

# Interactive bash

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broadly follows quigley ch 13 "The Interactive Bash Shell"

## The general environment

- source command
- bash startup files (as opposed to system init scripts)
- search path
- command line shortcuts
- arrays
- functions

# The source command

- takes a filename as argument
- operates differently than when called directly
  - executes commands in the file, in the current shell (compare C #include)
  - any #! interpreter script first line is a comment
  - variables are in common with current shell
  - file need not have execute permissions

## source demo 1 - current shell

```
root@instructor:/home/student
[root@instructor student]# echo "The process ID of this shell is ($$)"
The process ID of this shell is 36630
[root@instructor student]#
[root@instructor student]# cat sourcedemo1.sh
# Here is a script that prints its process ID
MYPID=$$
printf "\nThe process ID of this script is $MYPID \n\n"
ps -ef | head -n 1
ps -ef | grep --color=auto $MYPID
printf "\n"
[root@instructor student]# ./sourcedemo1.sh
The process ID of this script is 43552
UID      PID      PPID    C  STIME TTY      TIME CMD
root    43552   36630  0  12:26 pts/0    00:00:00 -bash
root    43555   43552  0  12:26 pts/0    00:00:00 ps -ef
root    43556   43552  0  12:26 pts/0    00:00:00 grep --color=auto 43552
[root@instructor student]# source ./sourcedemo1.sh
The process ID of this script is 36630
UID      PID      PPID    C  STIME TTY      TIME CMD
root    36630   36627  0  11:40 pts/0    00:00:00 -bash
root    43560   36630  0  12:26 pts/0    00:00:00 ps -ef
root    43561   36630  0  12:26 pts/0    00:00:00 grep --color=auto --color=auto 36630
[root@instructor student]#
```

## source demo 2 - common variables

```
root@instructor:/home/student

[root@instructor student]# MYVARIABLE=primary
[root@instructor student]#
[root@instructor student]# printf "\nthe shell thinks the value of MYVARIABLE is \"${MYVARIABLE}\"\\n\\n"
the shell thinks the value of MYVARIABLE is "primary"
[root@instructor student]# cat sourcedemo2.sh
# Here is a program that assigns then displays ( the? a? ) variable named MYVARIABLE
MYVARIABLE=secondary
printf "\nthe script thinks the value of MYVARIABLE is \"${MYVARIABLE}\"\\n\\n"
[root@instructor student]# ./sourcedemo2.sh
The script thinks the value of MYVARIABLE is "secondary"
[root@instructor student]# printf "\nthe shell thinks the value of MYVARIABLE is \"${MYVARIABLE}\"\\n\\n"
the shell thinks the value of MYVARIABLE is "primary"
[root@instructor student]# source ./sourcedemo2.sh
The script thinks the value of MYVARIABLE is "secondary"
[root@instructor student]# printf "\nthe shell thinks the value of MYVARIABLE is \"${MYVARIABLE}\"\\n\\n"
the shell thinks the value of MYVARIABLE is "secondary"
[root@instructor student]#
```

← running in a different shell, script's changes to its variables do not affect those of the calling shell

← running in the calling shell, script's changes to its variables do affect those of the calling shell

## source demo 3 - execute perm unneeded

```
[root@fedora test]# ls -l *
-rw-r--r--. 1 root root 18 Jan 16 00:04 file
-rwxr-xr-x. 1 root root 96 Jan 16 00:07 script
[root@fedora test]# cat file
SALUTATION=hello

[root@fedora test]# cat script
echo "Let's get started"
SALUTATION=greetings
./file
echo $$SALUTATION
echo "OK now we're done"

[root@fedora test]# ./script
Let's get started
./script: line 3: ./file: Permission denied
greetings
OK now we're done
[root@fedora test]# chmod +x file
[root@fedora test]# ./script
Let's get started
greetings
OK now we're done
[root@fedora test]# sed -i 's/\./file/source \./file/' script
[root@fedora test]# chmod -x file
[root@fedora test]# ./script
Let's get started
hello
OK now we're done
[root@fedora test]#
```

