

Bash Programming Reference

1 General Notes

- Words in italics denote concepts that are further explained, often in the same section, but possibly elsewhere - in that case a cross-link is provided.
- Roman [] * ? | stand for themselves; in italics they denote:
 - ?: zero or one
 - *: zero or more
 - +: one or more
 - /: either/or
 - []: used for grouping, ? is assumed if no other symbol is given.
- * ? bind to the word or group on their left, / binds to the word or group on their left and right; e.g., [a/bc] → either a or bc, or nothing.

2 Operation

1. Input
2. Tokenizing
3. Parsing
4. Expansions
5. Redirections
6. Execution
7. (Wait)

3 Tokenizing

Split input into *tokens*, which are either *words* or *operators*:

- **words** do not include unquoted (8) *metacharacters* (space, tab, newline, |, &, ;, (,), <, >; see 7). The following words are *reserved* and have special meaning:
! case coproc do done elif else esac fi for function if in select then until while { } time [[]]
- **operators** contain at least one unquoted metacharacter, and are either *control* or *redirection* operators
 - control operators are newline, ||, |, &&, &, |&, ;, ;;, ;&, (, and).
 - redirection operators are >, >>, >|, >&, &>, &>>, <&, <<, <<-, <<<, <>

IOW, tokens are delimited by whitespace or by **metacharacter/non-metacharacter boundaries**, e.g. ls|wc → ls, |, wc because | is a metacharacter

whereas letters aren't, so ls|wc cannot be a word; by contrast, ls-l is parsed as single word, so space is needed to obtain two tokens: ls -l.

4 Parsing

The tokens are parsed into *commands*, of which there are the following four kinds (see the [shell grammar](#) for details):

- Simple commands: [assignment*] program [arg*] [&;]
- Pipelines: cmd [| cmd]* (or |& to redirect stderr too)
- Lists: ≥ 1 pipelines; precedence: &&, ||; &, ;
 - p1n1 [&& p1n2] 2 iff 1 succeeds
 - p1n1 [| p1n2] 2 iff 1 fails
 - p1n1 [; p1n2] 2 waits for 1
 - p1n1 [& p1n2]] doesn't wait (bg)
- Compound commands (9):
 - Loops
 - Conditionals
 - Groupings

Note that the grammar is recursive, e.g. pipelines (and therefore, lists) can be composed from *any* command, not just simple commands. Likewise, any command is a valid pipeline, and also a valid list.

5 Expansions

1. Brace (5.1)
 2. Tilde (5.2), parameter (5.3), arithmetic (5.4), command (5.5), process (5.6)
 3. Word splitting (aka Field splitting - 5.7)
 4. Filename expansion (aka Globbing - 5.8)
 5. Quote removal (5.9)
- Abbreviated below as B, T, V, A, C, P, W, F, and Q, respectively.
 - **Rule of thumb:** expansions that can increase the number of words (B, W, F) do not occur where a single word is expected.

5.1 Brace Expansion

A prefix and suffix (both possibly empty) are affixed to each of a set of strings. This is either an explicit *list*, or a *sequence*.

5.1.1 {,} List

Generate lists of strings, normally with a common prefix, suffix, or both.

expression	value	comment
pr{A,B,C}	prA prB prC	prefix
{A,B,C}su	Asu Bsu Csu	suffix
pr{A,B,C}su	prAsu prBsu prCsu	both

5.1.2 {..} Sequence

Generate sequences, possibly with a common prefix, suffix, or both. Specify start, stop, and an optional step.

expression	value	comment
{1..5}	1 2 3 4 5	
f{1..4}.c	f1.c f2.c f3.c f4.c	affixes
{5..1}	5 4 3 2 1	reverse
{01..5}	01 02 03 04 05	fixed width
{1..10..2}	1 3 5 7 9	step
{a..e}	a b c d e	character

Nesting is possible: {a,b,c{1..3}} → a b c1 c2 c3

Note: contrary to *filename expansion*, the generated strings do **not** have to match filenames.

