

---

# CSE 374

# Programming Concepts & Tools

Zach Tatlock

Spring 2017

Lecture 3 – I/O Redirection, Shell Scripts

---

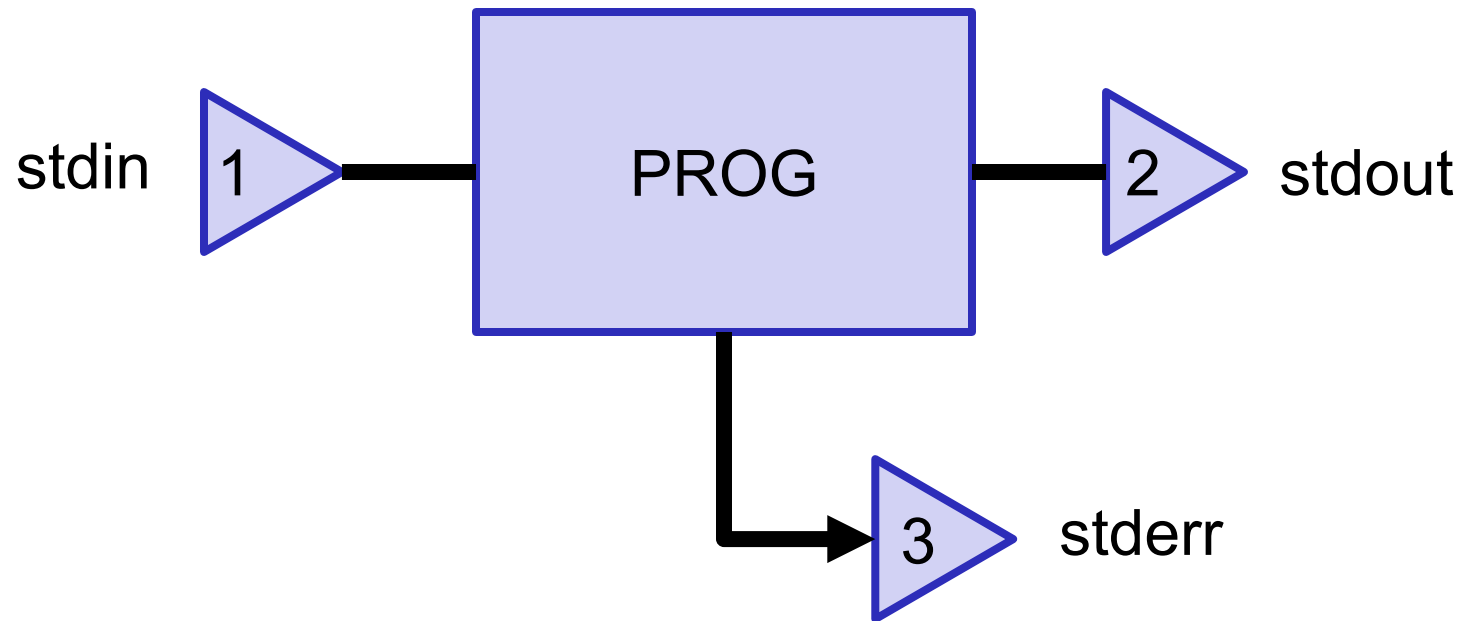
# News

---

- Reminders:
  - HW1 will go out soon after HW0 is due
  - Please post followup messages on discussion board
  - Please remember to use `cse374-staff@cs` if you need to send email
- Be sure you're reading the Linux Pocket Guide and looking at Linux man pages – lectures/slides don't include enough details to understand everything
- Check the web calendar: slides and sample code/files posted night before most lectures, shell history after

