

Unix Fundamentals – Bash Scripting

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*Never use copy&paste for the following exercises. Retype all commands manually!
Don't just read those exercises and examples. Do them, please!*

1. Part I

- (a) Download the file `'bash1.sh'` and make it executable:
`$ chmod +x bash1.sh`
- (b) Open it with `'vim'` (preferred) or any editor of your choice. Read it. Its contents should be self-explanatory.
- (c) Run it with and without parameters:
`$ ./bash1.sh`
`$ ./bash1.sh one two three`
As you remember if you are using the `'vim'` you may run the script as follows:
`<Esc>:!./%`
`<Esc>:!./% one two three`
- (d) Create your own script:
`$ echo '#!/bin/bash' > myscript.sh`
make it executable:
`$ chmod +x myscript.sh`
and open (with `'vim'`).
- (e) Based on `'bash1.sh'` add some multi-line output (help message) with `'cat'`. Check if it works.
Remember: no blanks may precede the closing tag!
- (f) Define the function `'help()'`, which prints that help message and invoke it. Your script should look like:

```
#!/bin/bash

help() {
  cat << TAG1
  Something
    to
    be
      printed
  TAG1
}

help
```

Check if it works.

- (g) Check if you can define a function on the command line. Does `bash` help with auto-completion?
`$ myfun() { echo "The 1st parameter is $1"; }`

```
$ myf<Tab>
```

```
$ myfun someparam
```

Assuming you didn't forget leading and trailing blanks and the semicolon (read the tutorial again!) the answer for both questions is 'yes'. Yes, **bash** built-ins are in fact functions.

2. Part II

- (a) Download the file '**bash2.sh**' and make it executable:

```
$ chmod +x bash2.sh
```

- (b) Run it from the command line. Mind that at some point it will require closing all '**gvim**' instances:

```
$ ./bash2.sh
```

- (c) Open it with '**vim**' (preferred) or any editor of your choice. Read it. Its contents should be self-explanatory. Some notes:

- remember that – unlike the C '**break**' instruction – in **bash** double semicolons (**;;**) are obligatory after each '**case**' choice block!
- take yet another look at the '**while**' loop: commands' exit status is commonly used as a logical condition; for silent mode ignore both: '**stdout**' and '**stderr**' – as you remember we do that as follows:

```
$ somecommand 1>/dev/null 2>&1
```

- (d) '**while**' is quite often invoked together with '**sleep**'. A simple example:

```
$ while true; do date; sleep 1; done
```

Terminate this infinite loop with the '**SIGINT**' signal (**Ctrl-C**).

- (e) Extend your script (**myscript.sh**) so it accepts five options: '**-a**', '**-b**' (with a value), '**-c**' (with a value), '**-d**' and '**-h**' (help). An exemplary solution:

```
#!/bin/bash

help() {
cat << TAG1
Something
    to
    be
        printed
TAG1
}

while getopts "ab:cdh" some_variable 2>/dev/null
do
    case ${some_variable} in
        a) echo "option \'-a\' active" ;;
        b) echo "option \'-b\' active; value: $OPTARG" ;;
        c) echo "option \'-c\' active; value: $OPTARG" ;;
        d) echo "option \'-d\' active" ;;
        h) help ;;
        ?) echo "unrecognized option"; exit 1 ;;
    esac
done
```

Check if it works as expected. Experiment with grouping or specifying options in any order.

3. Part III

- (a) Download the file ‘`bash3.sh`’ and make it executable:
\$ `chmod +x bash3.sh`
- (b) Run it from the command line:
\$ `./bash3.sh`
- (c) Open it with ‘`vim`’ (preferred) or any editor of your choice. Read it **thoroughly**. It contains a lot of useful copy&paste examples you may need but focus on why and how the work.
- (d) Read the man page for the ‘`test`’ command. Then run ‘`man bash`’ and seek for the ‘`CONDITIONAL EXPRESSIONS`’ section.
- (e) Do experiments on your own until you are quite sure you have some fluency in conditional command execution.
- (f) Our script (`myscript.sh`) accepts options in any order (or even grouped) but it behaves a little bit different depending on the order of the options. Moreover we cannot define mutually exclusive options. Let’s try to improve it a little bit:

```
#!/bin/bash

help() {
cat << TAG1
Something
    to
    be
        printed
TAG1
}

while getopts "ab:c:dh" some_variable 2>/dev/null
do
    case ${some_variable} in
        a) A=1 ;;
        b) B=1; B_VAL=$OPTARG ;;
        c) C=1; C_VAL=$OPTARG ;;
        d) D=1 ;;
        h) help; exit 0 ;;
        ?) echo "unrecognized option"; exit 1 ;;
    esac
done

[ ! -z $A ] && echo "option \'-a\' active"
[ ! -z $B ] && echo "option \'-b\' active", value: $B_VAL"
[ ! -z $C ] && echo "option \'-c\' active", value: $C_VAL"
[ ! -z $D ] && echo "option \'-d\' active"
```

The above script seems to be a perfect template for any bash scripts you’ll write in the future!

4. Part IV

- (a) Download the file ‘`bash4.sh`’ and make it executable:
\$ `chmod +x bash4.sh`
- (b) Run it from the command line:
\$ `./bash4.sh`
- (c) Open it with ‘`vim`’ (preferred) or any editor of your choice. Read it. Feel free to modify it and do experiments on your own.

- (d) Mind that **bash** supports only integer arithmetic. There are no decimal / floating point values.
- (e) For the string chopping explanation more in detail refer to the IBM tutorial *Bash by example* (<https://www.ibm.com/developerworks/library/l-bash/index.html>), sections:
 - *Chopping strings overview*
 - *Chopping strings like a pro*
- (f) Unfortunately most **bash** documentation explains this language *by example*. The same refers to the most comprehensive (and undoubtedly the longest!) *Advanced Bash-Scripting Guide* (<http://tldp.org/LDP/abs/html/>). Fortunately our 4 part short tutorial covers at least 99% of all bash code you can ever see in real **bash** scripts.