

# **Grep and Shell Programming**

Comp-206 : Introduction to Software Systems  
Lecture 7

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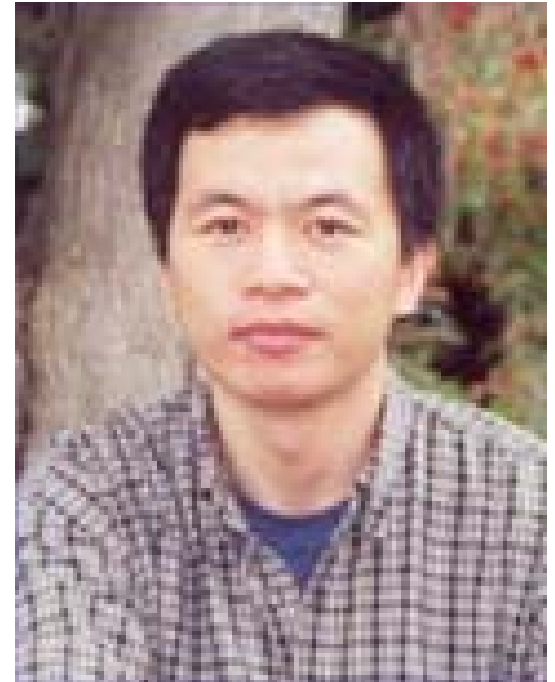
# Teacher's Assistants



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- Command line text editors allow you to create/edit files at the command line. Several text editors are available.
  - ♦ `vi` is one of the original text editor available on Unix. It's very difficult to use and learn. However, its very powerful and available on every Unix machines.
  - ♦ `pico` is a simple text editor based on the `pine` mail client. It's very easy to use, and is available on most Unix machines.
  - ♦ `emacs` is a very popular and powerful. Considering the number of features it has, it should be considered a heavy weight client.
- You can also use graphical text editors, such as bluefish, gedit or jedit.
- As a long term investment, I highly suggest you learn `vi`.

# Example of Text Editors

## Text based, console

- Vi
- Emacs
- Pico
- Ed
- JStar / Jove
- Edit (dos)

## Graphic based, GUI

- Xemacs
- Bluefish
- Gedit (Gnome)
- Kate (KDE)
- Jedit (java)
- Notepad (windows)

# Regular Expressions

- Several Unix commands and editors allow you to search on text patterns.
- These text patterns are known as regular expressions (regex).
- Examples of regular expressions include:
  - ♦ Text starting with the letter “a” and finishing with the letter “z”.
  - ♦ Text with at least one number, but not starting with the letter “a” or “b”.
  - ♦ Text with a letter repeated three times in a row.
  - ♦ Text contains the string “abc” exactly three times.

# Regex Syntax

- Take a look at the Regex Syntax quick sheet.
  - ♦ Literal characters are combination to represent special characters.
  - ♦ Character classes are combination to represent groups of characters.
  - ♦ Repetition indicate how often a character should be appear to be a match.
  - ♦ Anchors determine where the matching string must be found.

# grep, sed and awk

- `grep [options] string file`
  - ♦ search for occurrences of the string.
- `sed [options] file`
  - ♦ stream editor for editing files.
- `awk [options] file`
  - ♦ scan for patterns in a file and process the results.

- `grep` is used to search for the occurrence of a regular expression in files.
- Regular expressions, are best specified in apostrophes (or single quotes) when use with `grep`.
- Some common options include:
  - ♦ `-i` : ignore case
  - ♦ `-c` : report only a count of the number of lines containing matches
  - ♦ `-v` : invert the search, displaying only lines that do not match
  - ♦ `-n` : display the line number along with the line on which a match was found
  - ♦ `-l` : list filenames, but not lines, in which matches were found



# Examples of grep

- Consider the following text file :

Alex

Marc

Micheal

Ting

Juan

Jeremy

Jessica

Yannick

Nicolas

Jean-Sebastien

Nadeem

# Examples of grep (cont.)

## ■ Grep for a specific string . . .

```
[adenau] [rogue] [~/cs206] grep 'Je' demo.txt
```

```
Jeremy
```

```
Jessica
```

```
Jean-Sebastien
```

```
[adenau] [rogue] [~/cs206] grep -n 'Je' demo.txt
```

```
6:Jeremy
```

```
7:Jessica
```

```
10:Jean-Sebastien
```

```
[adenau] [rogue] [~/cs206] grep -c 'Je' demo.txt
```

```
3
```

# Examples of grep (cont.)

## ■ Grep for vowels . . .

```
[adenau] [rogue] [~/cs206] grep -i '^[aeiouy]' demo.txt
```

Alex

Yannick

```
[adenau] [rogue] [~/cs206] grep -i '[aeiouy]$' demo.txt
```

Jeremy

Jessica

```
[adenau] [rogue] [~/cs206] grep -i '[aeiouy]\{2\}' demo.txt
```

Micheal

Juan

Yannick

Jean-Sebastien

Nadeem

# Examples of grep (cont.)

## ■ Grep for specific characters . . .

```
[adenau][rogue][~/cs206] grep -i '^.e' demo.txt
```

Jeremy

Jessica

Jean-Sebastien

```
[adenau][rogue][~/cs206] grep -i '^.e\|a.$' demo.txt
```

Micheal

Juan

Jeremy

Jessica

Nicolas

Jean-Sebastien

# When to use grep

- Grep is a useful tool to find specific strings.
  - ◆ Outlining all the errors in a log file.
  - ◆ Finding a specific string in a collection of source files.
- It becomes an even more powerful tool when combined to other utilities.

```
[adenau][rogue][~/cs206] ps -e | grep 'java'
14256 pts/1 00:18:30 java
21395 ? 00:00:08 java
11218 pts/4 00:03:51 java
```