← "file" is called within "script"

← "file", called, must be executable

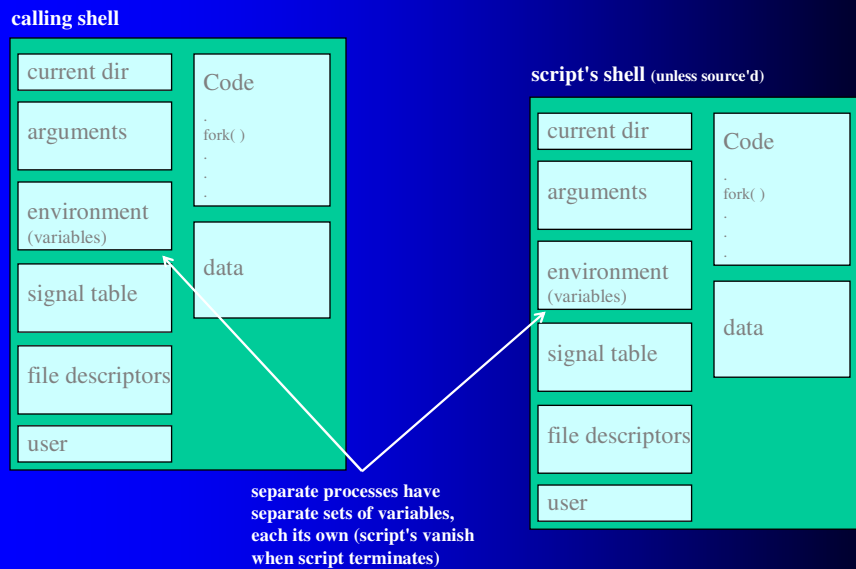
← variable holds value assigned by "script"

← "file" will be sourced

← "file", sourced, need not be executable (no error)

← variable holds value assigned by "file"

# Why don't variable changes "work"?



## bash startup files

- scripts that run when bash starts
- which ones depends on shell type, whether
  - login shell or not, and whether
  - interactive shell or not

## Shell types

	interactive	non-interactive
login	initial login shells ssh/telnet shells	n/a
non-login	GUI terminal windows' shells	shell scripts' shells

## Startup files per shell type

	interactive	non-interactive
login	/etc/profile read & executed by bash /etc/profile.d/*.sh sourced by /etc/profile ~/.bash_profile ~/.bash_login } one, read & executed by bash ~/.profile ~/.bashrc sourced by .bash_profile /etc/bashrc sourced by .bashrc	n/a
non-login	~/.bashrc called by bash /etc/bashrc sourced by .bashrc	file named in BASH_ENV

## Example /etc/profile.d customization script (vim.sh)

```

File Edit View Search Terminal Help
[student@instructor ~]$
[student@instructor ~]$ ssh student@instructor
student@instructor's password:
Last login: Wed Jul 26 13:45:40 2017 from 192.168.1.76
[student@instructor ~]$ alias vi; echo $?
alias vi='vim'
0
[student@instructor ~]$ exit
logout
Connection to instructor closed.
[student@instructor ~]$
[student@instructor ~]$ ssh root@instructor
root@instructor's password:
Last login: Wed Jul 26 13:44:30 2017 from 127.0.0.1
[root@instructor ~]# alias vi; echo $?
-bash: alias: vi: not found
1
[root@instructor ~]# cat /etc/profile.d/vim.sh
if [ -n "$BASH_VERSION" -o -n "$KSH_VERSION" -o -n "$ZSH_VERSION" ]; then
[ -x /usr/bin/id ] || return
ID=`/usr/bin/id -u`
[ -n "$ID" -a "$ID" -le 200 ] && return
# for bash and zsh, only if no alias is already set
alias vi >/dev/null 2>&1 || alias vi=vim
fi
[root@instructor ~]#

```

← student login;  
 ← vi alias gets set

← root login;  
 ← no vi alias set

← because this script ran

← student vs root distinction

← succeeds (\$? gets 0) if an alias for vi is in place...

