Intro to Bash Scripting

#!/bin/bash



Scripts for todays talk at:

https://github.com/redbrick/HelpdeskTalks



Shell

- Bash is a shell
- Bourne Again Shell
- Bash can read commands from a file
 - and this is scripting



What You'll Need:

- A computer running Linux or *cough* OSX *cough* or Windows
 10
 - This can also be done on Redbrick
- A Terminal Emulator
 - GNOME Terminal, Xterm, etc.
- A Text Editor
 - Vim, nano, gedit etc
- No prior knowledge needed!
 - We'll bash it into you;)



Easy Mode: Hello World

```
#!/bin/bash
FOO="Hello, World!"
echo $F00
```

Redbrick

- #!/bin/bash
 - This is where your bash interpreter is located
- FOO="Hello, World!"
 - Declares a variable 'FOO', assigns a string to it
- echo \$FOO
 - Prints the contents of 'FOO'
 - '\$' used when calling variables



Time to make it executable

- Move to the folder your script is in:
 - cd path/to/yourscript.sh
- Make it executable:
 - chmod +x yourscript.sh
- And run:
 - ./yourscript.sh



You be looking at something like this?

```
(jessie)dylan@localhost:~$ cd ~/Downloads/scripts/
(jessie)dylan@localhost:~/Downloads/scripts$ ./hello_world.sh
Hello, World
(jessie)dylan@localhost:~/Downloads/scripts$ █
```

- You should be seeing something along these lines.
- If not, try to look really confused, we might spot you
 - or just raise your hand



A More Useful Example



Check if a Number is Odd or Even

```
#!/bin/bash
echo "Enter a Number."
read n
num=$(expr $n % 2)
if [ $num -eq 0 ]
then
    echo "Even Number."
else
    echo "Odd Number."
fi
```



- echo "Enter The Number"
 - Prints the quoted text to the screen



- read n
 - Allows user input, stored in variable 'n'



- num=\$(expr \$n % 2)
 - Does the calculation
 - Then saves it in the variable \$num



- if [\$num -eq 0]
 - Checks if this remainder is 0



- then echo "Even Number."
 - Tells us the number is even, if the remainder is 0.



- else
 - If the remainder is not 0:



- echo "Odd Number."
 - Prints
 - A non-zero remainder indicated an odd number



- fi
 - Terminates the 'if' statement.



And let's run it!

```
(jessie)dylan@localhost:~/Downloads/college/intro_bash$ ./even_odd.sh
Enter a Number.
6
Even Number.
(jessie)dylan@localhost:~/Downloads/college/intro_bash$ |
```



One More example!



Backing up

```
1 #!/bin/bash
     [ -z "$1"
        WORK=Downloads/college
        WORK=$1
  echo "Do you want to backup your ~/$WORK directory? (yes/no)
       n = yes - o = y ; then
      if [ ! -d ~/backups ] ; then
14
              ~/backups
15
     DEST=~/backups
     NAME=work-$(date +%d%-m%-y).tar.gz
18
     cd ~/
     tar -zcvf $DEST/$NAME ~/$WORK
20
     echo "Here is your backups folder:
      Ls ~/backups
22 fi
```



- [-z "\$1"]
 - Checks for a command line argument (CLA)
 - If there is a CLA the directory for backup will be set to it
 - Otherwise it is set to a predetermined directory

- [\$n =yes -o \$n =y]
 - checks for user input
 - o if "yes" or "y", script will continue
 - -o is an or statement



- [!-d ~/backups]; then
 - mkdir ~/backups
 - this checks to see if there is a directory called backups in your home directory
 - ! is not
 - -d directory
- NAME=work-\$(date + %d-%m-y).tar.gz
 - this is the naming convention of our backups with the date of backup
- tar -zcvf \$DEST/\$NAME ~\$WORK
 - o is a tar command that zips the selected directory (WORK) to our backup directory



And this is the output

```
(jessie)dylan@localhost:~/Downloads/scripts ./work_backup.sh Downloads/scripts

Do you want to backup your ~/Downloads/scripts directory? (yes/no)

yes

tar: Removing leading `/' from member names

/home/dylan/Downloads/scripts/
/home/dylan/Downloads/scripts/work_backup.sh

/home/dylan/Downloads/scripts/backup.sh

/home/dylan/Downloads/scripts/hello_world.sh

Here is your backups folder:
nameoffile.tar.gz work-081116%.tar.gz work-081116.tar.gz work-091116.tar.gz

(jessie)dylan@localhost:~/Downloads/scripts$
```



Bash can do a lot more...