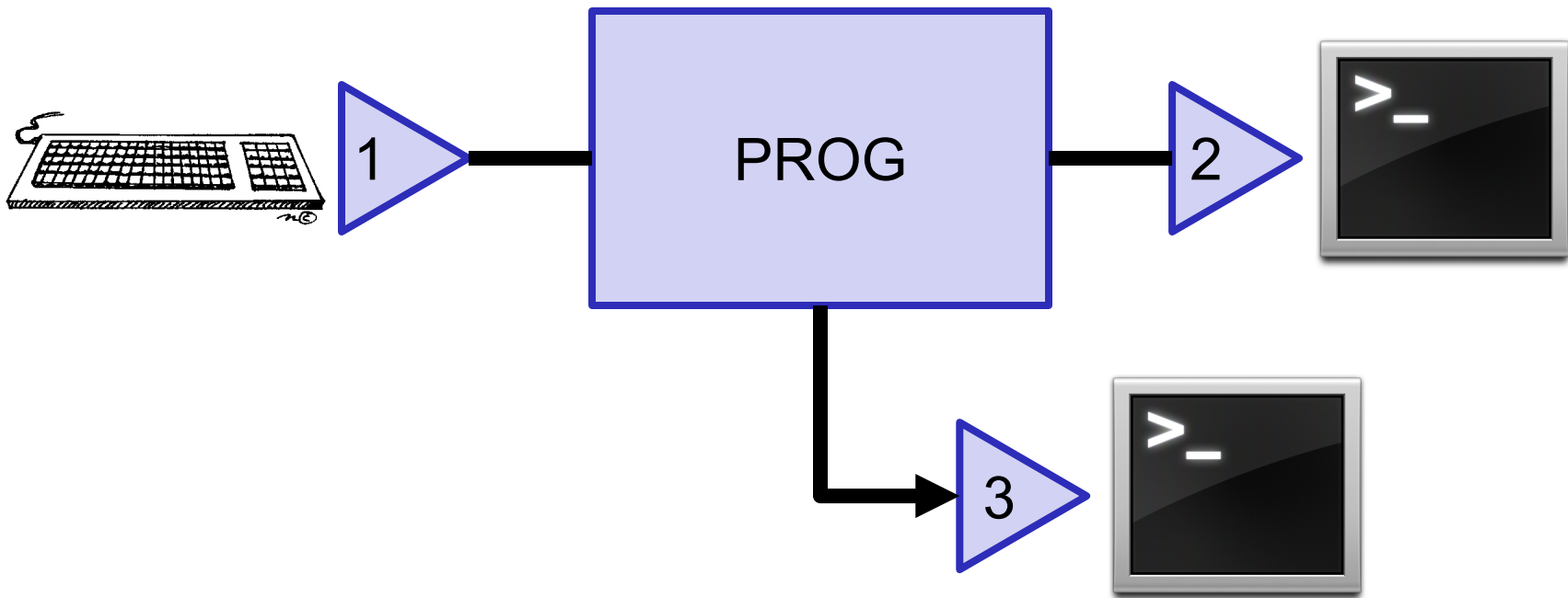
# Program Connectors

---



# Program Connectors Default

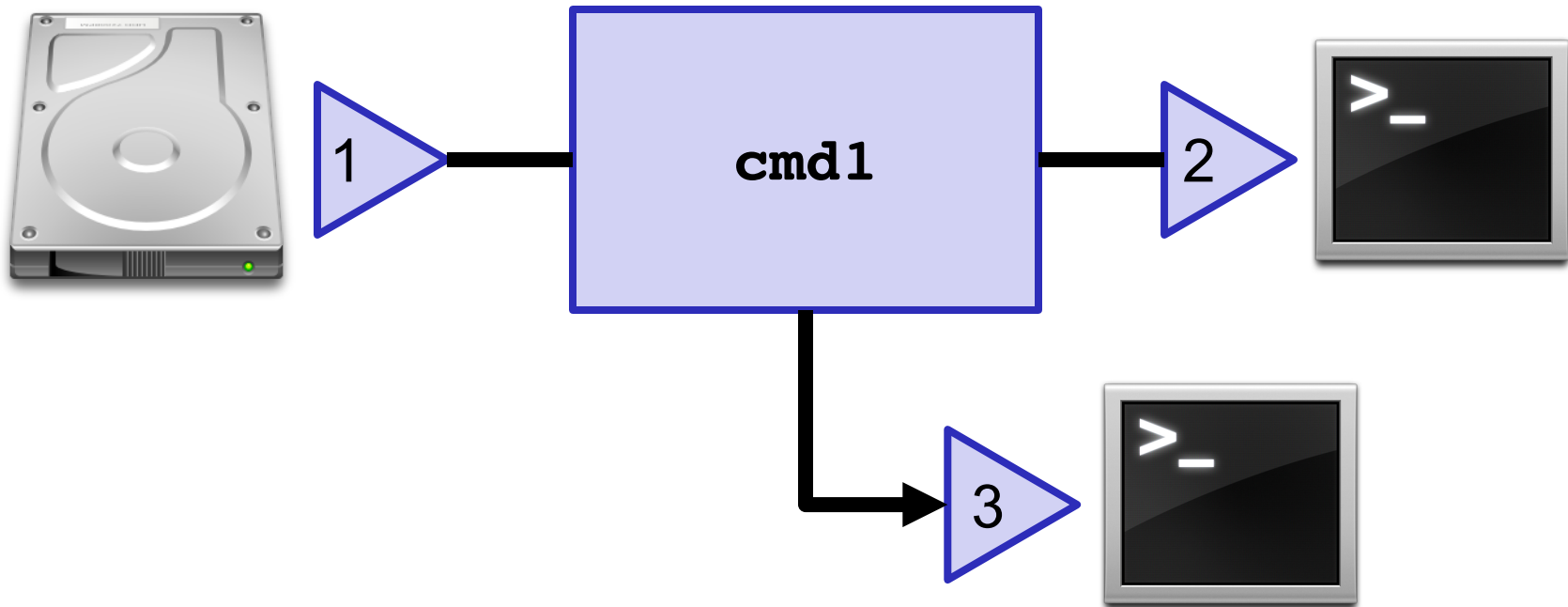
---



# Program Connectors Read File

---

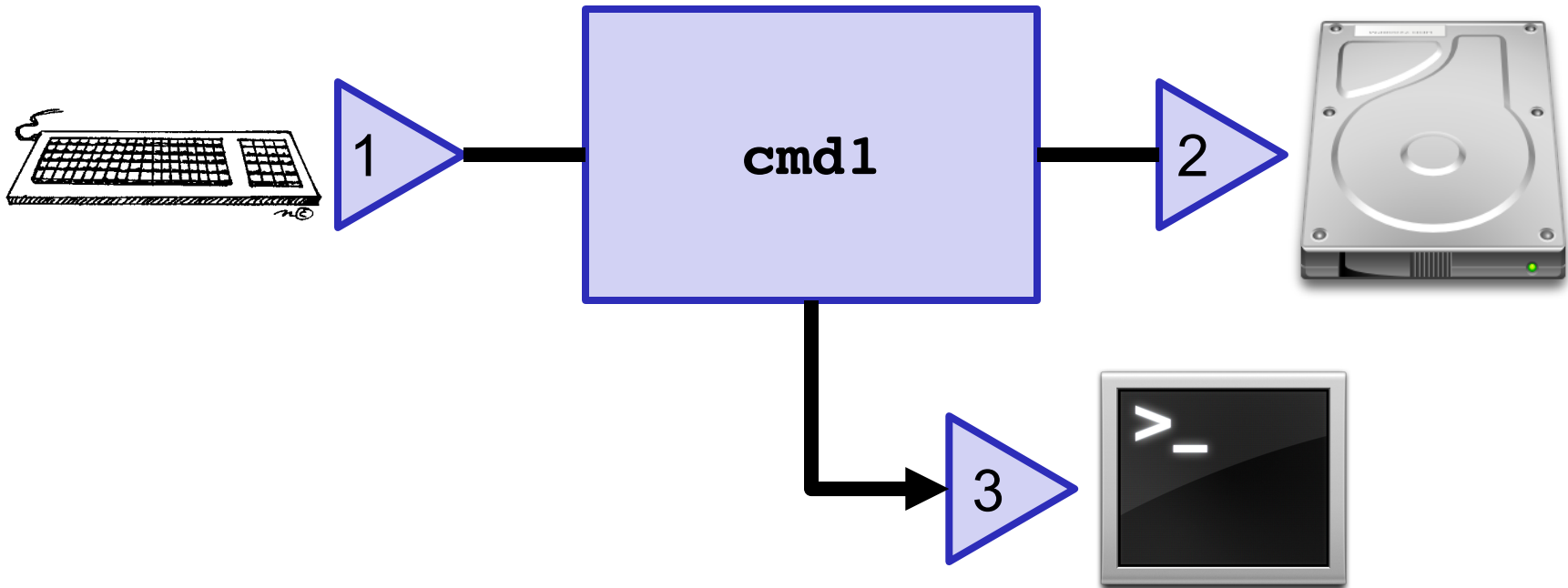
```
