

Sperimentazioni di Fisica I

mod. A – Laboratorio 2

UNIX Tutorial (Part II)

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The BASH I/O Streams

- All the UNIX shells use three standard I/O streams:

`stdout` , the **standard output stream** which displays output from commands.

`stderr` , the **standard error stream** which displays error output from streams.

`stdin` , the **standard input stream** which provides input to commands.

Stream	File descriptor
<code>stdin</code>	0
<code>stdout</code>	1
<code>stderr</code>	2

- **Input streams provide input to programs, usually from terminals.**
- **Output streams print text characters, usually to terminals.**

Redirecting output

- There are two ways to redirect output:

`n>`

redirects output from **file descriptor `n`** to a file.

- You must have write permission to the file.
- If the file does not exist, it is created.
- If the **file exists**, the **existing content is lost** without any warning.

`n >>`

redirects output from **file descriptor `n`** to a file.

- You must have write permission to the file.
- If the file does not exist, it is created.
- If the **file exists**, the **output is appended to the existing file**.

Redirecting output streams - examples

No redirection

```
$ ls a* z*
/bin/ls: z*: No such file or directory
a1 a2 a3 a4 a5 a.out* a.ps
```

stdout redirection

```
$ ls a* z* >stdout.txt
/bin/ls: z*: No such file or directory
```

```
$ cat stdout.txt
a1
a2
a3
a4
a5
a.out*
a.ps
```

stderr redirection

```
$ ls a* z* 2>errori.txt
a1 a2 a3 a4 a5 a.out* a.ps

$ cat errori.txt
/bin/ls: z*: No such file or directory
```

both output streams redirected

```
$ ls a* z* >stdout.txt 2>>errori.txt

$ cat errori.txt
/bin/ls: z*: No such file or directory
/bin/ls: z*: No such file or directory
```

Redirecting both streams to the same file

- Sometimes **both output streams** have to be redirected **to one file**
- The procedure is often used for automated processes or in background jobs.
- Three possibilities:
 1. `command 1> output.log 2> output.log`
 2. `command > output.log 2>&1`
 3. `command &> output.log`
- To **append** output to a file, replace `>` with `>>`
- **Q: How to ignore output streams ?**
- **A: redirect the appropriate stream to `/dev/null`**

Ex: Ignoring error output stream

```
$ ls a* z* 2>/dev/null
a1 a2 a3 a4 a5 a.out* a.ps
```

Input redirection

- `stdin` stream can be redirected from a file, using the `<` operator

stdin/stdout redirect example

```
$ ls -l > list.out
```

Redirect **stdout** to **list.out**

```
$ cat list.out
```

All entries in ascending order

```
a1
```

```
a2
```

```
a3
```

```
$ sort -r < list.out
```

Process input from file with **sort** giving a reverse ordering

```
a3
```

```
a2
```

```
a1
```

The `cat` command

- The `cat` command, short for *catenate*, allows to **display** the **contents of a file** on `stdout`:

```
$ cat list.out  
a1  
...  
a3
```
- The `cat` command takes input from `stdin` if you do not specify a file name; it keeps reading from `stdin` until the **end-of-file**. (**ctrl-d** is used to signal end-of-file).

Creating a file with `cat`

```
$ cat >list2.out  
a1  
...  
a3  
$
```

← **Ctrl-d** is pressed

Input redirection summary

<code>> file</code>	Direct standard output to <code>file</code>
<code>< file</code>	Take standard input from <code>file</code>
<code>>> file</code>	Direct standard output to <code>file</code> ; append to file if it exists
<code><< label</code>	Here-document
<code>n> file</code>	Direct file descriptor <code>n</code> to <code>file</code>
<code>n< file</code>	Take file descriptor <code>n</code> from <code>file</code>
<code>n >> file</code>	Direct file descriptor <code>n</code> to <code>file</code> ; append to file if it exists
<code>n>&</code>	Duplicate standard output to file descriptor <code>n</code>
<code>n<&</code>	Duplicate standard input from file descriptor <code>n</code>
<code>n>&m</code>	File descriptor <code>n</code> becomes a copy of the output file descriptor
<code>n<&m</code>	File descriptor <code>n</code> becomes copy of the input file descriptor
<code>&>file</code>	Directs standard output and standard error to file

head or tail ... and wc

- While `cat` allows to concatenate files and print them on the standard output

`head` output the **first part of files** (10 lines by default)

- `head -n K` prints the **first K lines** of a file;
- `head -c B` prints the **first B bytes** of a file;