All you need is imagination!



You can play Minesweeper!

```
flag: 0
<h/j/k/l> Move <g> Step <f> Flag <n/N/m/M> New <q> Quit
```

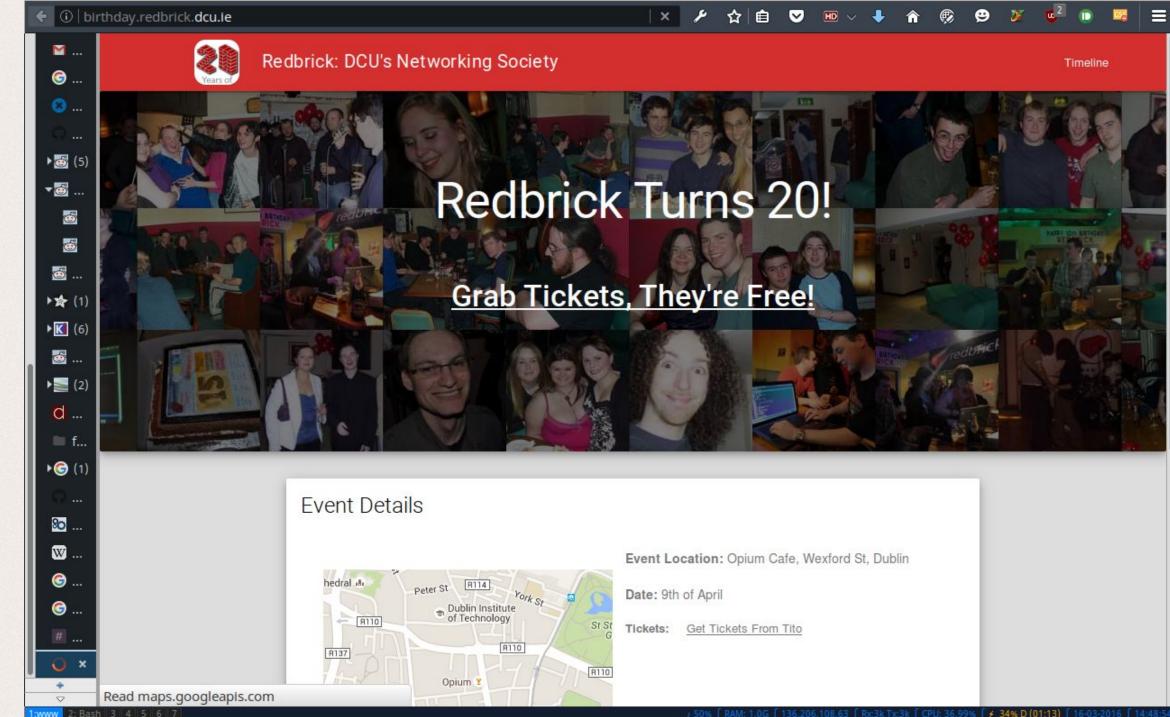


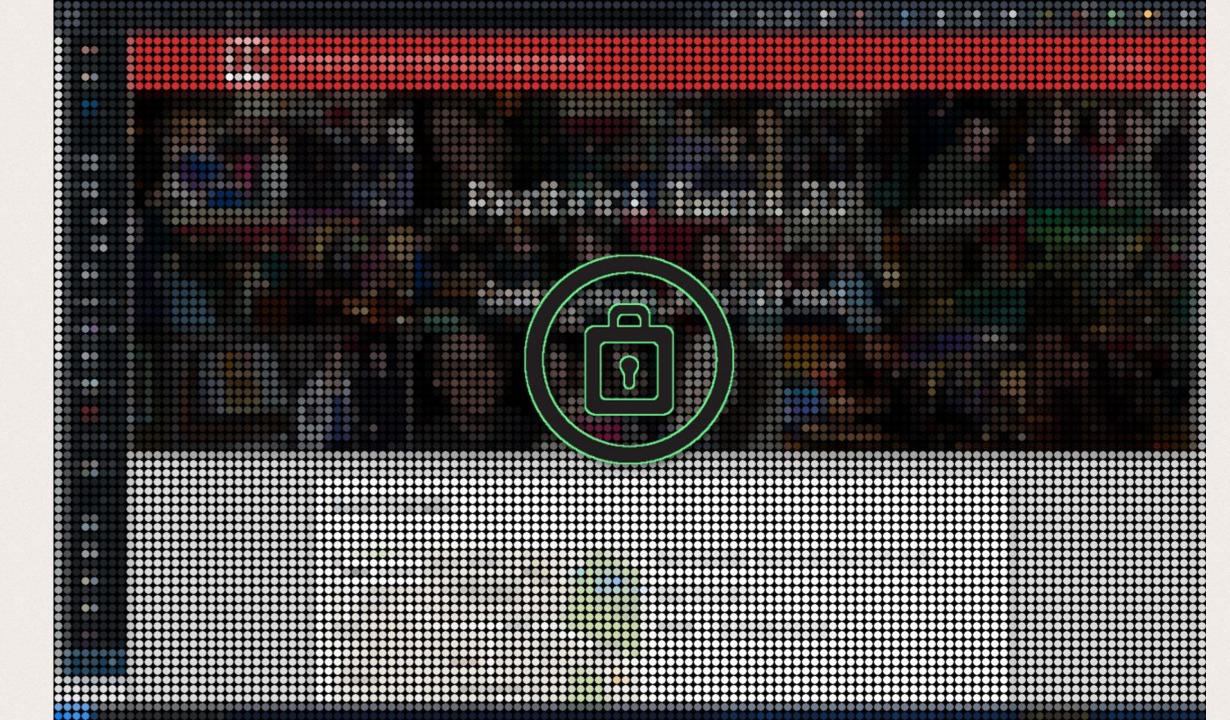
You can Edit Images!

...wait, what?



```
1 #!/bin/bash
 3 icon="/home/pints/.i3/i3lock/icon.png"
 4 tmpbg="/home/pints/tmp/screen.png"
 5 tmp lock="/home/pints/tmp/lock screen.png"
 7 xaxis=$(xdpyinfo | grep dimensions | uniq | awk '{print $2}' | cut -d 'x' -f1)
8 yaxis=$(xdpyinfo | grep dimensions | uniq | awk '{print $2}' | cut -d 'x' -f2)
10 #Grab current screen contents
11 scrot -z -q 100 "$tmpbg"
13 #Pixelate
14 convert "$tmpbg" -scale 10% -scale 1000% "$tmpbg"
15
16 #Tile a 10x10 circular cutout
17 convert -sample 10x10 xc: -draw 'circle 5,5 5,9' -negate \
18
           -write mpr:spot +delete \
19 "$tmpbg" -scale 100% -size "$xaxis"x"$yaxis" tile:mpr:spot \
20 +swap -compose multiply -composite "$tmp lock"
21
22 #Add a lock icon to the centre of the image
23 composite -gravity center "$icon" "$tmp lock" "$tmp lock"
24
25 #enable i3lock with colours modified image
26 i3lock --textcolor=ffffff00 --insidecolor=ffffff00 --ringcolor=ffffff00 --linecolor=ffffff00 --keyhlcolor=00FF00
   80 --ringvercolor=0000FF00 --insidevercolor=00000000 --ringwrongcolor=00000055 --insidewrongcolor=FF00001c -i "
   $tmp_lock"
27
28 #clean up
29 rm "$tmpbg"
30 rm "$tmp_lock"
```





More fun awaits:

All scripts shown today are at:

https://github.com/redbrick/HelpdeskTalks

More bash file can be found at:

www.github.com/butlerx/bash-scripts



Questions?