5.2 Tilde Expansion

When an unquoted ~ occurs at the beginning of a word, all characters between that ~ and either the first unquoted / or the end of the word constitute a *tilde prefix*, expanded as follows:

tilde prefix	value
~	\$HOME
~user	user's \$HOME
~+	\$PWD
~-	\$OLDPWD

5.3 Parameter Expansion

Parameter expansion is introduced by \$ (optional in *shell arithmetic* (11) contexts). For *setting* parameters, see 10.

5.3.1 Ordinary Parameters

expansion	value
\${var}	value of var (as a string)
\$var	short for \${var}, ok iff not prefix of longer word
\${#var}	string length of \$var

5.3.2 Handling null and unset

A parameter is *null* if its value is the **empty string**; it is *unset* if it has **no value**.

expansion	value
\${var-def}	if var is unset, return def, otherwise return \$var
\${var=def}	if var is unset, return def <i>and set var to def</i> , otherwise return \$var
\${var+def}	if var is unset, return empty, otherwise return def
\${var?msg}	if var is unset, expand msg and write it to stderr, then exit (unless interactive).

Operators :-, :=, :+ and :? work like their colon-less counterparts, but they check for null as well as unset. def and msg undergo TVCA expansion.

5.3.3 Expansions involving @ or *

Expansions of the form \$@, \${ary[@]}, \${!ary[@]}, \${ary[@]:pos:len}, as well as substitutions (5.3.8) involving ary[@] mean “all the elements” in some collection (the positional parameters, the values in an array, the keys in an array, the values in an array slice, or the result of substitutions on all elements of an array, respectively). All have a variant involving * instead of @. They expand either to a **single word** containing all the values, or to **separate words**, depending on context and quoting:

- In contexts where **word splitting is not done** (see 5.7.2), both @ and * constructs expand to a single word containing all values, irrespective of quoting.
- In contexts where word splitting is done,
 - *unquoted* @ and * constructs both expand to separate words, the expanded words are themselves subject to word splitting and filename globbing.
 - *quoted* * constructs expand to a single word containing all values, while @ constructs expand to separate words; in neither case does further word splitting or globbing occur.
- when the expression expands into a single word, the values are separated by spaces in @ constructs, and by the first character of \$IFS (or nothing if null) in * constructs.
- when the expression is embedded in a word, and expands to separate words, the part of the word before (resp. after) the expression remains prefixed (resp. suffixed) to the first (resp. last) word, e.g. if a=(1 2 3) then "X\${a[@]}Y" expands to X1 2 3Y.

5.3.4 Positional Parameters: \$1, \$2, ...

At the top level, \$1, \$2, ... contain the program's 1st, 2nd, etc. arguments (if any, otherwise unset); in a function body they refer to the function's arguments. They can be reset, but only with set and shift. Use braces for arguments beyond 9th: \$10 = \${1}0 ≠ \${10}.

Within a *function* (13) body, these refer to the arguments (if any) passed to the function.

5.3.5 Some Special Parameters

All are read-only.

param	meaning
\$0	pathname of script
, \$@, "\$", "\$@"	positional parameters (= arguments). See 5.3.3.
##	number of positional parameters
\$_	exit status of last foreground pipeline
\$_	PID of last asynchronous command

5.3.6 Arrays

sub below (“subscript”) stands for either an integer or a string, for indexed or associative arrays, respectively.

expression	value
\${array[sub]}	the value of array <i>array</i> at index or key <i>sub</i> .
\${a[@]}, \${a[*]}	\${a[1]} ... \${a[n]}
"\${a[*]}"	"\${a[1]}s\${a[2]}s...\${a[n]}"; separator <i>s</i> is the 1 st char of \$IFS (space if unset, empty if null)
"\${a[@]}"	"\${a[1]}" "\${a[2]}" ... "\${a[n]}"
"\${#array[sub]}"	length of "\${array[sub]}"
\${#array[sub]}	length of \${array[sub]}
\${#a[@]}, \${#a[*]}	number of elements in <i>a</i> .
\${!a[@]}, \${!a[*]}	like \${a[@]}, but with the subscripts instead of the values

