

Unit 8

Bash Programming and Git

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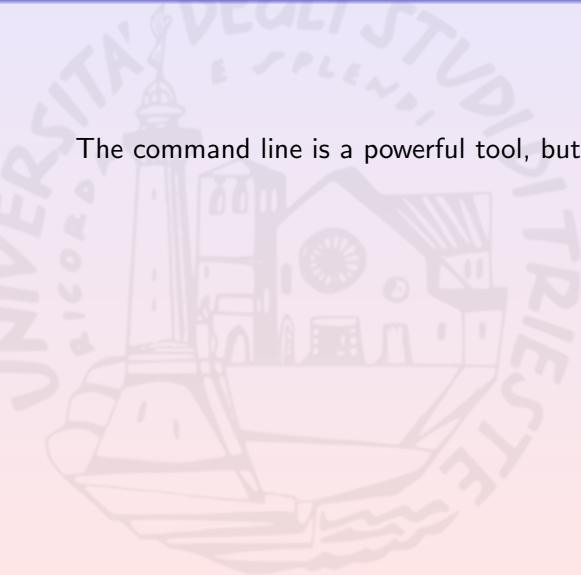
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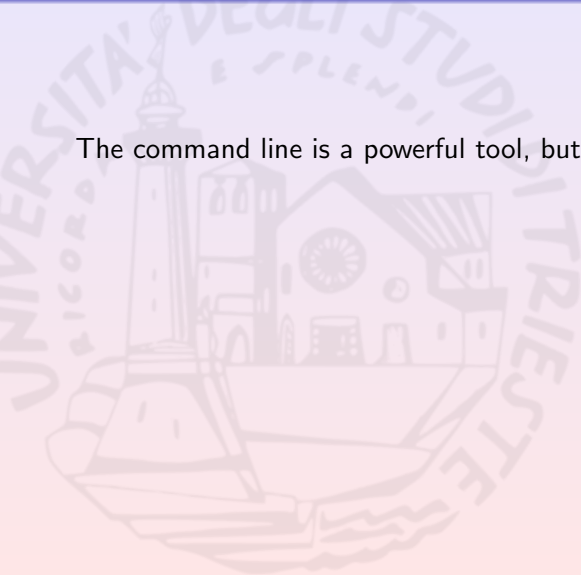
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Repetitive tasks are problematic because of typos and fatigue.

You must be focused along all the interactive process.

Any command provided to a shell can be included into a shell **script**

A Very Simple BASH Script

```
#!/bin/bash

# This is a comment

A=1  # this is a variable assignment
B=2; # another one

echo $A" _$B_test_${B}_test"
```

A Very Simple BASH Script (Cont'd)

- save it as `first.sh`
- make it executable

```
al@foo:~> chmod +x first.sh
```

- execute it

```
al@foo:~> ./first.sh
```

The result will be

```
1 2_test
```

A Very Simple BASH Script (Cont'd)

```
#!/bin/bash  
  
# This is a comment  
  
A=1 # this is a variable assignment  
B=2; # another one  
  
echo $A" _$B_test_ ${B}_test"
```

We got

- the **content of A**
- two **empty spaces** because B_test does not exist
- the **content of B** followed by _test

Arithmetic Expressions

Integer arithmetic evaluations are supported through the `$((...))` syntax

```
#!/bin/bash
```

```
A=1 # this is a variable assignment
```

```
B=2; # another one
```

```
echo ${A}/${B}=$((A/B))
```


Script Parameters

\$# stores the number of script parameters

\$1, **\$2**, ... store parameters

\$@ is the list of the script parameters

```
#!/bin/bash
```

```
echo $# $2 $@
```

Conditional Statement

```
#!/bin/bash

if [ $# -ne 2 ]; then
    (>&2 echo "Error: _Expected_2_parameters")

    exit 1
fi

echo $(( $1 + $2 ))
exit 0
```