← ...if so, this doesn't run, but if not it does and creates the alias

Customization: typing "vi" invokes vim rather than vi

## The search path

- “The default path is system-dependent, and is set by the administrator who installs bash.” –bash man page (I cannot figure out how from bash's README/INSTALL.)
- manipulated by some startup files
  - /etc/profile
  - some /etc/profile.d/ scripts
    - krb5-devel.sh, krb5-workstation.sh, ccache.sh, qt.sh
  - others may
- customize in ~/.bash\_profile

## Search path, excerpts from /etc/profile

```
root@frausto:~# grep -A9 -B1 "munge ()" /etc/profile; grep -A10 -B1 "manip" /etc/profile
pathmunge () {
if ! echo $PATH | /bin/egrep -q "(^|:)$1($|:)" ; then
if [ "$2" = "after" ] ; then
PATH=$PATH:$1
else
PATH=$1:$PATH
fi
fi
}

# Path manipulation
if [ "$SEUID" = "0" ] ; then
pathmunge /sbin
pathmunge /usr/sbin
pathmunge /usr/local/sbin
else
pathmunge /usr/local/sbin after
pathmunge /usr/sbin after
pathmunge /sbin after
fi
[ root@frausto ~ ]#
```

if "it" isn't already in PATH

add it to the end or beginning

add these 3 to the beginning

or to the end (added in opposite order, so as to appear in same order)

from a Fedora 10 installation

## Search path in ~/.bash\_profile

```
root@frausto:~# cat ~/.bash_profile
# .bash_profile

# Get the aliases and functions
if [ -f ~/.bashrc ] ; then
. ~/.bashrc
fi

# User specific environment and startup programs

PATH=$PATH:$HOME/bin
export PATH
unset USERNAME
[ root@frausto ~ ]#
```

a customization

## Importantly...

- startup scripts source one another
  - so their PATH alterations, being in a single shell, accumulate and persist
- export PATH
  - so later calls from bash get the changed PATH

## Command line shortcuts

- filename completion
  - press tab in midstream while typing filename
  - scope is fileset in current directory
- command completion
  - press tab in midstream while typing command name
- command history
  - latest command recall
    - uparrow - recall most recent command, uparrow again command before that,...
  - reverse incremental history search
    - ctrl-r - then type a substring you remember in a past command you wish to recall



# Arrays

```

root@frausto:~# cat arrays
declare -a LAKES
LAKES[1]=superior
LAKES[2]=michigan
LAKES[3]=huron
LAKES[4]=erie
LAKES[5]=ontario
STOOGES[1]=moe
STOOGES[2]=larry
STOOGES[3]=curley
DIRECTIONS=(north south east west)
ELEMENTS=(earth [3]=air fire water)
echo;echo "There are ${#LAKES[*]} lakes: ${LAKES[*]}"
for i in {0..5}; do echo -e "$i. ${LAKES[$i]} \t(length ${#LAKES[$i]})"; done
echo;echo "There are ${#STOOGES[*]} stooges: ${STOOGES[*]}"
for i in {0..5}; do echo -e "$i. ${STOOGES[$i]} \t(length ${#STOOGES[$i]})"; done
echo;echo "There are ${#DIRECTIONS[*]} directions: ${DIRECTIONS[*]}"
for i in {0..5}; do echo -e "$i. ${DIRECTIONS[$i]} \t(length ${#DIRECTIONS[$i]})"; done
echo;echo "There are ${#ELEMENTS[*]} elements: ${ELEMENTS[*]}"
for i in {0..5}; do echo -e "$i. ${ELEMENTS[$i]} \t(length ${#ELEMENTS[$i]})"; done
root@frausto:~#