5.3.7 Substring Expansion

expansion	value
\${str:pos}	substring of <i>str</i> starting at <i>pos</i>
\${str:pos:len}	<i>len</i> -character substring of <i>str</i> starting at <i>pos</i> .
\${ary[k]:p:len}	<i>len</i> -character substring of <i>ary[k]</i> starting at <i>p</i> .
\${ary[@]:p:len}	<i>len</i> elements of <i>ary</i> , starting at <i>p</i>

pos and *len* undergo arithmetic expansion (5.4) – if negative, they both count as *position* from the end of *str* (use whitespace to avoid confusion with :- (\${str:-1} ≠ \${str:-1} - see 5.3.2).

5.3.8 Substitutions

expansion	value
\${str/pat/rep}	replace 1 st instance of <i>pat</i> with <i>rep</i>
\${str//pat/rep}	replace <i>all</i> instances of <i>pat</i> with <i>rep</i>
\${str/#pat/rep}	replace <i>pat</i> with <i>rep</i> if <i>pat</i> matches start of <i>str</i>
\${str/%pat/rep}	replace <i>pat</i> with <i>rep</i> if <i>pat</i> matches end of <i>str</i>
\${str#pat}	delete shortest match of <i>pat</i> at start of <i>str</i> (##: longest)
\${str%pat}	delete shortest match of <i>pat</i> at end of <i>str</i> (%%: longest)
\${str^pat}	make 1 st match of <i>pat</i> in <i>str</i> uppercase (^: all matches; <i>pat</i> defaults to ? if not supplied)
\${str,pat}	as above, lowercase

rep and *tgt* undergo T, V, C, A (see 5); *tgt* (expanded) is a glob (12) pattern.

These substitutions also work on arrays, and @ or * may be used to specify all elements, *e.g.*:

expansion	value
\${ary[2]#?}	remove 1 st char of 3 rd element of <i>ary</i>
\${ary[@]/tgt/rep}	replace 1 st instance of <i>tgt</i> with <i>rep</i> in all elements of <i>ary</i>
\${ary[*],,}	make every element of <i>ary</i> completely lowercase

5.3.9 Indirect Expansion

Variables can hold the names of other variables.

expansion	value
\${!name}	(if <i>name</i> is a <i>nameref</i>) the name of the variable referenced by <i>name</i> (if <i>name</i> is not a <i>nameref</i>) the expansion (TVCA) of <i>\$name</i> taken to be a parameter name

5.4 Arithmetic Expansion

\$(*expr*) - tokens in *expr* undergo V, C, and Q expansions (5); the result is evaluated according to *shell arithmetic* (11).

5.5 Command Substitution

\$(*command*) evaluates to the output of *command* (run in a subshell).

5.6 Process Substitution

Allows the substitution of a process for a filename argument.

- for reading: `<(list)`, e.g. `diff <(sort f1) <(sort f2)`
- for writing: `>(list)`, e.g. `tee > >(wc -l) <f1 | gzip -`

Several *options* (14) can modify this behaviour.

5.7 Word Splitting

aka “field splitting”

The result of **most** (but see 5.7.2) *unquoted* expansions is split using the characters in `$IFS`. Any space, tab, or newline found in `$IFS` is called *IFS whitespace*.

- sequences of IFS whitespace separate fields
- IFS whitespace at the beginning or end of fields is removed
- any non-whitespace character in `$IFS` separates fields (resulting in empty fields if these characters are adjacent)
- if IFS is unset, it behaves as if it were `<space><tab><newline>` (the default)
- if IFS is null, no word splitting is performed.

