
csce215 — UNIX/Linux Fundamentals

Fall 2021 — Lecture Notes: How to be lazy

This document contains slides from the lecture, formatted to be suitable for printing or individual reading, and with some supplemental explanations added. It is intended as a supplement to, rather than a replacement for, the lectures themselves — you should not expect the notes to be self-contained or complete on their own.

(4.1) Last time

Last time we learned about **standard input**, **standard output**, and **standard error** and how to **redirect** and **pipe** them.

- output redirection with `>` and `>>`
- input redirection with `<`
- error redirection with `2 >` and `2 >>`
- pipes with `|`

Today, we will learn some ways to use the shell more efficiently, i.e. ways to **be lazy**. The key ideas will be:

- **Command line arguments** and **special characters** that influence them;
- **Lists** that connect multiple commands to be run independently; and
- **Command substitutions** that use the output of one command as arguments for another.

(4.2) Command line arguments

Remember that when you type commands, you are communicating with a special program called a **shell**, whose job is to read, interpret, and execute the commands you give, usually by running other programs.

The shell passes **command line arguments** to the programs it runs.

```
$ ls -l shakespeare.txt
-rw-rw-r-- 1 jokane jokane 75223 Nov 17 11:43 shakespeare.txt
```

Command: ls

Arguments:

- -l
- shakespeare.txt

(4.3) Using the arguments

The arguments are available to the program being run, in a form that depends on the programming language.

For example, in Java, we can do something like this:

```
class ShowArgs {
    public static int main(String[] args) {
        String s;
        for (int i = 0; i < args.length; i++) {
            s = String.format("Arg %d is [%s]", i, args[i]);
            System.out.println(s);
        }
        return 0;
    }
}
```

Some of the examples below use a similar program, written as a shell script, called showargs.

(4.4) Special characters

Usually, the shell gets arguments by splitting the command up at spaces.

However most forms of punctuation are treated as **special characters** that can change this behavior.

We've seen a few special characters already:

There are a few others that are important to know.

(4.5) *Wildcards*

Arguments that contain * or ? are replaced with a list of filenames that match.

- A ? matches any single character. ☹️
- A * matches any sequence of characters. ☹️

The characters * and ? are called **wildcards**.

Examples in a directory filled with C++ (cpp), header (h), and object (o) files:

```
$ ls task.*
task.cpp
task.h
task.o
```

```
$ ls task.?
task.h
task.o
```

```
$ ls *.cpp | head
angle.cpp
animate-callback.cpp
animate.cpp
animate-gl.cpp
apollonius.cpp
circle.cpp
config.cpp
diffdrive.cpp
drawercolor.cpp
drawer.cpp
```

(4.6) Braces

Arguments containing **curly braces** are replaced with a list of each of the things between braces. 📖

```
$ showargs X{a,b,c}Y
Arg 1 is [XaY]
Arg 2 is [XbY]
Arg 3 is [XcY]
```

```
$ showargs X{a,b{1,2},c}Y
Arg 1 is [XaY]
Arg 2 is [Xb1Y]
Arg 3 is [Xb2Y]
Arg 4 is [XcY]
```

```
$ ls util.{cpp,h}
util.cpp
util.h
```

```
$ ls *.{cpp,h} | tail
triangle.cpp
triangle.h
unionfind.cpp
unionfind.h
uniseq.cpp
uniseq.h
util.cpp
util.h
wanderingrobots.cpp
wanderingrobots.h
```

(4.7) Tilde for home directory

The tilde character (~) is replaced with the path to the user's home directory. 📖

```
$ showargs ~
Arg 1 is [/home/jokane]
```

(4.8) Quotation marks

Double quotation marks (") prevent the shell from: 📖

- splitting into separate arguments
- expanding wildcards

```
$ showargs a b c d e f
```

```
Arg 1 is [a]  
Arg 2 is [b]  
Arg 3 is [c]  
Arg 4 is [d]  
Arg 5 is [e]  
Arg 6 is [f]
```

```
$ showargs a b c "d e f"
```

```
Arg 1 is [a]  
Arg 2 is [b]  
Arg 3 is [c]  
Arg 4 is [d e f]
```

```
$ showargs "*.cpp"
```

```
Arg 1 is [*.cpp]
```

```
$ showargs *.cpp | head -n 5
```

```
Arg 1 is [angle.cpp]  
Arg 2 is [animate-callback.cpp]  
Arg 3 is [animate.cpp]  
Arg 4 is [animate-gl.cpp]  
Arg 5 is [apollonius.cpp]
```

(4.9) Backslash

Use a **backslash** (\) to force the next character to be treated normally. 📖 This is called 'escaping' the character.

```
$ showargs a b c d e f
```

```
Arg 1 is [a]
Arg 2 is [b]
Arg 3 is [c]
Arg 4 is [d]
Arg 5 is [e]
Arg 6 is [f]
```

```
$ showargs a\ b\ c\ d\ e\ f
```

```
Arg 1 is [a b c d e f]
```

```
$ showargs \*|\?| \|
```

```
Arg 1 is [*? \]
```

With escaping:

```
$ echo hello world > hello\ world.txt
```

```
$ ls
```

```
hello world.txt
```

```
$ cat "hello world.txt"
```

```
hello world
```

Without escaping:

```
$ echo hello world > hello world.txt
```


```
$ ls
```

```
hello
```

```
$ cat hello
```

```
hello world world.txt
```

(4.10) Connecting commands

Use ; to separate two commands, when each one should be executed. 

```
$ date; whoami
Wed 17 Nov 2021 11:43:08 AM EST
jokane
```

Use `&&` to separate two commands, when the second should be ignored if the first fails. 📖

```
$ ls main.cpp && echo Success
main.cpp
Success
$ ls fake.cpp && echo Success
ls: cannot access 'fake.cpp': No such file or directory
```

Use `||` to separate two commands, when the second should be executed if the first fails. 📖

```
$ ls main.cpp || echo Fail
main.cpp
$ ls fake.cpp || echo Fail
ls: cannot access 'fake.cpp': No such file or directory
Fail
```

(4.11) Compile and run

A useful pattern is:

compile command `&&` run command

```
$ javac Hello.java && java Hello
hello, world
```

```

$ javac "Hello (Broken).java" && java Hello
Hello (Broken).java:2: error: ']' expected
    public static String mian(String[ args) {
                                ^
Hello (Broken).java:3: error: ';' expected
    System.out.println("hello, world")
                                ^
Hello (Broken).java:4: error: reached end of file while parsing
}
^
3 errors

```

(4.12) Command substitution

Use `$()` to insert the *output* of one command into the *arguments* for another command. 🤖
 (This can also be written with backticks (`). These are the backwards quotes that, on most keyboards, come from the shift-tilde key).

Example: Making a copy of a program.

```

$ which asciinema
/usr/bin/asciinema
$ cp -v /usr/bin/asciinema .
'/usr/bin/asciinema' -> './asciinema'
$ cp -v $(which asciinema) .
'/usr/bin/asciinema' -> './asciinema'

```

Example: Looking for a file by name.

```

$ locate pyx | grep version.py
/usr/local/lib/python3.8/dist-packages/pyx/version.py
$ cat $(locate pyx | grep version.py) | tail -n 2
version = "0.15"
date = "2019/07/14"

```

(4.13) Other special characters

There are a few other characters that bash treats in special ways:

-
1. parentheses ()
 2. square brackets []
 3. comment #
 4. variables \$
 5. run in background &
 6. negation !
 7. . . .

We'll cover some of these later, but the main thing to remember is that *nearly all punctuation has a special meaning*, so you'll sometimes need to be careful. When in doubt, escape it.