

Variables

<code>var=value;</code>	Initialisation
<code>list=\$(ls)</code>	put ls command in a variable 'list'
<code>nbLines=\$((nbLines+1))</code>	increment nbLines
<code>\$0</code>	the filename of the current script
<code>\$0</code>	n is a positive decimal number corresponding to the position of an argument (the 1st arg is \$1, the 2nd arg is \$2, ect)
<code>\$#</code>	the number of arguments supplied to a script
<code>\$*</code>	all the arguments are double quoted. If a script receives two arguments, <code>\$*</code> is equivalent to <code>\$1 \$2</code>
<code>\$@</code>	all the arguments are individually double quoted. If a script receives two arguments, <code>\$@</code> is equivalent to <code>\$1 \$2</code>

Variables (cont)

<code>\$?</code>	the exit status of the last command executed
<code>\$\$</code>	the process number of the current shell. For shell scripts, this is the process ID under which they are executing
<code>#!</code>	the process number of the last background command

NOTE: There's no need to specify whether var is string or numerical

```
nbLigne=1
list=$(ls)
for i in $list
do
<tab>echo " $nb Ligne -> $i"
<tab>nbLigne=$((nbLigne+1))
done
```

Directory commands

<code>touch fic{1,2}</code>	creates files: fic1 and fic2
<code>mkdir folder</code>	create a folder named 'folder'
<code>mkdir -p fold1/ fol d2/ fo ld3</code>	fold1 contains fold2 and fold2 contains fold3

Directory commands (cont)

```
mkdir -p fold1/ fol d2/ fold3 toto utu
```

```
rm -R *
```

```
rm filename
```

```
rm *.jpg
```

LOOP examples

```
-----WHILE LOOP-----
-
a=0
while [ $a -lt 10 ]
do
    echo $a
    a=$((a + 1))
done
----- -- -- --FOR LOOP(1) -- --
- -- -- --
for var in 0 1 2 3 4 5 6 7 8 9
do
    echo $var
done
----- -- -- --FOR LOOP(2) -- --
- -- -- --
for FILE in $HOME/.bash*
do
    echo $FILE
```

LOOP examples (cont)

```
> done
-----FOR LOOP(3)-----
nbLigne=1
for i in $(ls)
do
echo "$nbLigne -> $i"
nbLigne=$((nbLigne+1))
done
-----FOR LOOP(4)-----
for TOKEN in $*
do
echo $TOKEN
done
-----UNTIL LOOP-----
a=0
until [ ! $a -lt 10 ]
do
echo $a
a=expr $a + 1
done
-----SELECT LOOP-----
select DRINK in tea cofee water juice appe
all none
do
```

LOOP examples (cont)

```
> case $DRINK in
tea|cofee|water|all)
echo "Go to canteen"
;;
juice|appe)
echo "Available at home"
;;
none)
break
;;
*) echo "ERROR: Invalid selection"
;;
esac
done
-----SIMPLE BREAK-----
a=0
while [ $a -lt 10 ]
do
echo $a
if [ $a -eq 5 ]
then
break
fi
a=expr $a + 1
```

LOOP examples (cont)

```
> done
-----BREAK WITH ARGUMENT-----
for var1 in 1 2 3
do
for var2 in 0 5
do
if [ $var1 -eq 2 -a $var2 -eq 0 ]
then
break 2
else
echo "$var1 $var2"
fi
done
done
NOTE: a break command with the
argument 2->break out of outer loop and
ultimately from inner loop as well.
-----CONTINUE-----
NUMS="1 2 3 4 5 6 7"
for NUM in $NUMS
do
Q=expr $NUM % 2
if [ $Q -eq 0 ]
then
```



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LOOP examples (cont)

```
> echo "Number is an even number!!"
    continue
fi
echo "Found odd number"
done
```

Pipes and filters

```
grep pattern file(s) print all lines that do not match pattern
```

```
grep -v print all lines that do not match pattern
```

```
grep -n print the matched line and its line number
```

```
grep -l print only the names of files with matching lines (letter "l")
```

```
grep -c print only the count of matching lines
```

```
grep -i match either upper- or lowercase
```

Pipes and filters (cont)

```
ls -l | grep -i " car ol.* a
u g"
```

```
sort fileName
```

```
sort -n
```

```
sort -r
```

```
sort -f
```

```
sort +x
```

Pipes and filters (cont)

```
find lines ls -l | grep " Aug " | sort +4n
with "car-
ol",
followed
by zero or
more other
characters
abbrev-
iated in a
regular
expression
as ".*"),
then
followed
by "Aug"
```

arranges
lines of
text
alphabeti-

cally or `ls -l $dir | egrep "^l" | rev | cut -`
numeri-
cally

sort
numeri-
cally
(example:
10 will sort
after 2),
ignore
blanks and
tabs

reverse
the order
of sort

sort upper-
and
lowercase
together

ignore first
x fields
when
sorting

```
ls -l $dir | egrep " ^d" | rev | cut
```



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Conditional structure

```

/-----IF_ELIF_FI-----
----/
#!/bin/sh
a=10
b=20
if [ $a == $b ]
then
    echo "a is equal to b"
elif [ $a -gt $b ]
then
    echo "a is greater than b"
elif [ $a -lt $b ]
then
    echo "a is less than b"
else
    echo "None of the condition
met"
fi
RESULT: a is less than b
/----- SIMPLE CASE...ESAC
EXAMPL E-- ----/
FRUIT= " kiw i"
case " $FR UIT " in
    " app le") echo " Apple
pie is quite tasty."
    ;;
    " ban ana ") echo "I like
banana nut bread."
    ;;

