`: System wide function and aliases for bash

Shell: startup initialization

- **non-login interactive shell :**

```
test -r $HOME/.bashrc && . $HOME/.bashrc Try to read  
$HOME/.bashrc
```

- **Non-login non-interactive shell:**

```
test -r "$BASH_ENV" && eval . "$BASH_ENV"
```

One can set BASH_ENV to point to an initialization file.

Export command

- Take a look at typical settings
- **export** command: a built-in command
 - Puts given variable into **environment**, a list of name-value pairs available to all programs
 - Will learn how to access environment from C/C++ program
 - **A child process inherits environment from parent process**
 - Variables not in environment not inherited
- When setting PATH, needs to put it into environment, unless only for current script
 - examples

To test your settings

- To test your changes to login shell initialization setting:
 - Relogin
 - Run a script from current shell
 - source `.bashrc` , or `..bashrc`
 - Change current shell's settings

Summary

- Shell command line syntax
- Shell builtin commands
- Shell variables, arguments
 - Argument variables
 - Command substitution
- I/O redirection, pipe
- Shell initialization