Example If `var=' A B::C #D'`, then we have

IFS	\$var	#words
(null)	' A B::C #D'	1
(default or unset)	A, B::C, #D	3
':'	' A ', ', 'C #D'	3
': '	A, B, ', C, '#D'	5
'#'	' A B::C ', D	2
'#: '	A, B, ', C, 'D'	5

5.7.1 Null Argument Removal

`""` and `' '` are kept unchanged, except when occurring as part of words (in which case they are removed); but *unquoted* (8) null words resulting from expansion are removed, e.g. (assuming `var` is unset or null):

expression	expansion
<code>''</code> , <code>""</code>	<code>''</code>
<code>'A, A'</code>	<code>A</code>
<code>\$var</code>	nothing
<code>"\$var"</code>	<code>''</code>

5.7.2 No Word Splitting...

Word splitting **does not occur** in: assignments (`=`) (except arrays: see 10.3), `""`, `$()`, `case`, `()`, `<<<`, `[]` or in words not resulting from expansion.

5.8 Filename Expansion

Words resulting from *word splitting* (5.7) and containing `*`, `?` or `[` are treated as *patterns* (12) and matched against filenames (“globbing”). A pattern expands to the list of matching filenames, if any; otherwise it remains unchanged.

5.9 Quote Removal

All *unquoted* (8) `\ ' "` that did not result from an expansion (IOW, were already present before the Expansions phase (2, 5)) are removed.

6 Redirections

Before a command is run, its input and output streams may be *redirected* (to other files, or to nothing, etc. – see table below). Redirections may appear before, after, or even within the command. There may be more than one, and they are evaluated from left to right – **order matters**.

TODO the following [] should be italicized.

operator	behaviour
<code>[m]<file</code>	open file for reading on fd m
<code>[n]>[]file</code>	open file for writing on fd n; <code>> </code> ignores <code>noclobber</code>
<code>[n]>>file</code>	open file for appending on fd n
<code>&>file</code>	<code>>file 2>&1</code>
<code>>&file</code>	preferred form of <code>&>file</code>
<code>&>>file</code>	<code>>>file 2>&1</code>
<code>[m]<&int</code>	make fd m a copy of input fd int.
<code>[m]<&-</code>	close fd m.
<code>[n]>&int</code>	make fd n a copy of output fd int.
<code>[n]>&-</code>	close fd n.
<code>[m]<&int-</code>	<code>[m]<&int int<&-</code>
<code>[n]>&int-</code>	<code>[n]>&int int>&-</code>
<code>[m]<>file</code>	open file for reading and writing
<code>[m]<<<string</code>	expansion (all but W and F - see 5) of string on fd m

- `[n]>file` **erases** (“clobbers”) file if it exists (and creates it otherwise)
- m defaults to 0 (stdin), n to 1 (stdout).
- file and int undergo all expansions; int must expand to an integer.

6.1 Here Documents

Read from the script itself until a line consisting exactly of `delimiter`. This becomes the input of fd m (defaults to 0).

```
[m]<<[-]end
code
delimiter
```

- end undergoes no expansion
- delimiter is end after quote removal
- end unquoted: code is expanded (V, C, A (5)) – use `\` to escape, `\newline` ignored
- end with quotes (`'` or `"`, anywhere): code is not expanded.

7 Special Characters

The following characters can have special meaning.

characters	function/category
space tab newline	whitespace metacharacters
& () < > ;	other metacharacters
* ? []	glob/test
{ }	code block, brace expansion
" ' \	quoting
\$ `	expansion (V, C, A - cf. 5)
#	comment
=	assignment
!	logical NOT
~	tilde expansion

Some characters can be special in several contexts.

Special characters regain their normal (“literal”) status if *quoted* (8). **Rule of thumb:** a character is special (in a given context) iff quoting it makes a difference.

8 Quoting

Makes special characters literal.

- \ (“escape”) makes the next character literal, except newline
- all characters between ' are literal; no ' can occur between '
- all characters between " are literal, except \$, `, \ (in this case, only before " \$ ` \ newline)
- ANSI-C: \n, \t within '\$string' → newline, tab, etc.

9 Compound Commands

Compound commands control program flow. They begin and end with a *reserved word* or *control operator* (3).

