

# KORN SHELL PROGRAMMING CHEAT SHEET

## Special Characters

Metacharacters have special meaning to the shell unless quoted (by preceding it with a `\` or enclosing it in `` ``)  
Inside double quotes `" "` parameter and command substitution occur and `\` quotes characters `\`"$`  
Inside grave quotes `` `` then `\` quotes characters `\`$` and also `"` if grave quotes are within double quotes

## Input / Output

Input and output of a command can be redirected:

<code>&lt;file</code>	Use file as standard input (file descriptor 0)
<code>&gt;file</code>	Use file as standard output (file descriptor 1)
<code>&gt; file</code>	As above, but overrides the noclobber option
<code>&gt;&gt;file</code>	Use file as standard output, appending if it already exists
<code>&lt;&gt;file</code>	open file for reading and writing as standard input
<code>&lt;&lt;word</code>	Here document. The shell script is read as standard input until word is encountered. Unless a character of word is quoted, parameter and command substitution occur. Newline is ignored. <code>\</code> must be used to quote <code>\`\$`</code>
<code>&lt;&lt;-word</code>	As above, but leading tabs are stripped
<code>&lt;&amp;digit</code>	Standard input is duplicated from the file descriptor digit
<code>&gt;&amp;digit</code>	Standard output is duplicated from the file descriptor digit Eg. <code>&gt;&amp;2</code> will redirect standard output to standard error
<code>&lt;&amp;-</code>	Close standard input
<code>&gt;&amp;-</code>	Close standard output

## Commands

<code>;</code>	sequential execution, return status is that of the last in the list
<code>&amp;</code>	background execution
<code>(cd /tmp; ls; ls   wc -l) &amp;</code>	sequential background execution
<code>&amp;&amp;</code>	AND – execute both, return true of both succeed
<code>  </code>	OR execute the first, if false, execute the second, return true if either succeed
<code>\$(command)</code>	stdout of command substituted eg. <code>DATE=`date +%Y-%m-%d`</code>
<code>`command`</code>	alternate form of above, but has problems handling quotes and backquotes

## Functions

A name used as a simple command to call a compound command with new positional parameters.

`fname() {command list}`

Expansions occur during each execution of the function, not during the function definition.

Exit status of a function call is the exit status of the last command executed within the function.

## Signals

The INT and QUIT signals are ignored for a command executing in the background while the `monitor` option is unset.

`trap` commands signals When a signal is received execute the commands (which could be a function name)

See `/usr/include/sys/iso/signal_iso.h` for list of signals

```
end_program ()
{
    rm $TMPFILE # delete temporary file if user types Ctrl-C
    exit 1
}
trap end_program HUP INT QUIT TERM
```

## Options

Use `+` to turn these options back off.

<code>set -A NAME</code>	arguments Array assignment, assigning sequential values from arguments
<code>set -a</code>	All subsequently defined variables are exported automatically
<code>set -C</code>	noclobber. Prevents existing files from being overwritten by redirection
<code>set -n</code>	Read commands in the script without executing them
<code>set -x</code>	Prints commands and arguments as they are executed (debugging)

## Execution

If a command name matches a built-in command, it is executed within the current shell process.

Otherwise, if a command name matches a user defined function, the function is executed within the current shell process. Otherwise, a process is created and an attempt is made to execute the command using `exec` searching `$PATH` to find an executable file if the filespec does not begin with a `/`. If the file has the execute permission bit set, but the file is not an executable program, it is assumed to be a text file containing shell commands and a sub-shell is spawned to read it. The sub-shell does not include non-exported aliases, functions and variables. However, a parenthesized command is executed in a sub-shell that includes the current environment.

<code>. file params</code>	Read the complete file, then execute the commands within the current shell environment. <code>\$PATH</code> is used if necessary to find the file.
<code>alias -x name=value</code>	Create an alias for a command. Eg. <code>alias ll="ls -al"</code> <code>-x</code> exports the alias to scripts invoked by name
<code>for NAME in \$LIST; do   commands done</code>	Each time through the loop, the next word of <code>LIST</code> is assigned to <code>NAME</code>
<code>while commands; do   more commands done</code>	<code>while [ expression ]; do</code> Loop as long as the last of the commands return a status of 0
<code>until commands; do   more commands done</code>	Loop as long as the last of the commands returns a status of non-zero
<code>case \$NAME in   pattern) commands ;;   pattern) commands ;;   *) commands ;; esac</code>	<code>#default if no previous patterns matched</code>
<code>(commands)</code>	Execute commands in a separate environment
<code>break</code>	Exit from the enclosed <code>for</code> , <code>while</code> or <code>until</code> loop.
<code>break #</code>	Exit from <code>#</code> nested loops
<code>continue</code>	Start the next iteration of the enclosed <code>for</code> , <code>while</code> or <code>until</code> loop
<code>continue #</code>	Start the next iteration of the <code>#</code> nested <code>for</code> , <code>while</code> or <code>until</code> loop
<code>return</code>	Causes shell function or <code>.</code> script to return to the invoking script. The return status is that of the last executed command. Status value is least significant 8 bits. Works like <code>exit</code> if invoked while not in a function or <code>.</code> script.
<code>return status</code>	As above, but specifying the status
<code>exit status</code>	Causes the shell to exit with the specified status value
<code>cd</code>	Change current working directory to <code>\$HOME</code>
<code>cd -</code>	Change current working directory to the previous one
<code>cd directory</code>	Change current directory to the specified one
<code>cd old new</code>	Substitute the new string for the old string in the current directory name and change directory to the result
<code>echo</code>	Prints arguments on standard output (see also the <code>printf</code> utility, not part of the shell)
<code>exec arg</code>	Command specified by the arguments is executed in the current process (replacing this shell)
<code>pwd</code>	Output the absolute pathname of the current working directory
<code>read NAME1 NAME2 NAME3 ...</code>	One line of standard input is read and broken up using the <code>\$IFS</code> characters as separators. The fields are assigned to the <code>NAMEs</code> in order, except that leftover fields are all assigned to the last one.
<code>readonly NAME</code>	<code>\$NAME</code> cannot be changed by subsequent assignment
<code>umask value</code>	Set the permission bits to be stripped when creating files and directories <code>umask 077</code> is most secure

