# CSE 390a Lecture 2

Exploring Shell Commands, Streams, and Redirection

slides created by Marty Stepp, modified by Jessica Miller & Ruth Anderson <a href="http://www.cs.washington.edu/390a/">http://www.cs.washington.edu/390a/</a>

# Lecture summary

- Unix file system structure
- Commands for file manipulation, examination, searching
- Java compilation: using parameters, input, and streams
- Redirection and Pipes

# Unix file system

directory	description
/	root directory that contains all others
	(drives do not have letters in Unix)
/bin	programs
/dev	hardware devices
/etc	system configuration files
	/etc/passwd stores user info
	/etc/shadow stores passwords
/home	users' home directories
/media,	drives and removable disks that have been
/mnt,	"mounted" for use on this computer
/proc	currently running processes (programs)
/tmp, /var	temporary files
/usr	user-installed programs

### Links

command	description
ln	create a link to a file
unlink	remove a link to a file

- hard link: Two names for the same file.
  - \$ ln orig other\_name
  - the above command links other\_name as a duplicate name for orig
    - if one is modified, the other is too; follows file moves
- soft (symbolic) link: A reference to another existing file.
  - \$ ln -s orig\_filename nickname
  - the above command creates a reference bar to the file foo
    - nickname can be used as though it were foo
    - but if nickname is deleted, orig\_filename will be unaffected

### File examination

command	description
cat	output a file's contents on the console
more or less	output a file's contents, one page at a time
head, tail	output the first or last few lines of a file
WC	count words, characters, and lines in a file
du	report disk space used by a file(s)
diff	compare two files and report differences

• Let's explore what we can do here...

# Searching and sorting

command	description
grep	search a file for a given string
sort	convert an input into a sorted output by lines
uniq	strip duplicate (adjacent) lines
find	search for files within a given directory
locate	search for files on the entire system
which	shows the complete path of a command

- grep is actually a very powerful search tool; more later...
- Exercise: Given a text file names.txt, display the students arranged by the reverse alphabetical order of their names.

# **Keyboard shortcuts**

#### ^KEY means hold Ctrl and press KEY

key	description	
Up arrow	repeat previous commands	
Home/End or ^A/^E	move to start/end of current line	
11	quotes surround multi-word arguments and arguments containing special characters	
*	"wildcard", matches any files; can be used as a prefix, suffix, or partial name	
Tab	auto-completes a partially typed file/command name	
^C or ^\	terminates the currently running process	
^D	end of input; used when a program is reading input from your keyboard and you are finished typing	
^Z	suspends (pauses) the currently running process	
^S	don't use this; hides all output until ^Q is pressed	

# **Shell History**

- The shell remembers all the commands you've entered
- Can access them with the history command
- Can execute the most recent matching command with!
  - Ex: !less will search backwards until it finds a command that starts with less, and re-execute the entire command line
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# Programming

command	description
javac <i>ClassName</i> .java	compile a Java program
java <i>ClassName</i>	run a Java program
python, perl, ruby, gcc, sml,	compile or run programs in various other languages

• Exercise: Write/compile/run a program that prints "Hello, world!"

```
$ javac Hello.java
$ java Hello
Hello, world!
$
```

# Programming

- Creating parameter input to programs
  - String[] args holds any provided parameters
  - Exercise: modify hello world to use parameters
- Parameters not the same as the input stream!
  - Exercise: modify hello world to also use a Scanner to grab input

Let's revisit the standard streams...

### Streams in the Shell

- Stdin, stdout, stderr
  - These default to the console
  - Some commands that expect an input stream will thus read from the console if you don't tell it otherwise.
- Example: grep hi
  - What happens? Why?

We can change the default streams to something other than the console via redirection.

## **Output redirection**

### command > filename

- run command and write its output to filename instead of to console;
  - think of it like an arrow going from the command to the file...
  - if the file already exists, it will be overwritten (be careful)
  - >> appends rather than overwriting, if the file already exists
  - command > /dev/null suppresses the output of the command
- Example: ls -l > myfiles.txt
- Example: java Foo >> Foo\_output.txt

# Input redirection

### command < filename

- run command and read its input from filename instead of console
  - whenever the program prompts the user to enter input (such as reading from a Scanner in Java), it will instead read the input from a file
  - some commands don't use this; they accept a file name as an argument
- Example: java Guess < input.txt</pre>
- Exercise: run hello world with the input stream as a file instead of the console
- Exercise: Also change the output stream to write the results to file
- again note that this affects user input, not parameters
- useful with commands that can process standard input or files:
  - e.g. grep, more, head, tail, wc, sort, uniq, write

# Combining commands

### command1 | command2

- run command1 and send its console output as input to command2
- very similar to the following sequence:

```
command1 > filename
command2 < filename
rm filename</pre>
```

- Examples: diff students.txt names.txt | less sort names.txt | uniq
- Exercise: names.txt contains CSE student first names, one per line.
   We are interested in students whose names contain a capital "A", such as "Alisa".
  - Find out of how names containing "A" are in the file.
  - Then figure out how many characters long the name of the last student whose name contains "A" is when looking at the names alphabetically.

# Misusing pipes and cat

Why doesn't this work to compile all Java programs?

```
ls *.java | javac
```

- Misuse of cat
  - bad: cat *filename* | *command*
  - good: command < filename</pre>
  - bad: cat **filename** | more
  - good: more filename
  - bad: *command* cat
  - good: *command*

# Commands in sequence

#### command1 ; command2

run command1 and then command2 afterward (they are not linked)

#### command1 && command2

- run command1, and if it succeeds, runs command2 afterward
- will not run command2 if any error occurs during the running of 1
- Example: Make directory songs and move my files into it. mkdir songs && mv \*.mp3 songs