### If example

```
#!/bin/bash
# 2008 09 08 - demonstrate if / then / else
if [ "x$1" != "x" ] && [ -f "$1" ]
t.hen
   echo -n "Remove $1 (n)? "
   read answer
   if [ $answer == "y" ] || [ $answer == "Y" ] || [
   then
      echo "Would remove"
   else
      echo "Would NOT remove"
   fi
else
   echo "Please specify a regular file"
fi
```

## If example

```
#!/bin/bash
# 2006 09 08 - demonstrate if / then / else
if [ "x$1" == "x" ]
then
   echo "Please specify a regular filename!"
   exit 1
elif [ ! -f "$1" ]
then
   echo "$1 is not a regular file!"
   exit 1
```



## If example

```
else
  echo -n "Remove $1 (n)? "
  read answer
  if [ $answer == "y" ] || [ $answer == "Y" ] || [
  then
      echo "Would remove"
  else
      echo "Would NOT remove"
  fi
fi
```



#### The case statement

```
case WORD in
  PATTERN1 )
      COMMANDS
  ;;
  PATTERN2 )
      COMMANDS
  ;;
  ...
esac
```

The idea here is that WORD is tested against the various PATTERNs listed, in order. The first match then executes the associated COMMANDs.

### Case example

```
#!/bin/bash
# 2006 09 08 - case example
case $1 in
  "yes")
     echo "Thanks!"
     exit. 0
     ;;
  "no")
     echo "Okay!"
     exit. 1
     ;;
  *)
     echo "Please use either 'yes' or 'no' (case-se
     ;;
esac;
```

# While/until loops

```
while list; do list; done; until list; do list; done;
```

while executes the do list as long as the **last** command in the list returns 0. until executes until the last command in the list returns 0.



#### while example

```
#!/bin/bash
# 2006 06 08 - rdl
echo -n "Now 'finish' ? "
read cmd
while test $cmd != "finish"
do
   rm NONEXIST
   echo "Status of \S? == \S?"
   echo -n "Now 'finish' ? "
   read cmd
done
```



#### until example

```
#!/bin/bash
# 2006 06 08 - rdl
echo -n "Now 'finish' ? "
read cmd
until test $cmd == "finish"
do
   rm NONEXIST
   echo "Status of \S? == \S?"
   echo -n "Now 'finish' ? "
   read cmd
done
```



## Shifting the arguments

You can "shift" the argument list, eliminating the current \$1 and replacing it with the current \$2, and so forth:



## Shifting the arguments

```
#!/bin/bash
while [ $# -gt 0 ]
do
  echo "$# -> arguments == '$@'"
  shift;
done
```



#### Shifting the arguments

```
[langley@sophie 2006-Fall]$ ./Script8.sh a b c d e
8 -> arguments == 'a b c d e f g h'
7 -> arguments == 'b c d e f g h'
6 -> arguments == 'c d e f g h'
5 -> arguments == 'd e f g h'
4 -> arguments == 'e f g h'
3 -> arguments == 'f g h'
2 -> arguments == 'g h'
[langley@sophie 2006-Fall]$
```

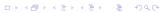


#### exit

We have already talked about exit, but to reiterate some points about exit:

- An exit status of zero should indicate success. It is a good idea to use an explicit exit NUM in scripts.
- An exit status that is non-zero should indicate failure.
- C programs use exit (NUM) to return a status.





#### exit example

```
#/bin/bash
# 2006 09 08 - rdl Script9.sh
if ./Script10.sh
then
   echo -n "Enter filename: "
   read filename
   echo "You entered '$filename'"
else
   echo "Okay, no filename needed."
fi
```



#### exit example

```
#/bin/bash
# 2006 09 08 - rdl Script9.sh
while /bin/true
do
  echo -n "Should I ask for a filename? "
  read answer
  case $answer in
     "no")
           exit. 1
           ;;
     "yes")
           exit 0
           ;;
     *)
           ;;
  esac
```

#### Regular expressions

Regular expressions are a convenient way to describe a sequence of characters, and regular expressions are part of such programs as emacs, awk, and perl.



# Regular expressions: operations

Concatenation: just place items adjacent, such ab, xyz, or somechars



## Regular expressions: operations

Repetition: we use " $\star$ " to indicate repetition zero or more times:  $a \star b == b$ , ab, aab, aab, ...



## Regular expressions: operations

Special case of repetition: we can specify one or more times with +: a+b == ab, aab, aab, ...



# Regular expressions: characters and classes

```
The dot "." can indicate any character, such as a.b == a1b, a2b, a3b, ...
```



#### Regular expressions: characters and classes

To specify a class of characters, you can use the [] syntax:

```
[abc] == a, b, c

[a-d] == a, b, c, d

[â-z] == NOT a lower case character

[0-9] == 0, 1, 2, 3, 4, 5, 6, 7, 8, 9
```





### Anchoring

You can "anchor" an expression to either the beginning of a string or its end, or both. Use îo indicate the beginning of a line, and \$ to indicate the end:

âbc\$ matches a line that consists exactly of abc abc\$ matches a line that ends in abc âbc matches a line that begins with abc



# Alternation and grouping

You can specify a group with round brackets "(" and ")". You can specify alternatives with a vertical "|" (abc) | (def) matches either abc or def



# Note on grouping

It also possible in many instances possible to make a reference to whatever matched a group in round brackets.



# Check chapter 32 for more on regular expressions

- 32.20 has a good summary of metacharacters for different programs.
- 32.21 has a reference with many useful examples



### Using grep/egrep

You can use the grep program to find strings in files. The "-i" option makes the search case-insensitive. If no file or files are specified, then grep looks to stdin for input. grep also adds "?" as a special character that matches 0 or 1 instance of any character.



## Examples with grep/egrep



## Popular options with grep/egrep

- $-i \rightarrow case-insensitive$
- -c  $\rightarrow$  display count of matching lines rather all matching lines
- ullet -v  $\rightarrow$  invert the matching
- $\bullet$  -H  $\rightarrow$  always show filenames
- $\bullet$  -h  $\rightarrow$  always suppress filenames
- $-1 \rightarrow \text{just show the filenames that have one or more matches}$





#### You can use the wc program to count characters, words, and lines:

```
wc -1 * # count the number of lines in all files wc -w * # count the number of words in all files wc -c * # count the number of characters in all wc -1w * # count the number of words and lines in wc * # count words, characters, and lines in
```