cmd1 < foo.txt
```



# Program Connectors Write File

---

`cmd1 > foo.txt`



# Program Connectors Write File

---

```
cmd1 > foo.txt
```



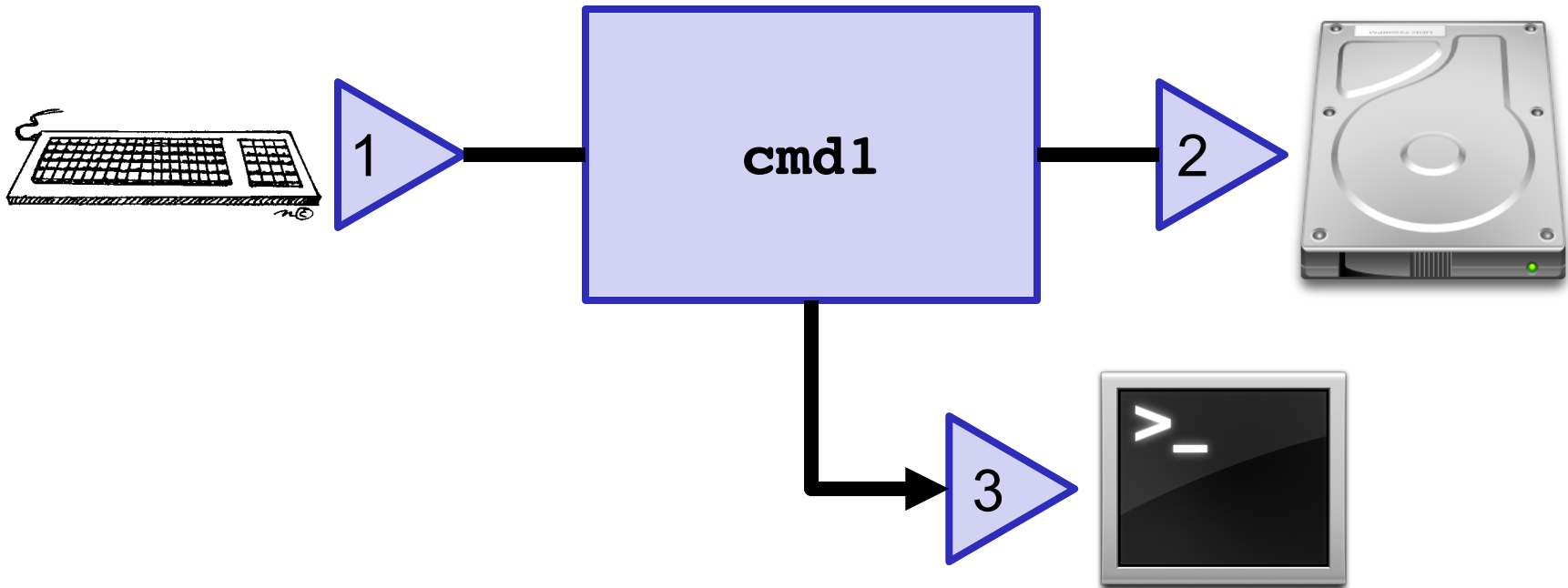
**!!! WARNING !!!**

**This will overwrite the file!