9.1 Loops

9.1.1 for loop - variant 1

```
for name [in words... ] do list; done
```

words... are expanded (all expansions - 5); *list* is executed once for each item in the resulting list, binding *name* to each in turn. If *in words...* is omitted, it defaults to `in "$@"`.

9.1.2 for loop - variant 2

```
for ((expr1;expr2;expr3)); do list; done
```

expr1 is evaluated once; then *expr2* is evaluated repeatedly until it is 0; as long as it is nonzero *list*

then *expr3* are evaluated. *expr*[123] are evaluated using *shell arithmetic* (11).

9.1.3 while loop, until loop

```
while list1; do list2; done
```

Execute *list2* while the exit status of *list1* is zero.

```
until list1; do list2; done
```

Execute *list2* while the exit status of *list1* is nonzero.

Loop control: `break [n]`, `continue [n]` - break out, or jump to the next iteration, of *n* nested loops (default 1).

9.2 Conditionals

9.2.1 if - then - else

```
if test-list-1; then
    consequent-list-1;
[elif test-list-i; then
    consequent-list-i; * ]
[else
    alt-list;]
fi
```

Executes *test-list-1*. If successful, executes *consequent-list-1*. Otherwise, proceeds identically with the next test list, if any; or else executes *alt-list*, if present.

Test lists are often `(())` or `[[]]` conditionals (9.2.3,9.2.4) but may be *any* lists, including a simple command (4).

The `else` and `elif` clauses are optional, there may be more than one `elif` clause.

9.2.2 case - in

```
case word in
    pattern-1 )
        list-1
        ;;
    [ pattern-i )
        list-i
        ;; *]
esac
```

word is expanded (all but `split+glob`), then the first *list?* that matches the expansion is run.

pat? may be composed of sub-patterns separated by |.

operator	behaviour
;;	exit the case statement
&&	execute next clause
;&	try next pattern, run list iff match

9.2.3 Arithmetic Conditionals

`((expr))` succeeds iff the *arithmetic expression* (11) `expr` is **not** 0.

9.2.4 Double Square Bracket Conditionals

`[[expr]]` succeeds based on the value of the *conditional expression* (9.3) `expr`. `s == p` does glob-style pattern matching on `p` (can be a simple string). Same for `!=`, `-eq` `-ne` `-lt` `-gt` `-le` `-ge` evaluate their arguments with *shell arithmetic* (11).

9.3 Conditional Expressions

expr	true iff
<code>-e f</code>	<code>f</code> exists
<code>-f f</code>	<code>f</code> is a regular file
<code>-d d</code>	<code>d</code> is a directory
<code>-r f</code>	<code>f</code> is readable
<code>-w f</code>	<code>f</code> is writable
<code>-x f</code>	<code>f</code> is executable
<code>f1 -nt f2</code>	<code>f1</code> is newer than <code>f2</code> (<code>-ot</code> : older)
<code>-v var</code>	<code>var</code> is set
<code>-z str</code>	<code>str</code> has length 0
<code>-n str</code>	<code>str</code> has nonzero length
<code>str</code>	<code>str</code> has nonzero length
<code>s == p</code>	<code>s</code> <code>/</code> matches <code>p</code>
<code>s = p</code>	<code>s</code> <code>/</code> matches <code>p</code>
<code>s =~ re</code>	<code>s</code> matches POSIX extended regular expression <code>re</code> , any matches and captures are stored in array <code>BASH_REMATCH</code>
<code>s != p</code>	<code>s</code> <code>/</code> doesn't match <code>p</code>
<code>s1 < s2</code>	<code>s1</code> sorts before <code>s2</code> (<code>></code> : after)
<code>a1 -eq a2</code>	<code>a1 = a2</code>
<code>a1 -ne a2</code>	<code>a1 ≠ a2</code>
<code>a1 -lt a2</code>	<code>a1 < a2</code> (<code>-gt</code> : <code>></code>)
<code>a1 -le a2</code>	<code>a1 ≤ a2</code> (<code>-ge</code> : <code>≥</code>)

The following operators (by order of precedence) may be used to combine expressions into new ones:

operator	value/effect
<code>(expr)</code>	<code>expr</code> ; overrides normal precedence
<code>! expr</code>	negates <code>expr</code>
<code>expr1 && expr2</code>	true if both <code>expr2</code> and <code>expr2</code> are true
<code>expr1 expr2</code>	true if at least one of <code>expr2</code> and <code>expr2</code> is true

`&&` and `||` evaluate `expr2` only if `expr1` isn't sufficient to determine the value of the whole expression.