Boolean Expressions

Bash supports many many kind of Boolean expressions

E.g.,

- [**-a** **FILE**] tests whether the file exists
- [**-x** **FILE**] tests whether the file exists and is executable
- [**-d** **DIR**] tests whether the directory exists
- [**S1 == S2**] tests whether the two strings are equal
- [**v1 -gt v2**] tests whether the first value is greater than the second one
- [**E1 -o E2**] performs the non-exclusive disjunction of the two expressions

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- [**-a** FILE] tests whether the file exists
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- [**-d** DIR] tests whether the directory exists
- [S1 == S2] tests whether the two strings are equal
- [v1 **-gt** v2] tests whether the first value is greater than the second one
- [E1 **-o** E2] performs the non-exclusive disjunction of the two expressions

See online for a full list of them

While-Loop Statement

```
#!/bin/bash

i=0

while [ $i -ne 10 ]; do
    echo $i

    i=$((i+1))
done

exit 0
```

For-Loop Statement

```
#!/bin/bash  
  
for name in "a" "b" "c"; do  
    echo $name  
done  
  
exit 0
```

Evaluating a Command

Commands can also be evaluated by using the `$(...)` syntax

```
#!/bin/bash

for name in $(ls $1); do
    bn=$(basename ${name} .sh)

    echo "The base name of ${name} is ${bn}"
done

exit 0
```

Functions Can Be Defined Too

```
#!/bin/bash

function test_function() {
    echo "This call has $# parameters"
    echo "Parameter 1 is $1"
    echo "Parameter 2 is $2"

    for i in $@; do
        echo $i
    done
}

test_function $2 $1 $3
```


GIT

It is a **distributed version control system**

It is meant to keep track of your project revisions (e.g., for bug tracking)

Many developers can work on the same project at the same time

It can handle many “version” of the same project

Initializing a GIT project

Enter in the project directory and execute `git init`

```
al@foo:~/prj$ ls
program.c
al@foo:~/prj$ git init
Initialized empty Git repository in
/home/al/prj/.git/
```

The `git repository` is the place where all the revisions and versions of the project are stored.

It is automatically handled by git.

Repository Status

None of the files are **tracked** by the git repository yet.

We can see the repository status by executing **git status**

```
al@foo:~/prj$ git status
On branch master

No commits yet

Untracked files:
  (use "git add <file >..." to include in what will
  be committed)

    program.c

nothing added to commit but untracked files present
(use "git add" to track)
```

Adding a file

Files can be added to the project by using `git add`

```
al@foo:~/prj$ git add program.c
al@foo:~/prj$ git status
On branch master

No commits yet

Changes to be committed:
  (use "git rm --cached <file >..." to unstage)

        new file:   program.c
```

The changes are now planned to be included into next revision

But not committed yet to the repository

Committing a revision

To commit the first revision of your project

```
al@foo:~/prj$ git commit -m "First commit"  
[master (root-commit) 62fcde6] First commit  
1 file changed, 8 insertions(+)  
create mode 100644 program.c
```

And the status is now

```
al@foo:~/prj$ git status  
On branch master  
nothing to commit, working tree clean
```

Changing a repository file

Any file change is reported by `git status`

```
al@foo:~/prj$ git status
Su1 branch master
Changes not staged for commit:
  (use "git add <file>..." to update what will
  be committed)
  (use "git checkout -- <file>..." to discard
  changes in working directory)

        modified:   program.c

no changes added to commit (use "git add" and/or
"git commit -a")
```

What about the differences?

The differences between the current revision of the file and the last repository revision can be seen as follows

```
al@foo:~/prj$ git diff
diff --git a/program.c b/program.c
index 9dfdaf4..f8ef5d6 100644
--- a/program.c
+++ b/program.c
@@ -2,7 +2,7 @@

int main(int argv, char *argv[])
{
- printf(" Hello , _world!\n" );
+ printf(" Hello , _world!!!\n" );

return 0;
}
```

Branches

From time to time, having different **versions** of the same project in development may be useful

E.g., when adding a feature that potentially breaks the project itself or bug fixing different version of the same software

Branches are branches in the development flow of a project.