```

ways to create arrays

expressing length of whole array

of individual element

expressing content of whole array

of individual element

`${ }` is the general notation for variable expansion

```

root@frausto:~# ./arrays
There are 5 lakes: superior michigan huron erie ontario
0. (length 0)
1. superior (length 8)
2. michigan (length 8)
3. huron (length 5)
4. erie (length 4)
5. ontario (length 7)
There are 3 stooges: moe larry curley
0. (length 0)
1. moe (length 3)
2. larry (length 5)
3. larry (length 5)
4. (length 0)
5. curley (length 6)
There are 4 directions: north south east west
0. north (length 5)
1. south (length 5)
2. east (length 4)
3. west (length 4)
4. (length 0)
5. (length 0)
There are 4 elements: earth air fire water
0. earth (length 5)
1. (length 0)
2. (length 0)
3. air (length 3)
4. fire (length 4)
5. water (length 5)
root@frausto:~#

```

all 4 arrays are sparse

# New (bash 4) associative array type

```

root@unexgate:~# declare -A capitals
root@unexgate:~# capitals[california]=sacramento
root@unexgate:~# capitals[illinois]=springfield
root@unexgate:~# echo ${#capitals[*]}
2
root@unexgate:~# echo ${capitals[*]}
springfield sacramento
root@unexgate:~#
root@unexgate:~#
root@unexgate:~# foods[japan]=sushi
root@unexgate:~# foods[india]=curry
root@unexgate:~# echo ${#foods[*]}
1
??
root@unexgate:~# echo ${foods[*]}
curry
root@unexgate:~# echo ${foods[japan]}
curry ??
root@unexgate:~# declare -A foods
-bash: declare: foods: cannot convert indexed to associative array
root@unexgate:~# unset foods
root@unexgate:~# declare -A foods
root@unexgate:~#
root@unexgate:~# foods[japan]=sushi
root@unexgate:~# foods[india]=curry
root@unexgate:~# foods[italy]=pasta
root@unexgate:~#
root@unexgate:~# echo ${foods[*]}
curry sushi pasta
root@unexgate:~# echo ${foods[japan]}
sushi
root@unexgate:~#

```

declaration not optional for associative arrays

# Functions

- install runnable code unit in memory
- under a callable name

“A shell function... stores a series of commands for later execution. When the name of a shell function is used as a simple command name, the list of commands associated with that function name is executed. Functions are executed in the context of the current shell; no new process is created to interpret them (contrast this with the execution of a shell script).

*bash man page*

# Functions

```
 david@frausto:~  
[david@frausto ~]$ function greet { echo hello $LOGNAME ;}  
[david@frausto ~]$  
[david@frausto ~]$ greet  
hello david  
[david@frausto ~]$  
[david@frausto ~]$ set | tail -4  
greet ()  
{  
    echo hello $LOGNAME  
}  
[david@frausto ~]$ █
```

# Functions – passing parameters

via positional parameters, like any command

```
root@unexgate ~# cat function-parameters
#!/bin/bash

function testfunction
{
echo -e "\ntestfunction's positional parameters (\$*) are: \$*"
}

echo -e "\nScript's positional parameters (\$*) are: \$*"

testfunction ONE TWO THREE

echo -e "\nFunction has its own, separate from those of the program that contains function's code. Use this mechanism for passing values to functions.\n"

[root@unexgate ~]#
[root@unexgate ~]# ./function-parameters FRONT BACK LEFT RIGHT UP DOWN
Script's positional parameters (\$*) are: FRONT BACK LEFT RIGHT UP DOWN
testfunction's positional parameters (\$*) are: ONE TWO THREE

Function has its own, separate from those of the program that contains function's code. Use this mechanism for passing values to functions.

[root@unexgate ~]# █
```

# Functions – returning values

- functions do not return values
  - only an exit status, like any command
    - exit status explicitly set in a "return" statement, or
    - that of the function's final command
- can set a global variable
- better:

```
[root@instructor ~]# cat funcdemo.sh

function myfunc
{
local myresult='some value'
echo "$myresult"           # output (print) the desired result
}

result=$(myfunc)          # produces the function's output, stores it
echo $result

[root@instructor ~]# ./funcdemo.sh
some value
[root@instructor ~]# █
```