**

# Program Connectors Append File

---

`cmd1 >> foo.txt`

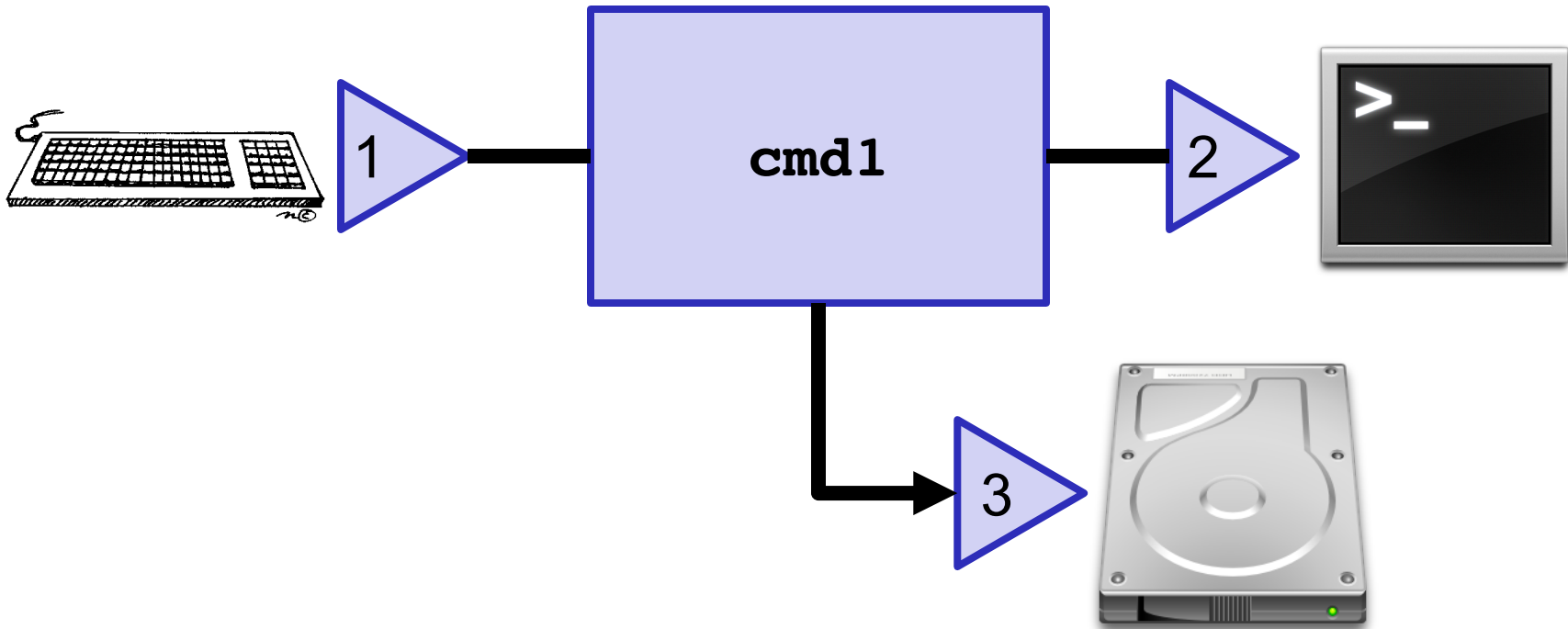




# Program Connectors Write File (stderr)

---

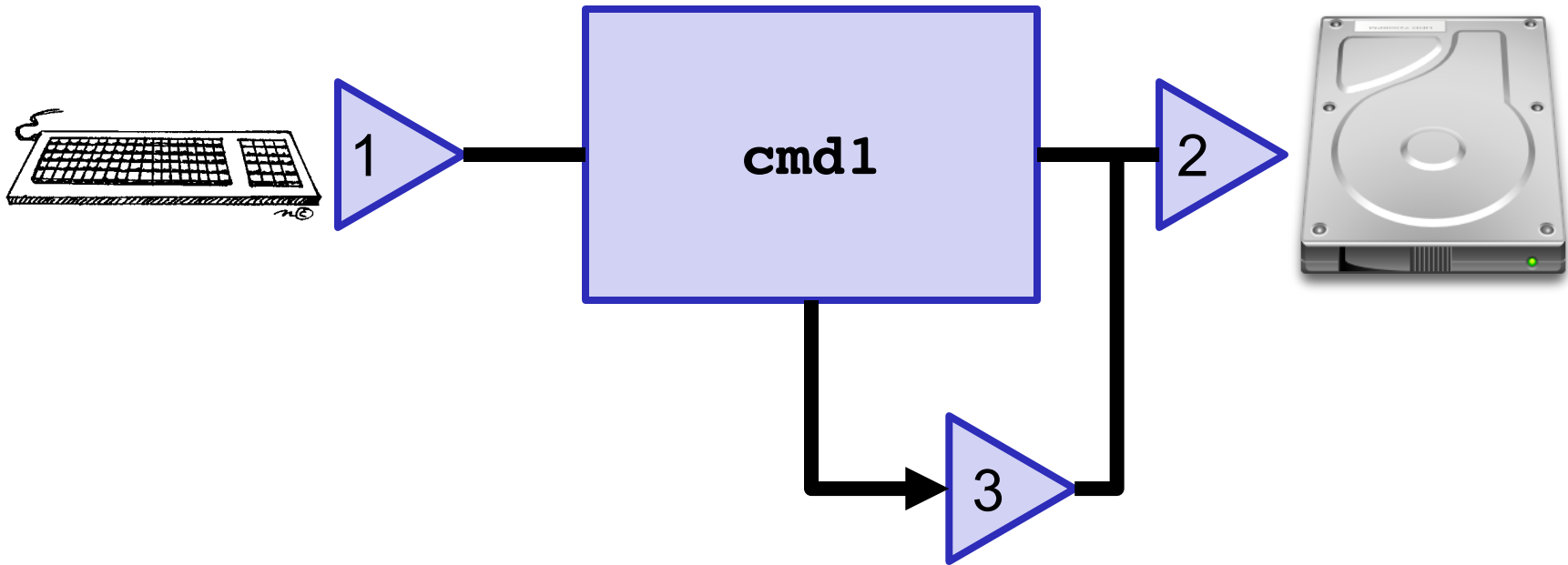
```
cmd1 2> foo.txt
```



