

Basic Syntax & Structure

Script Structure

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

 - Shebang line, specifies the interpreter.

This line should be the first line of the script. It tells the system which interpreter to use to execute the script. Using `/bin/sh` ensures POSIX compliance.

```
# Comment
```

 - Comments start with a `#`.

Comments are used to explain the code and are ignored by the interpreter.

Commands are executed sequentially, one per line.

Each line typically contains a single command or a control structure.

Semicolons (`;`) can separate multiple commands on a single line.

Example:

```
command1; command2
```

Use `exit n` to exit the script with status `n`.

A status of `0` usually indicates success, while a non-zero status indicates failure.

Variables

Variable Assignment

```
variable=value
```

 (No spaces around `=`).

Example:

```
name="John Doe"
```

Variable Access

```
$variable
```

 or

```
${variable}
```

 (safer).

Example:

```
echo "Hello, $name!"
```

Read-only Variables

```
readonly variable
```

Example:

```
readonly name
```

Unsetting Variables

```
unset variable
```

Example:

```
unset name
```

Special Variables

```
$0
```

: Script name

```
$1, $2, ...
```

: Arguments

```
$#
```

: Number of arguments

```
$?
```

: Exit status of last command

```
$$
```

: Process ID

```
$!
```

: PID of last background command

Input and Output

```
echo message
```

 - Prints a message to standard output.

Example:

```
echo "Hello, world!"
```

```
read variable
```

 - Reads input from standard input and assigns it to a variable.

Example:

```
read name
```

```
cat filename
```

 - Displays the content of a file.

Example:

```
cat myfile.txt
```

```
printf format arguments
```

 - Formatted output (like C's printf).

Example:

```
printf "Name: %s, Age: %d\n" "John" 30
```

Control Structures

Conditional Statements (if/then/else/fi)

```
if condition; then commands [elif condition; then commands] [else commands] fi
```

Example:

```
if [ "$name" = "John" ]; then
    echo "Hello, John!"
else
    echo "Hello, stranger!"
fi
```

Conditions are often enclosed in square brackets `[]`. Note the spaces around the brackets and the condition.

Example:

```
[ -f "myfile.txt" ]
```

 (checks if the file exists)

String comparison: `=` (equal), `!=` (not equal)
Integer comparison: `-eq` (equal), `-ne` (not equal), `-lt` (less than), `-le` (less than or equal), `-gt` (greater than), `-ge` (greater than or equal)

File tests: `-f` (file exists), `-d` (directory exists), `-r` (readable), `-w` (writable), `-x` (executable)

Looping (for/while/until)

```
for variable in word1 word2 ...; do
    commands
done
```

Example:

```
for i in 1 2 3; do
    echo "Number: $i"
done
```

```
while condition; do commands done
```

Example:

```
i=1
while [ $i -le 3 ]; do
    echo "Number: $i"
    i=$((i + 1))
done
```

```
until condition; do commands done
```

Example:

```
i=1
until [ $i -gt 3 ]; do
    echo "Number: $i"
    i=$((i + 1))
done
```

```
break
```

 - Exits the loop.

```
continue
```

 - Skips the current iteration.

Case Statements

```
case variable in pattern1) commands ;; pattern2) commands ;; *) commands ;; esac
```

Example:

```
case "$1" in
    start) echo "Starting service" ;;
    stop) echo "Stopping service" ;;
    *) echo "Usage: $0 {start|stop}" ;;
esac
```

The `(*)` pattern is the default case, similar to `default` in other languages.

Commands and Utilities

File Manipulation

<code>ls</code>	List directory contents
<code>mkdir</code> <code>directory</code>	Create a directory
<code>rm</code> <code>file</code>	Remove a file
<code>rmdir</code> <code>directory</code>	Remove an empty directory
<code>cp</code> <code>source</code> <code>destination</code>	Copy a file
<code>mv</code> <code>source</code> <code>destination</code>	Move or rename a file
<code>touch</code> <code>file</code>	Create an empty file or update its timestamp

Text Processing

<code>grep</code> <code>pattern</code> <code>file</code>	Search for a pattern in a file
<code>sed</code> <code>'s/old/new/g'</code> <code>file</code>	Replace text in a file
<code>awk</code> <code>{print</code> <code>\$1}'</code> <code>file</code>	Print the first field of each line in a file
<code>sort</code> <code>file</code>	Sort the lines in a file
<code>uniq</code> <code>file</code>	Remove duplicate lines from a file
<code>cut</code> <code>-d','</code> , <code>-f1</code> <code>file</code>	Cut out sections of each line of a file

Process Control

<code>ps</code>	List running processes
<code>kill</code> <code>pid</code>	Terminate a process
<code>sleep</code> <code>seconds</code>	Pause execution for a specified number of seconds
<code>command &</code>	Run a command in the background
<code>wait</code>	Wait for all background processes to complete

Functions and Advanced Features

Functions

<code>function_name() { commands }</code> or <code>function</code> <code>function_name { commands }</code>
<p>Example:</p> <pre>my_function() { echo "Hello from my_function!" }</pre> <p><code>my_function</code> # Call the function</p>
Functions can accept arguments: <code>\$1</code> , <code>\$2</code> , etc.
<p>Example:</p> <pre>greet() { echo "Hello, \$1!" }</pre> <p><code>greet</code> <code>"John"</code></p>
<code>return value</code> - Returns a value from the function. The value should be between 0 and 255.
Local variables can be declared using <code>local</code> .
<p>Example:</p> <pre>my_function() { local my_var="local value" echo \$my_var }</pre>

Command Substitution

<code>\$(command)</code> or <code>command` (deprecated)</code> - Executes a command and substitutes its output.
<p>Example:</p> <pre>date_str=\$(date +%Y-%m-%d) echo "Today is \$date_str"</pre>

Here Documents

<code><<DELIMITER text DELIMITER</code> - Redirects multiple lines of input to a command.
<p>Example:</p> <pre>cat <<EOF Hello, this is a multi-line string. EOF</pre>

Signal Handling

<code>trap 'command' SIGNAL</code> - Executes a command when a signal is received.
<p>Example:</p> <pre>trap 'echo "Exiting..." ; exit 1' SIGINT</pre>
Common signals: <code>SIGINT</code> (Ctrl+C), <code>SIGTERM</code> (termination signal), <code>SIGKILL</code> (kill signal, cannot be trapped).