```

Conditional structure (cont)

```

> "kiwi") echo "New Zealand is famous for
kiwi."
;;
esac
RESULT: New Zealand is famous for kiwi.
/----COMPLEXE CASE_ESAC-----/
option="${1}"
case ${option} in
-f) FILE="${2}"
    echo "File name is $FILE"
    ;;
-d) DIR="${2}"
    echo "Dir name is $DIR"
    ;;
*)
    echo "basename ${0}:usage: [-f file] |
[-d directory]"
    exit 1 # Command to come out of the
program with status 1
    ;;
esac
EXAMPLE RUN OF THE PROGRAMME:
$ ./test.sh
test.sh: usage: [ -f filename ] | [ -d directory ]
$ ./test.sh -f index.htm

```

Conditional structure (cont)

```

> $ vi test.sh
$ ./test.sh -f index.htm
File name is index.htm
$ ./test.sh -d unix
Dir name is unix

```

Operators

- +**, Basic arithmetic operators
- ,
- ***,
- /**,
- %**
- =** Assignment - Assign right operand in left operand
- ==** Equality - Compares two numbers, if both are same then returns true.
- !=** Not Equality - Compares two numbers, if both are different then returns true.
- Checks if the value of two operands are equal or not, if yes then condition becomes true.
- eq**
- Checks if the value of two operands are equal or not, if values are not equal then condition becomes true.
- ne**



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Operators (cont)

- Checks if the value of left operand is greater than the value of right operand, if yes then condition becomes true
- lt Checks if the value of left operand is less than the value of right operand, if yes then condition becomes true
- ge Checks if the value of left operand is greater than or equal to the value of right operand, if yes then condition becomes true.
- le Checks if the value of left operand is less than or equal to the value of right operand, if yes then condition becomes true
- ! This is logical negation. This inverts a true condition into false and vice versa
- o This is logical OR. If one of the operands is true then condition would be true

Operators (cont)

- This is logical AND. If both the operands are true then condition would be true otherwise it would be false
- check if right operand exists

Input, Output to Prompt screen

`read varName` Store user input in `varName`

`echo $varName` Outputs to screen content of `$varName`

`echo "You entered $varName"` Same as above

File systems

`who > users` Puts output of command 'who' in the file 'users' (NOTE: if file already contains content, it will be overwritten)

`cat users` lists content of file 'users'

`echo new line >> users` append to last line of file 'users'

File systems (cont)

`wc -l < users` get contents of file 'users' as standard input

`command << delimiter` a here document is used to redirect input into an interactive shell script or program

`command > /dev/null` discard command output

`command > /dev/null 2>&1` same as above but doesn't display errors. 2 represents STDERR and 1 represents STDOUT.

`echo message 1>&2` display a message on to STDERR by redirecting STDOUT into STDERR

Permissions

`chmod o+wx,u -x,g=rx testfile`

`ls -l testfile`

`-rw-r-xrwx 1 amrood users 1024`

`chown userName filelist` change owner

Navigating file system

<code>cat filename</code>	displays contents of filename
<code>cd dirname</code>	moves you to dirname directory
<code>cp file1 file2</code>	copies 1 file/directory to specified location
<code>file filename</code>	identifies the file type(binary, text, etc..)
<code>find filename dir</code>	finds a file/directory
<code>head filename</code>	shows the beginning of a file
<code>less filename</code>	browses through a file from beginning to end
<code>ls dirname</code>	shows contents of directory
<code>mkdir dirname</code>	creates specified directory
<code>more filename</code>	browses through a file from beginning to end

Navigating file system (cont)

<code>mv file1 file2</code>	moves the location of or renames a file/directory
<code>pwd</code>	shows the current directory the users is in
<code>rmdir dirname</code>	removes a directory
<code>rm filename</code>	removes a file
<code>tail filename</code>	shows the end of a file
<code>touch filename</code>	creates a blank file or modifies an existing file's attributes
<code>whereis filename</code>	shows the location of a file
<code>which filename</code>	shows the location of a file if it is in your path
<code>df -k</code>	displays disk space usage in kilobytes
<code>du dirname or du -h dirname</code>	show disk usage on particular directory

Navigating file system (cont)

```
mount

mount -t fileSy sType device ToMount_to

mount -t iso9660 /dev/cdrom /mnt/cdrom

umount mountPoint or Device
```

quota

```
echo $(find $dir -type f -printf "%f\n") |tr " " "\n"
```

What this does?

```
> display path of contents of dir
> select only content of type file -f
> print the result in the same line
> tr (translate) ' ' (space) into '\n' line break
```



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