# Program Connectors Merge stderr

---

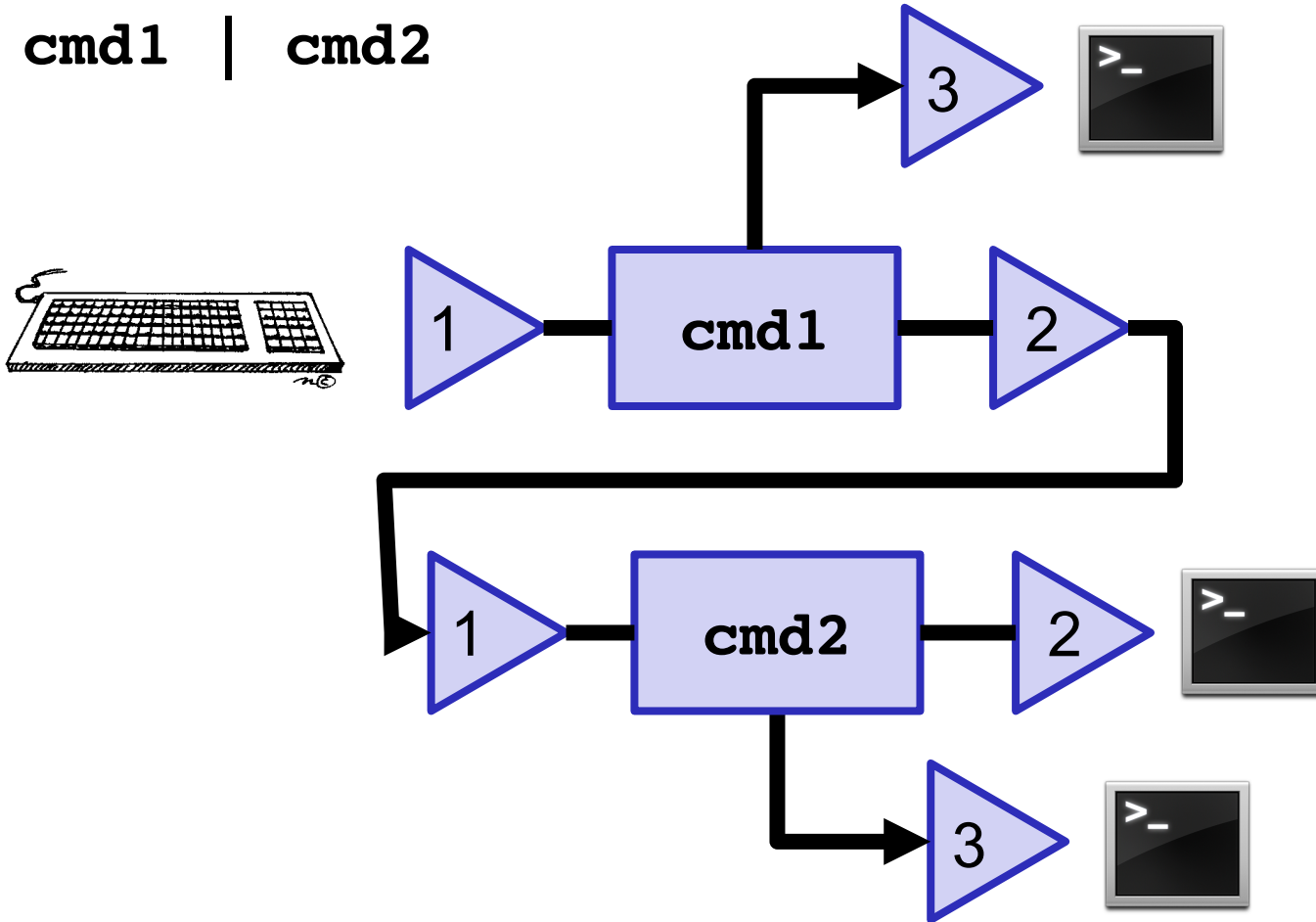
`cmd1 &> foo.txt`



# Program Connectors Pipe

---

`cmd1 | cmd2`

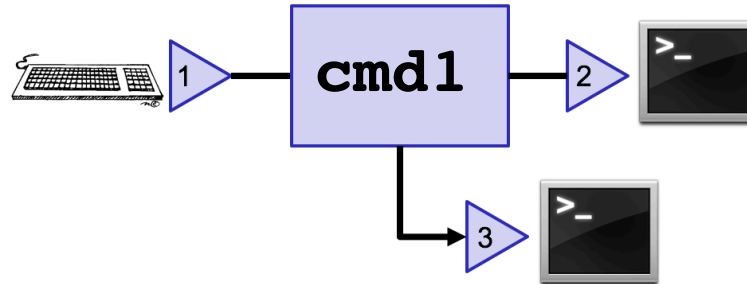


# Program Combiners

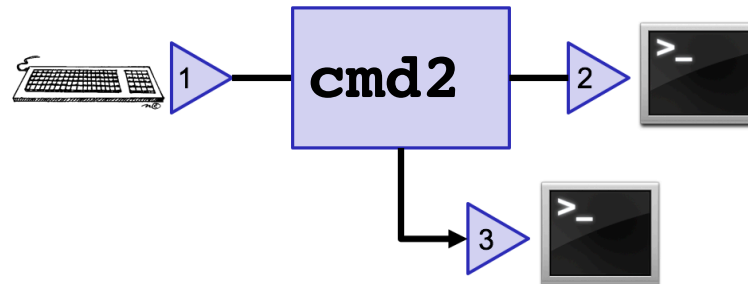