`tail` output the **last part of files** (10 lines by default)

- `tail -n K` prints the **last K lines** of a file;
- `tail -c B` prints the **last B bytes** of a file;

`wc` prints **newline**, **word** and **byte** counts for each file

- `wc -c` print the **byte** counts;
- `wc -l` print the **newline** counts;
- `wc -w` print the **word** counts;

Finding text in files

- The `grep` command print lines matching a pattern

```
grep [OPTIONS] PATTERN [FILE...]
```

- `grep` searches the named input **FILEs**, or standard input if no files are named, for lines containing a match to the given **PATTERN**.
 - `grep -i` ignore case distinctions in both the **PATTERN** and the input files.
 - `grep -n` prefix each line of output with the 1-based line number within its input file.

```
[agarfa]$ grep iostream *.cxx  
primo.cxx:#include <iostream>  
secondo.cxx:#include <iostream>
```

```
[agarfa]$ grep -n iostream *.cxx  
primo.cxx:1:#include <iostream>  
secondo.cxx:1:#include <iostream>
```

Foreground and background jobs

- When you run a command in a terminal window, you are running it in the **foreground**.
- The Bash shell has a **suspend key**, `Ctrl-z`. Pressing this key combination, you get the terminal prompt again.
- The clock is still on your desktop but has stopped running.
- It can be restarted with the **fg** command
- **fg** brings the job right back to the foreground, but you no longer have a shell prompt.
- The **bg** command continues running your job in background and giving back the terminal prompt

```
[agarfa]$ xclock -d -update 1
[2]+  Stopped                  xclock -d -update 1
[agarfa]$ fg %2
xclock -d -update 1
[1]+  Stopped                  xclock -d -update 1
[agarfa]$ bg %1
[1]+  xclock -d -update 1 &
```

Using &

- To start a new *job in background*, add a `&` character at the end of the command
- The message shows a *job number* and a *process id* (PID).
- With the `jobs` command is possible to find out what jobs are running
- The `-l` option prints PIDs and the plus sign `(+)` beside the job number indicates that is the current job

```
[agarfa]$ xclock -d -update 2 &
[1] 29696
[agarfa]$ jobs -l
[1]+  29696 Running                xclock -d -update 1 &
```

ps: inspecting process status information

- The `ps` command accepts zero or more PIDs as argument and displays the associated process status
- Using `ps` with no options will list all processes that have our terminal as their controlling terminal

```
[agarfa]$ jobs -l  
[1] 29696
```

```
[agarfa]$ ps 29696  
  PID TTY          STAT       TIME COMMAND  
29696 pts/6        S           0:00 xclock -d -update 1
```

```
[agarfa]$ ps  
  PID TTY          TIME CMD  
27082 pts/6        00:00:00 bash  
29696 pts/6        00:00:00 xclock  
30170 pts/6        00:00:00 ps
```

top

- The `top` command displays a continuously updated process list, along with useful summary information
- the `-p` option allows to control a single process

```
[agarfa]$ top -p 29696
```

```
top - 18:58:50 up 10:32, 7 users, load average: 0.18, 0.28, 0.27
Tasks: 1 total, 0 running, 1 sleeping, 0 stopped, 0 zombie
Cpu(s): 9.9%us, 1.8%sy, 0.2%ni, 87.2%id, 0.6%wa, 0.1%hi, 0.3%st
Mem: 2074216k total, 2018076k used, 56140k free, 54776k buff
Swap: 3903784k total, 23580k used, 3880204k free, 1501260k cache
```

PID	USER	PR	NI	VIRT	RES	SHR	S	%CPU	%MEM	TIME+	COMMAND
29696	alberto	20	0	7692	3400	2808	S	0	0.2	0:03.36	xclock

kill

- To `Ctrl-c` sequence terminates a running program.
The sequence sends a `SIGINT` or interrupt signal to the process.
- The `kill` command sends a signal to a job or process.
Type `man kill` to get a table of all available signals.

Esercizi di Oggi

1. Scrivere un programma che chieda all'utente di inserire **due numeri interi**, ne calcoli la **somma** e la **differenza** e stampi a schermo i **due risultati**.
2. Scrivere un programma che chieda all'utente di inserire all'utente la **base** e l'**altezza** di un **triangolo**, ne calcoli l'**area** e stampi a schermo il **risultato**.
3. Scrivere un programma che chieda all'utente di inserire la **lunghezze** dei **tre lati** di un **parallelepipedo**, ne calcoli il **volume** e la **superficie laterale** e stampi a schermi **i due risultati**.