## Environment Variables

Variables marked using `export` or `typeset -x` become part of the environment that is inherited by executed commands. The environment can be augmented by preceding a command with a variable assignment.

Eg.	VAR=value command arguments ( <code>export VAR</code> ; <code>VAR=value</code> ; command arguments)
<code>export name</code>	Mark the variable for automatic export to subsequently executed commands
<code>typeset attribs NAME=value ...</code>	Sets attributes and assigned values to shell variables If invoked within a function defines a new local instance of the variable Attributes: (+ turns off the attributes) -i value is an integer. This makes arithmetic faster. -l converts uppercase to lowercase -u converts lowercase to uppercase -r read only -x automatic export to environment of subsequent commands -H UNIX to host file name mapping on non-UNIX systems -L left justifies and removes leading blanks from value -L# as above, defining the width of the field, right justifying with blanks or truncating -R# right justifies and fills with leading blanks, or truncates from the left -Z# right justifies and fills with leading zeros if the first non-blank character is a digit

## Common Environment Variables

PS1	primary prompt string eg. "\$"
PS2	secondary prompt string eg. ">"
ENV	pathname of script to execute when an interactive shell is started (like a dot script)
IFS	Input Field Separators – characters used for splitting fields. Default tab, space, newline
PATH	Directory search path for executables
PWD	Present working directory set by <code>cd</code>
TMPDIR	good place for temporary files

## Filename Expansion

*	Matches any string, including null
?	Matches any single character
[...]	Matches any single character in this list [a-d] is the same as [abcd]
[!...]	Matches any single character not in this list

## Positional Parameters

\$0	The command itself
\$1	First parameter \$2 is 2nd, etc.
\$*	All the parameters \$1 \$2 etc. If within double quotes a single word is generated with a space between each parameter
@	All parameters \$1 \$2 etc. If within double quotes, each parameter expands to a separate word
##	A decimal value which is the number of parameters (including the command parameter)
?	The value of the exit status of the last executed foreground command. 0 is true.
\$\$	The process ID of the shell
#!	The process ID of the last background command
shift	Positional parameters are moved so \$1=\$2 \$2=\$3 etc
shift number	Positional parameters are shifted by the number specified (less than or equal to \$#)

## Named Variables

\$NAME	
\${NAME}	Equivalent, but needed if following characters are legal in as a name
If a named parameter is exported, it becomes an Environment Variable and is available to programs spawned.	

## Modification of Variables

\${NAME:-word}	If NAME is unset or null, word is used instead
\${NAME:=word}	If NAME is unset or null, word is assigned to NAME and used (does not work for \$1 \$2 etc.)
\${NAME:?}	If NAME is unset or null an error message is sent to stderr

`${NAME:+word}` If NAME is unset or null, the null string is used, otherwise word is used  
If the colon is omitted from the above the test is only for NAME being unset

## Variable Expansion

If expansion occurs within double quotes, pathname expansion and field splitting is not performed on the result. suffix and prefix are subject to tilde expansion, parameter expansion, command substitution and arithmetic expansion.

`${#NAME}` The number of characters in NAME  
`${NAME%suffix}` Strip the smallest suffix from NAME before using it (eg. remove filename extension)  
`${NAME%%suffix}` Strip the largest suffix from NAME before using it  
`${NAME#prefix}` Strip the smallest prefix from NAME before using it  
`${NAME##prefix}` Strip the largest prefix from NAME before using it  
`~logname/filepath` Substitutes ~logname for the home directory ie. /export/home/logname/filepath  
If logname is omitted, the \$HOME environment variable is used  
`${NAME[element]}` Use the value of an array variable. Element can be an arithmetic expression.