`cmd1 ; cmd2`

---

First run:



and then *always* run:

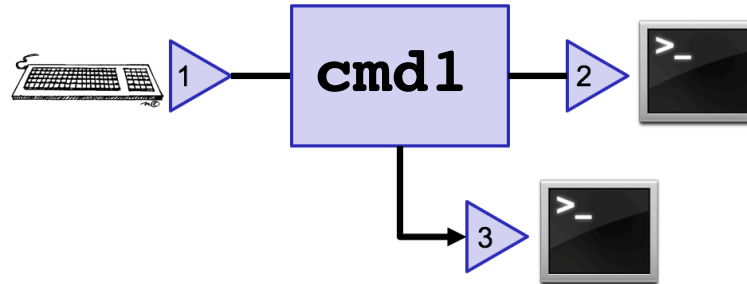


# Program Combiners

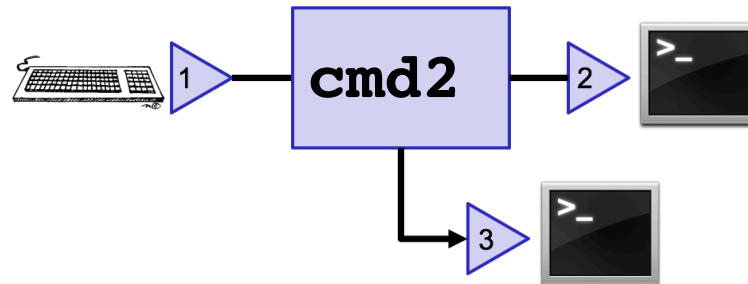
`cmd1 && cmd2`

---

First run:



and then ONLY if `cmd1` succeeds, run:

