# Linux Systems Administration
# Shell Scripting Basics

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# Why Shell Scripting?

- Scheduled Tasks
- Repetitive sequences
- Boot scripts

# When Not To Use Shell Scripting

- Resource-intensive tasks, especially where spe
  is a factor
- Complex applications, where structured
  programming is a necessity
- Need direct access to system hardware
- Proprietary, closed-source applications

# Sample Repetitive Tasks

- Cleanup
- Run as root, of course
- **Do not run these: demo only!**

```
# cd /var/log
# cat /dev/null > messages
# cat /dev/null > wtmp
# echo "Logs cleaned up."
```

- You can put these commands in a file and run **`bash filename`**

# Hash Bang

- #! and the shell (first line only)
- **`chmod a+x`** (remember the permissions)
- Example: put the following text in hello.sh

```
#!/bin/bash

echo Hello World
```

**`$ chmod a+x hello.sh`**

**`$ ./hello.sh`** (remember $PATH)

# Variables

- Variable is a "container" of data. Some variables already exist in your "environment" like $PATH and $PROMPT
- Shell substitutes any token that starts with $ with the contents of the variable of that name
- Variable can be created using VAR=something - some shells require the keyword "set" to make it persist, others need "export"

# Sample Special Variables

```
$ echo $PATH
```

*shell searches PATH for programs if you do not type them with an absolute path*

```
$ echo pwd
$ echo $( pwd )
```

*shell runs command in between "$(" and ")" and prints to the command line*

```
$ echo $?
```

*When a process ends, it can leave an integer "exit code". If the exit code is zero then usually it exited successfully. Non zero usually indicates an error.*

# Sample Repetitive Tasks

```
#!/bin/bash # Proper header for a Bash script.

# Cleanup, version 2
# Run as root, of course.
# Insert code here to print error message and exit if not root.

LOG_DIR=/var/log   # Variables are better than hard-coded values.

cd $LOG_DIR
cat /dev/null > messages
cat /dev/null > wtmp

echo "Logs cleaned up."

exit # The right and proper method of "exiting" from a script.
```

# Conditionals

if *expression* then *statement*

if *expression* then *statement1* else *statement2*.

if *expression1* then *statement1* else if *expression2*
then *statement2* else *statement3*

# Bash Conditional Syntax

```
#!/bin/bash
if [ "foo" = "foo" ]; then
          echo expression evaluated as true
fi
```

```
#!/bin/bash
if [ "foo" = "foo" ]; then
    echo expression evaluated as true
else
    echo expression evaluated as false
fi
```

# Loops

- **for** loop lets you iterate over a series of 'words' within a string.
- **while** executes a piece of code if the control expression is true, and only stops when it is fals
- **until** loop is almost equal to the while loop, exce that the code is executed while the control expression evaluates to false.

# Sample Syntax

```
#!/bin/bash
for i in $( ls ); do
    echo item: $i
done
```

```
#!/bin/bash
COUNTER=0
while [  $COUNTER -lt 10 ]; do
             echo The counter is $COUNTER
let COUNTER=COUNTER+1
done
```

```
#!/bin/bash
COUNTER=20
until [  $COUNTER -lt 10 ]; do
    echo COUNTER $COUNTER
    let COUNTER-=1
done
```

# Practice

Write a shell script to print the disk usage every 5 seconds.

Hint: **`sleep N`** is a command which will basically put the prompt/program to sleep for N seconds

Hint2: in any conditional, you can set "**`true`**" or "**`false`**" to force it to always evaluate like that.

# Extras

Programming (say in C) builds on similar concepts.

Source text is COMPILED into binary machine code. Why?

# Hello World, c style

Edit hello.c and put the following text

```
#include <stdio.h>
int main(){
      printf("Hello World\n");
      return 0;
}
```

Type **`gcc -o hello hello.c`**

Type **`./hello ; echo $?`**

Change the return 0 to return 42

Compile it again,

Run **`./hello; echo $?`**