

# CSE 374 Lecture 4

Shell Variables and More Scripting



# Today

1. Beginning scripting
2. Script necessities
3. Arguments & Exit conditions

# Alias

Defines a shortcut or 'alias' to a command.

Also, 'alias'

.bashrc

*(Essentially a really easy script)*

# Towards Scripts

- Shell has a state (working directory, user, aliases, history, streams)
- Can expand state with variables
- ‘Source’ runs a file and changes state
- Can run a file without changing state by running script in new shell.

# Okay, lets make a script!

1. First line of file is `#!/bin/bash` (specifies which interpreter to execute)
2. Make file executable (`chmod u+x`)
3. Run a file `./myNewScript`
4. Shell sees the shell program (`/bin/bash`) and launches it to run the script
5. Can include
  - a. String tests (string returns true if non-zero length, `string < string`, etc.)
  - b. Logic (`&&`, `||`, `!`) - use double brackets
  - c. File tests (`-d` : is directory, `-f`: is file, `-w`: file has write permission etc.)
  - d. Math - use double parens

# Script Arguments & Errors

Script refers to  $i^{\text{th}}$  argument at  $\$i$  ;  $\$0$  is the program

Use 'shift' to move arguments towards left ( $\$i$  become  $\$i-n$ )

Exit your shell with 0 (normal) or 1 (error)

# Exit Codes

Command 'exit' exits a shell, and ends a shell-script program.

Exit with no error:

```
Use exit or exit 0
```

Exit with error:

```
User exit 1 or.. {1-255}
```

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**PRACTICE**

# Variables

Shell has a state, which includes shell variables

All variables are strings (but can do math, later)

White space matters - not spaces around the '='

Create: `myVar=` or `myVar=value`

Set: `myVar=value`

Use: `$myVar`

Remove: `unset $myVar`

List variables (use `'set'`)

# Special Variables

Common variables which set shell state:

\$HOME - sets home directory. \$HOME=~ /CSE374 would reset your home directory to always be CSE374

\$PS1 - sets prompt

\$PATH - tells shell where to look for things. Often extended:

\$PATH=\$PATH:~/CSE374

Show current state: `printenv`

# Variables useful in a script

`$#` stores number of parameters (strings) entered

`$0` first string entered - the command name

`$N` returns the Nth argument

`$?` Returns state of last exit

`$*` returns all the arguments

`$@` returns a space separated string with each argument

(\* returns one word with spaces, @ returns a list of words)

# Quoting Variables

**In order to retain the literal value of something use ‘single quotes’**

**In order to retain all but \$, ` , \ use “double quotes”**

**Put \$\* and @\$ in quotes to correctly interpret strings with spaces in them.**

# Export Variables

Use: `export myVar`

To make variable available in the initial shell environment.

If a program changes the value of an exported variable it does not change the value outside of the program

`: export -n` remove export property

Variables act as though passed by value

# Arithmetic

**Variables hold strings, so we need a way to tell the shell to evaluate them numerically:**

**K=\$i+\$j does not add the numbers**

**Use the shell function ((**

**k=\$(( \$i+\$j ))**

**Or let k="\$i+\$j"**

**The shell will automatically convert the strings to the numbers**

# Functions and local variables

**Yes, possible**

**Generally, a script's variables are global**

```
name () compound-command [ redirections ]
```

or

```
function name [( )] compound-command [ redirections ]
```

Ex:

```
func1()  
{  
    local var='func1 local'  
    func2  
}
```

# Stuff to watch out for

White space: spacing of words and symbols matters

Assign WITHOUT spaces around the equal, brackets are WITH SPACES

Typo on left creates new variable, typo on right returns empty string.

Reusing variable name replaces the old value

Must put quotes around values with spaces in them

Non number converted to number produces '0'

# Conditionals

Binary operators: `-eq -ne -lt -le -gt -ge`

Can use the `[[` shell command to use `<`, `>`, `==`

Syntax is a little different, but commands works as expected

# Shell-scripting Notes

Bash Scripting

Interpreted

Esoteric variable access

Everything is a string

Easy access to files and program

Good for quick & interactive programs

Java Programming

Compiled

Highly structured, Strongly typed

Strings have library processing

Data structures and libraries

Good for large complex programs