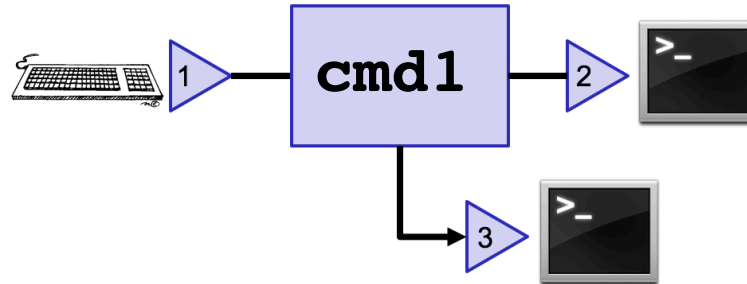


# Program Combiners

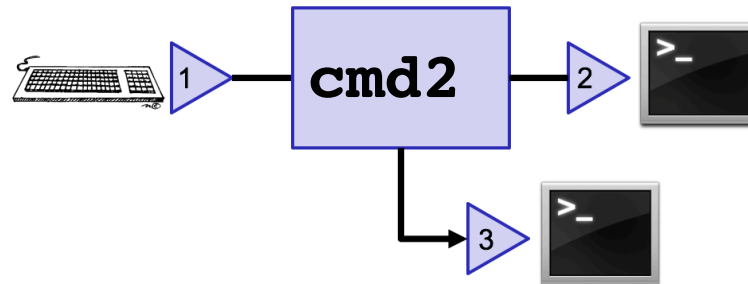
`cmd1` || `cmd2`

---

First run:



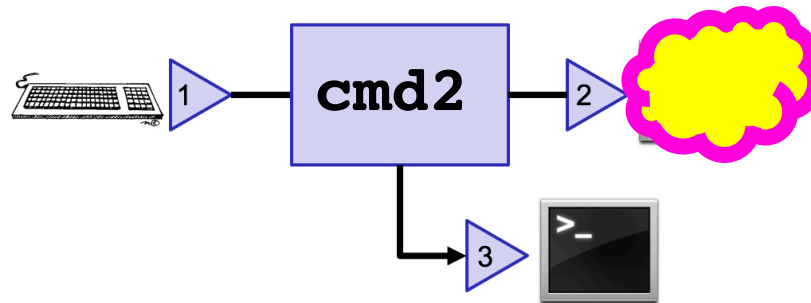
and then ONLY if `cmd1` fails, run:



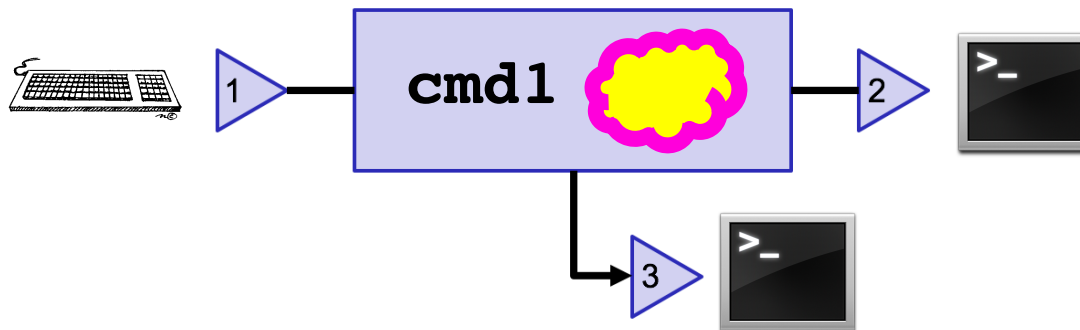
# Program Combiners

`cmd1 `cmd2``

First run:



and then `cmd1`  :



# Program Combiners

`cmd1`cmd2``

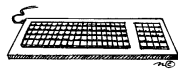
First run:

Note that these are BACKTICKS,  
not single quotes!

3



and then `cmd1`  :



1

`cmd1` 

2



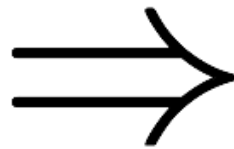
3





# Program Connectors + Combiners

---



# Standard I/O streams and redirection

---

- Recall: every command has 3 standard streams: stdin (0, input), stdout (1, output), stderr (2, error messages)
- Default is keyboard (stdin), screen (stdout, stderr)
- Can redirect to a file with `<`, `>`  
**echo hello > there**  
**cat < there; cat <there > here**
- Can “pipe” output (stdout) of one command to input (stdin) of another with `|`  
**man bash | less**
- Done entirely in the shell – programs are oblivious; they just use streams 0,1,2

# File redirection in (more) detail

---

- Somewhat cryptic; some common usages:
  - redirect input: `cmd < file`
  - redirect output, overwriting file: `cmd > file`
  - redirect output, appending to file: `cmd >> file`
  - redirect error output: `cmd 2> file`
  - redirect output and error output to file: `cmd &> file`
  - ...