## Arrays

Set `-A NAME John David Smith` equivalent to `NAME[0]=John ; NAME[1]=David; NAME[2]=Smith`  
echo `${NAME[*]}` equivalent to echo `${NAME[0]} ${NAME[1]} ${NAME[2]}`

## Conditional Expressions

Used to test file attributes and compare strings.

(expression) true if expression is true. Used to group expressions.  
! expression true if expression is false  
test expression Evaluates conditional expressions - old Bourne syntax – use `[[ ]]` or `(( ))`  
exp1 && exp2 true if both expressions are true  
exp1 || exp2 true if either expression is true  
  
`(( exp1 == exp2 ))` true if the expressions are equal *Need spaces around brackets*  
`(( exp1 != exp2 ))` true if the expressions are not equal  
`(( exp1 < exp2 ))` true if exp1 is less than exp2  
`(( exp1 <= exp2 ))` true if exp1 is less than or equal to exp2  
`(( exp1 > exp2 ))` true if exp1 is greater than exp2  
`(( exp1 >= exp2 ))` true if exp1 is greater than or equal to exp2  
  
`[[ string=pattern ]]` true if the string matches pattern  
`[[ string != pattern ]]` true if the string does not match the pattern  
`[[ string1 < string2 ]]` true if string1 sorts before string2 in locale  
`[[ string1 > string2 ]]` true if string1 sorts after string2 in locale  
`[[ -n string ]]` true if length of string is greater than zero  
`[[ -z string ]]` true if length of string is zero  
`[[ string ]]` true if the string is not the null string

if commands; then	PREFERRED	ALTERNATIVE
commands	if [ -w filename ]; then	if test -w filename; then
elif commands; then	commands	commands
commands	elif [[ \$VAR = "abc" ]]	elif test "\$VAR" = "abc"; then
else	commands	commands
commands	else	else
fi	fi	fi

`[ -a file ]` true if file exists  
`[ -d file ]` true if file is a directory  
`[ -e file ]` true if file exists  
`[ -f file ]` true if file is an ordinary file  
`[ -r file ]` true if file is readable by the current process  
`[ -w file ]` true if file is writable by the current process  
`[ -x file ]` true if file is executable by the current process (if a directory, has search permission)  
`[ -s file ]` true if file length is greater than zero  
`[ file1 -nt file2 ]` true if file1 is newer than file2

[ file1 -ot file2 ]	true if file1 is older than file2
[ file1 -ef file2 ]	true if file1 and file2 refer to the same file
[ -L file ]	true if file is a symbolic link
[ -p file ]	true if the file is a pipe or fifo special file
[ -b file ]	true if file is a block special file
[ -c file ]	true if file is a character special file
[ -S file ]	true if file is a socket
[ -O file ]	true if file is owned by the effective user ID of the current process
[ -G file ]	true if the group of the file matches the effective group ID of the current process
[ -u file ]	true if the file has the set user ID permission bit set
[ -g file ]	true if the file has the group ID permission bit set
[ -k file ]	true if the file has the sticky permission bit set
[ -t fildes ]	true if the file descriptor is open and associated with a terminal device
[ -o option ]	true if option is turned on

## Arithmetic Expressions

Expressions can be used when assigning an integer variable, as numeric arguments to **test**, and with **let** to assign a value to a variable. Use () to override precedence.

unary minus	==	equals
!	!=	not equals
*	<	less than
/	<=	less than or equal
%	>	greater than
+	>=	greater than or equal
subtract		

let A=B\*C                      assign A as the product of B times C  
typeset -i A                    create integer variable A

## Arithmetic Evaluation

**let** performs integer arithmetic using long integers.

Constants may be in another base as base#value, so 16#20 is 0x20 which is decimal 32.

Precedence and associativity of operators are the same as C language.

Parameter substitution syntax is not used to reference variables.

## Command Line Argument Processing

getopts optlist NAME

optlist is the string of command line option letters to be recognized (- or + can be used with options)

If a colon trails the letter, the option requires an argument.

The getopts command places the next option letter found in \$NAME (+ is prepended to the letter if specified)

The option's argument, if any, is stored in \$OPTARG

Begin optlist with a colon to suppress shell error messages for unrecognized options (then handle errors in the script)

```
while getopts ":l:tv" OPT; do
  case "$OPT" in
    a) LOGFILE=$OPTARG ;;
    t) TESTFLAG=Y ;;
    +t) TESTFLAG=N ;;
    v) VERBOSE=Y ;;
    +v) VERBOSE=N ;;
    ?) echo "Invalid option $OPTARG"; exit 1 ;;
  esac
done
shift $OPTIND-1
echo There are $# remaining parameters which are $@
```

## Shell Initialization

Note: Common to bourne shell initialization also, so commands must be compatible with both, or test \$0 for the shell

/etc/profile                    common to all users

\$HOME/.profile                specific to each user

\$ENV                            run on each invocation of an interactive shell eg. ENV=\$HOME/.kshrc