10 Parameters

Parameters store values. This section is about setting and unsetting them. For retrieving values, see

parameter expansion (5.3).

Parameters may have *properties*, which are set with the builtin: `declare -p+ [name[=value]]+`, where each `p` denotes a property (see below).

10.1 General Properties

The following properties hold for all kinds of parameters.

- `-g` Forces the variable to be created at global scope (even in a function (see 13)); using `declare` in a function *without* `-g` causes the variable(s) to be local.
- `-i` The variable can hold only integer values, assignment uses shell arithmetic (11).
- `-l` Upon assignment, all uppercase characters are converted to lowercase; the uppercase property ('`u`'), if set, is removed.
- `-r` The variable is made readonly and can no longer be unset.
- `-u` Upon assignment, all lowercase characters are converted to uppercase; the lowercase property ('`l`'), if set, is removed.

A property can be removed with `declare +p+` (exceptions: `aAr` (see 10.3)).

10.2 Ordinary

By "ordinary" parameters I mean non-array, non-nameref parameters.

10.2.1 Creation and Assignment

`var=value`

- There are **no spaces** around the `=` sign
- `value` undergoes all expansions (5) except B, W, and G.

10.2.2 Destruction

The builtin `unset` removes a parameter:

`unset var`

Note: `var` is expanded, so `unset var` and `unset $var` mean different things! You probably want the former, indeed if `$var` expands to the name of a parameter, then *that parameter* will be unset.

10.3 Arrays

One-dimensional, indexed by non-negative integers (*indexed*) or strings (*associative*).

In the sections below, `word`, `word1` etc. undergo all expansions.

10.3.1 Creation and Assignment

Indexed

- *i*, *i1* etc. below are *shell arithmetic* (11) expressions (often just integers) - may silently evaluate to 0, e.g. on undefined variables. If negative, start from the end (i.e. -1 references the last element).

operation	effect
<code>declare -a array</code>	(optional) declares <i>array</i> to be an indexed array
<code>array[i]=word</code>	sets the value of array <i>array</i> at index <i>i</i> to <i>word</i> ; creates <i>array</i> iff needed.
<code>array=(word1 word2 word3 ...)</code>	creates array <i>array</i> with values <i>word1 word2</i> , etc. at indexes 0, 1, 2, etc.
<code>array=([i1]=word1 [i2]=word2 [i3]=word3 ...)</code>	as above, but at indexes <i>i1</i> , <i>i2</i> , <i>i3</i> .
<code>array+=(word ...)</code>	appends array (<i>word ...</i>) to <i>array</i> - NOTE the ()!

Associative

- *key*, *key1* etc. below undergo all expansions.¹

operation	effect
<code>declare -A array</code>	declares <i>array</i> to be an associative array (required, otherwise <i>array</i> is indexed).
<code>array[key]=word</code>	sets the value of array <i>array</i> for key <i>key</i> to <i>word</i> .
<code>array=([key1]=word1 [key2]=word2 ...)</code>	assigns value <i>word1</i> to key <i>key1</i> of array <i>array</i> , etc.
<code>array=(key1 word1 key2 word2 ...)</code>	as above

10.3.2 Destruction

expression	value
<code>unset a[sub]</code>	removes the element at index or key <i>sub</i> from array <i>a</i> .
<code>unset a</code>	removes the array <i>a</i> .
<code>unset a[@]</code>	removes the array <i>a</i> .
<code>unset a[*]</code>	removes the array <i>a</i> .