Any project have one “main” branch named **master**

Creating a branch

```
al@foo:~/prj$ git branch longer_string
```

To see all the branches use `git branch` again

```
al@foo:~/prj$ git branch
longer_string
* master
```

We are still on the master branch

Moving between branches

To move to `longer_string` branch use `git checkout`

```
al@foo:~/prj$ git checkout longer_string
M       program.c
Moved to branch 'longer_string'
git branch
* longer_string
  master
```

All the changed can be committed to this branch as usual

```
al@foo:~/prj$ git commit -a -m "New_branch"
[longer_string 26d7695] New branch
1 file changed, 1 insertion(+), 1 deletion(-)
```

Tracking changes

`git diff` can be used to see the differences between branches

```
al@foo:~/prj$ git diff master
diff --git a/program.c b/program.c
index 9dfdaf4..f8ef5d6 100644
--- a/program.c
+++ b/program.c
@@ -2,7 +2,7 @@

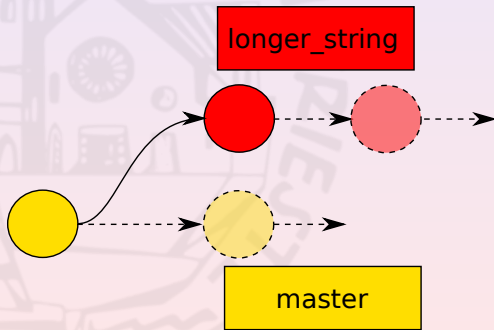
int main(int argv, char *argv[])
{
- printf(" Hello , _world!\n" );
+ printf(" Hello , _world!!!\n" );

return 0;
}
```

Branches evolutions

The branches evolve independently

Every commit exclusively concerns the active branch



Switching branches

Use `git checkout` to move from a branch to another one

```
al@foo:~/prj$ git branch
* longer_string
  master
al@foo:~/prj$ git checkout master
Switched to branch 'master'
```

Getting branch history

`git log` shows branch history

```
al@foo:~/prj$ git log
commit aa9ed46f...fc2a73 (HEAD -> longer_string)
Author: Alberto Casagrande <al@foo.bar>
Date:   Fri Sep 27 14:20:04 2019 +0200

    longer_string third commit

...
commit ba7f80f2...8e4189
Author: Alberto Casagrande <al@foo.bar>
Date:   Fri Sep 27 14:09:40 2019 +0200

    First commit
```

Reverting to a previous revision

`git checkout` can also be used to revert to a previous revision

```
al@foo:~/prj$ git log
...
commit 1a4619d8595 .... e70e9ee6
Author: Alberto Casagrande <al@foo.bar>
Date:   Fri Sep 27 14:19:28 2019 +0200

    longer_string second commit
...
al@foo:~/prj$ git checkout 1a4619d
Note: checking out '1a4619d'.
....
```

Branches merging

If you want to merge the changing in two branching since the last merge/split, use `git merge`

```
al@foo:~/prj$ git branch
* longer_string
  master
al@foo:~/prj$ git merge master
Auto-merging program.c
CONFLICT (content): Merge conflict in program.c
Automatic merge failed; fix conflicts and then
commit the result.
```


Branches merging (cont'd)

...if needed, fix all the conflicts by editing the files ...

```
#include <stdio.h>
#include <string.h>

#include <math.h>

int main(int argv, char *argv[])
{
<<<<<<< HEAD
    printf(" Hello ,_world!!!\n" );
=====
    printf(" Hello ,_world!_Boh!\n" );
>>>>>>> master

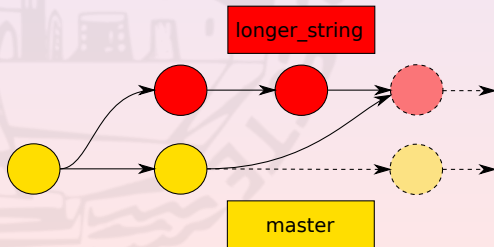
    return 0;
}
```

Branches merging (cont'd 2)

...and commit the result

```
al@foo:~/prj$ git commit -m "Merge_from_master" -a  
[longer_string 78f8c6f] Merge from master
```

All the changes done in the merging branch since the last merge/split will be applied to the current branch.



