

# Lecture 10: More Bash Scripting

CS2042 - UNIX Tools

October 22, 2008

# Lecture Outline

- 1 More Handy Shell Features
  - Arithmetic
  - Arrays
- 2 Control Flow and Loops
  - Case and Select
  - While Loops
  - For Loops
- 3 Functions
  - Breaking Up a Script
  - Local vs. Global Vars

# Basic Operators

While shell scripts are usually used to automate more complex tasks, occasionally a little arithmetic comes in handy. Here is a partial list of operators that you can use:

Syntax:	Meaning:
<code>a++</code> , <code>a--</code>	Post-increment/decrement (add/subtract 1)
<code>++a</code> , <code>--a</code>	Pre-increment/decrement
<code>a+b</code> , <code>a-b</code>	Addition/subtraction
<code>a*b</code> , <code>a/b</code>	Multiplication/division
<code>a%b</code>	Modulo (remainder after dividing)
<code>a**b</code>	Exponential
<code>a&gt;b</code> , <code>a&lt;b</code>	Greater than, less than
<code>a==b</code> , <code>a!=b</code>	Equality, inequality
<code>=</code> , <code>+=</code> , <code>-=</code>	Assignments

## Using Arithmetic Expressions

There are two good ways to use arithmetic: as its own operation using variables, or in an expansion as part of a larger command.

### The “Let” Built-In

```
let VAR=$1+15
```

- Evaluates all following expressions

It is generally good form to use the **`$[ EXPRESSION ]`** syntax to perform arithmetic expansions. Note that this only calculates the result of EXPRESSION, and does no tests.

### Example:

```
echo $[ 323*17 ]
```

- 5491

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# Defining Arrays

An array is a variable containing multiple values. There are three different ways to create an array:

## Declaring an Array

### **declare -a arrayname**

- Explicit declaration, empty until modified

### **arrayname[index\_number]=value**

- Puts *value* in the specified position of a new array

### **arrayname=(value1 value2 ... valueN)**

- Creates an array using the given values, indexed sequentially

## Accessing Arrays

Once we have created an array, accessing its individual elements is a little different from standard variables. First, we need to add an *index* to indicate which element we want. Second, we have to add curly braces like this:

- `${arrayname[index]}`

### Example:

```
array=('Cornell University' CS2042 'Intro to Unix')  
echo ${array[2]}
```

- Intro to Unix
- The special indices '@' and '\*' reference all members of an array.

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## Multiple Options

Let's say we want a conditional with 6 different options, so our script can do 6 different things depending on its first argument.

- Simplest way: an if statement, 4 elifs, and an else
- Is there a better way?

### The Case Statement

```
case EXPRESSION in CASE1) command-list;; CASE2)  
command-list;; ... CASEN) command-list;; esac
```

- Attempts to match **EXPRESSION** to a **CASE**, then executes the corresponding commands
- **CASEs** are expressions matching a pattern (using Bash wildcards, or not)
- **EXPRESSION** can be a variable, command output, or a shell expansion

# A Case Example

## Example:

```
#!/bin/bash
# This script prints the # of days in the month.
MONTH=$(date +%b)
case $MONTH in
  Jan|Mar|May|Jul|Aug|Oct|Dec)
    NUMDAYS=31;;
  Apr|Jun|Sep|Nov)
    NUMDAYS=30;;
  Feb) NUMDAYS=28;;
esac
echo "This month of $MONTH has $NUMDAYS days."
exit
```

# The Select Statement

Here is a simple way to get Bash to make a menu for you:

## Example:

```
#!/bin/bash
# Simple example of a select statement
PS3='Choose an option: '
select WORD in "Linux" "Bash" "CS2042" "Cornell"
do
echo "The word you chose is $WORD."
# Break, or else we'll get stuck in a loop
break
done
```

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# Our Simplest Loop

What if we want to repeat a task several times?

- Can just type the commands over and over

Okay, well, what if we want to repeat a task infinitely?

- Either way, use loops!

## While Loops

**while condition; do command-list; done**

- Executes command-list until 'condition' no longer returns true
- When 'condition' fails, the script continues with the command following 'done'
- 'condition' can be any expression or command that returns a status

# Until Loops

## Syntax

**until test-command; do command-list; done**

- Executes command-list until test-command returns true
- Same as a while loop with an inverted condition

## Example:

**while true; do sleep 1; done**

- Will loop indefinitely

**until false; do sleep 1; done**

- So will this!

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# Fixed-Length Loops

Let's say we want to backup each .txt file in a directory by copying it to filename.txt.bak.

## For Loops

**for name in word; do list; done**

- Expands *word* into a list of items
- Replaces *name* with each item as it performs *list*

## Example:

**for FILE in `ls \*.txt`; do cp \$FILE \$FILE.bak; done**

- Adds the .bak extension to copies of all our .txt files

# A Good Example

## Example:

```
#!/bin/bash
# Reverts our .txt files to their .bak copies
LIST=$(ls *.txt.bak)
for FILE in $LIST; do
# Strip the .bak off our filenames
  file2=$(echo $FILE | sed 's/\.bak//')
  mv $FILE $file2
done
exit 0
```

- This script will replace all our backed up .txts with their .bak counterparts.

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# Why We Need Functions

## What is a Function?

Shell functions are a way to group commands together for later execution, using a single name for the group.

Functions provide us with some seriously handy properties:

- Abstraction
  - We can focus on individual building blocks rather than the whole structure
- Modularity
  - Wrote a handy, generalized function? Use it in your other scripts!
- Readability
  - Smaller code blocks are easier to wrap your mind around

# Defining Our Own Functions

There are two ways to define functions of your own:

## Function Syntax

```
function name { commands; }
```

```
name () { commands; }
```

- Parentheses are required if the 'function' keyword isn't used
- Spaces between curly braces and commands are required!
- End command list with either a semicolon or a newline.

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# Scope

When you define a variable, its use is limited to a certain context, or *scope*. By default, variables are declared *globally*, meaning that they can be accessed and modified from anywhere in the script. *Local* variables are defined only for the context in which it was created.

## Example:

```
VAR="global variable"  
function func {  
  local VAR="local variable"  
  echo $VAR; }  
# Execute our new function!  
func  
echo $VAR
```

## Using Function Parameters

We know how to access shell script parameters (\$1-\$n, remember?).  
What if we need to pass parameters to a function?

- Use the same variables!
- Anything following a function call is automatically created as a local version of \$1-\$n

### Example:

```
function function_A {  
    echo $1; }  
function_A "A function parameter!"  
echo $1
```

- `./example.sh "A script parameter!"`

```
A function parameter!
```

```
A script parameter!
```