# Shell Scripting

- A shell programs (or script) containing a series of shell commands.
  - ♦ The first line of the script should start with `#!` which indicates to the kernel that the script is directly executable.
  - ♦ You immediately follow this with the name of the shell, or program (spaces are allowed), to execute, using the full path name.
- Different languages can be use to script (sh, bash, perl, python, ruby, etc).
- To set up a Bourne shell script the first line would be:

```
#! /bin/sh
```

- You also need to specify that the script is executable by setting the proper permissions on the file.

```
% chmod +x shell_script
```

# Variables

- There are three kinds of variables in a shell script:
  - ♦ Environment Variable : these variables are used to customize the operating system and the shell to your needs.
  - ♦ User-created : these variables are created by the script itself.
  - ♦ Positional Parameters : these variables store the parameter used to start the script.

# Positional Variables

- `$#`  : number of arguments on the command line
- `$-`  : options supplied to the shell
- `$?`  : exit value of the last command executed
- `$$`  : process number of the current process
- `$!`  : process number of the last command done in background
- `$n`  : argument on the command line, where n is from 1 through 9, reading left to right
  - `$0`  : the name of the current shell or program
  - `$*`  : all arguments on the command line ("`$1 $2 ... $9`")
  - `@$`  : all arguments on the command line, each separately quoted ("`$1`" "`$2`" ... "`$9`")



# Your first Unix Script

- The following script will print out the positional variables:

```
#!/bin/sh
echo "$#: " $#
echo '$-: ' $-
echo '$?: ' $?
echo '$$: ' $$
echo '$!: ' $!
echo '$3: ' $3
echo '$0: ' $0
echo '$*: ' $*
echo '$@: ' @$
```

# Shell Scripts

- A shell script runs from top to bottom.
- If statements and loop can be used to alter the control flow.
- You can also create functions.
- The `#` character is usually used to denote a comment.
- The `#!` at the start of the script indicates which program should execute/interpret the script.
- Unlike other programming languages, scripts are sometime sensitive to extra spaces.

# Simple Script

- The following script gathers information about the system and stores it in a file specified at the command line.

```
#!/bin/sh
uname -a > $1
date >> $1
who >> $1
```

- The output was as follows :

```
[adenau] [rogue] [~/cs206] ./info.sh output.txt
[adenau] [rogue] [~/cs206] cat output.txt
Linux rogue 2.6.12-gentoo-r4 #1 SMP ...
Thu Aug 10 10:57:38 EDT 2006
adenau pts/0 Aug 10 08:04 (dz2.cs.mcgill.ca)
```

# Reading from STDIN

- The `read` command allows you to read a string from STDIN.
- That string is then stored in the specified variable.

```
#!/bin/sh
```

```
echo "What is your name?"
```

```
read name
```

```
echo "Your name is $name."
```

# Arithmetic Operations

- The shell was never designed for numerical work.
- To do mathematical (integer) operations, you can use the `expr` command.
- The following example script adds two numbers passed at the command line and outputs the answer to `STDOUT`.

```
#!/bin/sh
```

```
sum=`expr $1 + $2`
```

```
echo $sum
```

- Before discussing control statements (if, for, etc), we need to check out the `test` command.
- The `test` command is used to evaluate an expression, or in our case, a condition.
- • Although shells do contain operators to test a condition, they are not as versatile and universal as `test`.
- The `test` command can evaluate condition at the file, string or integer level.

# File Tests

- `-r` : true if it exists and is readable
- `-w` : true if it exists and is writable
- `-x` : true if it exists and is executable
- `-f` : true if it exists and is a regular file
- `-d` : true if it exists and is a directory
- `-h` or `-L` : true if it exists and is a symbolic link
- and many more . . .

# String Tests

- `-z string` : true if the string length is zero
- `-n string` : true if the string length is non-zero
- `string1 = string2` : true if string1 is identical to string2
- `string1 != string2` : true if string1 is non identical to string2
- `string` : true if string is not NULL



# Integer Tests

- $n1 \text{ -eq } n2$  : true if integers  $n1$  and  $n2$  are equal
- $n1 \text{ -ne } n2$  : true if integers  $n1$  and  $n2$  are not equal
- $n1 \text{ -gt } n2$  : true if integer  $n1$  is greater than integer  $n2$
- $n1 \text{ -ge } n2$  : true if integer  $n1$  is greater than or equal to integer  $n2$
- $n1 \text{ -lt } n2$  : true if integer  $n1$  is less than integer  $n2$
- $n1 \text{ -le } n2$  : true if integer  $n1$  is less than or equal to integer  $n2$

# Logical Operators for Tests

- `!` : negation (unary)
- `-a` : and (binary)
- `-o` : or (binary)
- `()` : expressions within the `()` are grouped together. You may need to quote the `()` to prevent the shell from interpreting them.