Deleting a branch

A branch can be deleted by using the `git branch` command

```
al@foo:~/prj$ git checkout master
Switched to branch 'master'

al@foo:~/prj$ git branch -D longer_string
Deleted branch longer_string (was 78f8c6f).

git branch
* master
```

Git on a remote server

Your local git repositories can be saved on remote servers (e.g., github.org, gitlab.org, etc.) to:

- avoid data loss
- work on shared project

To this goal, at least a remote should be defined

E.g.

```
al@foo:~/prj$ git remote
al@foo:~/prj$ git remote add github https://github.org/myuser/prj.git
al@foo:~/prj$ git remote -v
github https://github.org/myuser/prj.git (fetch)
github https://github.org/myuser/prj.git (push)
```

Pushing and Pulling

Once remotes have been defined, the last commits on the repository can be **pushed** on the server by issuing

```
al@foo:~/prj$ git push github
```

None of the commits in the local repository are sent to the remote until the push

Updated version of the repository can be downloaded from the server by writing

```
al@foo:~/prj$ git pull github
```

Cloning a repository

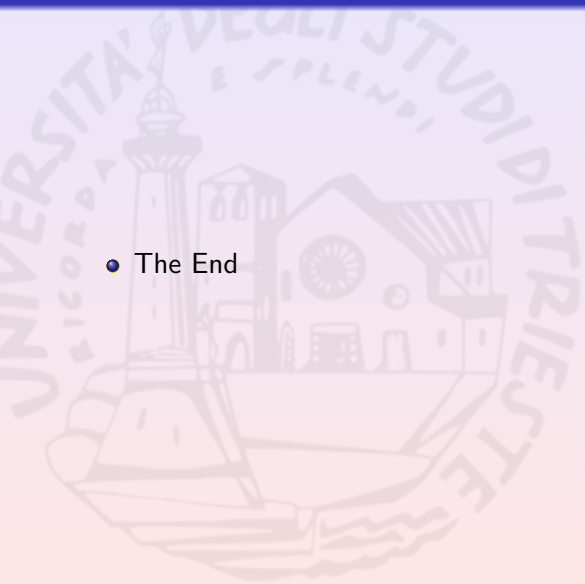
Already created repositories can be downloaded from the servers by using `git clone`

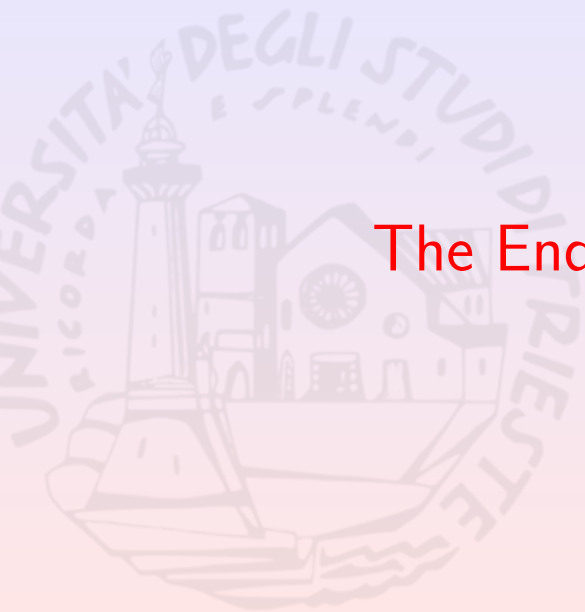
```
al@foo:~/prj$ git clone https://github.com/albertocastellanos/sagrande/pyModelChecking.git
```

```
Cloning into 'pyModelChecking'...
remote: Enumerating objects: 217, done.
remote: Counting objects: 100% (217/217), done.
remote: Compressing objects: 100% (121/121), done.
remote: Total 483 (delta 129), reused 159 (delta 87), pa
Receiving objects: 100% (483/483), 177.25 KiB | 495 00 K
Resolving deltas: 100% (273/273), done.
```

Coming soon...

- The End





The End