See bash manual sec. 3.6 for other variations
- Useful special file: `/dev/null`
  - Immediate eof if read; data discarded if written

# Pipes

---

`cmd1 | cmd2`

- Change the stdout of `cmd1` and the stdin of `cmd2` to be the same, new stream!
- Very powerful idea:
  - In the shell, larger command out of smaller commands
  - To the user, combine small programs to get more usefulness
    - Each program can do one thing and do it well!
- Examples:
  - `ps aux | less`
  - `djpeg me.jpg | pnmscale -xysize 100 150 | cjpeg > thumb.jpg`

# Combining commands

---

- Combining simpler commands to form more complicated ones is very programming-like. In addition to pipes, we have:

`cmd1 ; cmd2` (sequence)

`cmd1 || cmd2` (or, using int result – the “exit status”  
– run `cmd2` if `cmd1` “fails”)

- Example: `do_something || echo “Didn’t work!”`

`cmd1 && cmd2` (and, like or; run `cmd2` only if `cmd1`  
“succeeds” – i.e., “returns” 0)

- Example: `check_if_ok && launch_missiles`

`cmd1 `cmd2`` (use output of `cmd2` as input to `cmd1`). (Note `cmd2` surrounded by backquotes, not regular quotes)

- Useless example: `cd `pwd``
- Non-useless example: `mkdir `whoami`A`whoami``

# (Non)-alphabet soup

---

- List of characters with special (before program/built-in runs) meaning is growing: ` ! % & \* ~ ? [ ] " ' \ > < | \$ (and we're not done)
- If you ever want these characters or (space) in something like an argument, you need some form of escaping; each of " ' \ have slightly different meaning
- First approximation:
  - "stuff" treats stuff as a single argument but allows some substitutions for \$variables  
example: `cat "to-do list" # filename with spaces(!)`
  - 'stuff' suppresses basically all substitutions and treats stuff literally

# Shell Expansion and Programs

---

- Important but sometimes overlooked point: shell metacharacter expansion, I/O redirection, etc. are done by the shell before a program is launched
  - The program usually never knows if stdin/stdout are connected to the keyboard/screen or files
  - Program doesn't see original command line – just expanded version as a list of arguments
  - Expansion is uniform for all programs since it's done in one place – the shell

# Shell as a programming language

---

- The shell is an interpreter for a strange programming language (of the same name). So far:
  - “Shell programs” are program names and arguments
  - The interpreter runs the program (passing it the arguments), prints any output, and prints another prompt. The program can affect the file-system, send mail, open windows, etc.
  - “Builtins” such as `cd`, `exit` give directions to the interpreter.
  - The shell interprets lots of funny characters differently, rather than pass them as options to programs.
- It’s actually even more complicated:
  - (two kinds of) variables
  - some programming constructs (conditionals, loops, etc.)



# Toward Scripts...

---

- A running shell has a state, i.e., a current
  - working directory
  - user
  - collection of aliases
  - History
  - Streams (files, etc.)
  - ...
- In fact, next time we will learn how to extend this state with new shell variables.
- We learned that source can execute a file's contents, which can affect the shell's state.

# Running a script

---

- What if we want to run a bunch of commands without changing our shell's state?
- Answer: start a new shell (sharing our stdin, stdout, stderr), run the commands in it, and exit
- Better answer: Automate this process
  - A shell script as a program (user doesn't even know it's a script).
  - Now we'll want the shell to end up being a programming language
  - But it will be a bad one except for simple things

# Writing a script

---

- Make the first line exactly: `#!/bin/bash`
- Give yourself “execute” permission on the file (`chmod +x`)
- Run it
  - Probably need to precede filename with `./` if current directory isn’t normally searched for commands (i.e., `.` is not normally included in `$PATH` – and it shouldn’t be for security reasons)
- When executing a file, the shell looks at the file’s first line:
  - If a shell-program is there (`#!/bin/bash`), launch it and run the script (similar trick works for perl, python, etc.)
  - Else if it’s a “real executable” run it (more later)
- Example: `listhome`

# More expressions

---

- bash expressions can be:
  - math or string tests (e.g., `-lt`)
  - logic (`&&`, `||`, `!`) (if you use double-brackets)
  - file tests (very common; see Pocket Guide)
  - math (if you use double-parens)
- Gotcha: parens and brackets must have spaces before and after them!
- Example: `dcdls` (double `cd` and `ls`) can check that arguments are directories
- Exercise: script that replaces older file with newer one
- Exercise: make up your own

# Accessing arguments

---

- The script accesses the arguments with  $\$i$  to get the  $i$ th one (name of program is  $\$0$ )
  - Example: make thumbnail1
- Also very useful for homework: shift (manual Section 4.1)
  - Example: countdown
- We would like optional arguments and/or usage messages. Need:
  - way to find out the number of arguments
  - a conditional
  - some stuff we already have
  - Example: make thumbnail2

# Review

---

- The shell runs programs and builtins, interpreting special characters for filenames, history, I/O redirection
- Some builtins like `if` support rudimentary programming
- A script is a program to its user, but is written using shell commands
- So the shell language is okay for interaction and “quick-and-dirty” programs, making it a strange beast.
- For both, shell *variables* are extremely useful

# Preview: Variables

---

```
i=17 # no spaces
set
echo $i
set | grep i
echo $i
unset i
echo $i
f1=$1
```

- (The last is very useful in scripts before shifting)
- Enough for next homework (arithmetic, conditionals, shift, variables, redirection, ...)
- Gotcha: using undefined variables (e.g., because of typo) doesn't fail (just the empty string)