11 Shell Arithmetic

Strings are evaluated as integers, using the following operators (by decreasing priority):

operator	meaning
<code>var++ var--</code>	post-in(de)crement
<code>++var --var</code>	pre-in(de)crement
<code>+ -</code>	unary +, -
<code>! ~</code>	negation (logical, bitwise)
<code>**</code>	exponentiation
<code>* / %</code>	×, ÷, remainder
<code>+ -</code>	+, -
<code><< >></code>	left (right) bitwise shift
<code>< <= > >=</code>	numeric comparison
<code>&</code>	bitwise AND
<code>^</code>	bitwise XOR
<code> </code>	bitwise OR
<code>&&</code>	logical AND
<code> </code>	logical OR
<code>? :</code>	inline if
<code>=</code>	assignment
<code>,</code>	sequence

Augmented assignment (`+=`, `-=`, `<<=`, etc.) has the same priority as `=`. Spaces are not required around the assignment operators, contrary to assignment in a non-arithmetic context (10).

12 Pattern Matching (“Globbing”)

pattern	matches
<code>*</code>	any string, even empty
<code>?</code>	any character
<code>[...]</code>	any character in the class ...
<code>[!...]</code>	any character NOT in the class ...
<code>[^...]</code>	any character NOT in the class ...

12.1 Character Classes

class	matches
<code>x</code>	the character <i>x</i>
<code>x-y</code>	one of <i>x</i> , <i>y</i> , or any character in between
<code>c1c2</code>	(where <i>c1</i> and <i>c2</i> are classes): any character in <i>c1</i> or <i>c2</i>
<code>:name:</code>	any character in the predefined character class <i>name</i>

12.1.1 Some Predefined Character Classes

name	matches
<code>alpha</code>	letters
<code>alnum</code>	alphanumeric characters
<code>digit</code>	digits
<code>space</code>	whitespace
<code>punct</code>	punctuation

12.2 Extended Glob

If option `extglob` (14) is set, and *list* is a list of ≥ 1 patterns separated by `|`:

¹Not documented in the manual, deduced from experimentation.

pattern	matches
?(list)	zero or one of the pattern(s) in list
*(list)	zero or more "
+(list)	one or more "
@(list)	one or more "
!(list)	anything <i>but</i> one "

13 Functions

Functions behave like scripts, the main difference being that calling a function does not (in itself) create a new process. In particular:

- The call syntax is similar: *funcname [arg*]*
- Any arguments are accessible through positional parameters (\$1, \$2, etc. as well as \$* and \$@)
- Any results can be passed by command substitution (5.5) *e.g.*: `result=$(myfunc arg1 arg2)`

13.1 Definition

To define a function named *fname*:

```
function fname() body [ redirections ]
```

The function keyword *or* the parentheses may be omitted (but not both). The *body* of the function is usually just { *list*; }, but can actually be any compound command (9).

By default, parameters are global, but can be made local with `local var+` within the function body.

The optional *redirections* can be used to redirect the function's input and output streams. They take effect during the function call.

13.2 Deletion

Use `unset fname` to delete function *fname*.

14 Options

A selection of options useful for programming

14.1 set Options

The following options can be set with `set -o` (short form) or `set -o option` (long form); they can also be set with `shopt -s -o option`. To unset: `set +o`, `set +o option`, or `shopt -u -o option`, respectively.

<code>-e, -o errexit</code>	Exit immediately if a command returns nonzero status (the complete rules are more complicated).
<code>-f, -o noglob</code>	Do not perform filename expansion (5.8).
<code>-n, -o noexec</code>	Read input but do not execute commands ("dry run").
<code>-u, -o nounset</code>	Treat unset parameters (other than @ and *) during expansion (5.3) as an error.
<code>-x, -o xtrace</code>	Print a trace of commands (<i>e.g.</i> for debugging).
<code>-B,</code> <code>-o braceexpand</code>	Perform brace expansion (ON by default).
<code>-C,</code> <code>-o noclobber</code>	Prevent redirection (6) from overwriting files.

14.2 shopt Options

The following options can be set by `shopt -s opt`, and unset by `shopt -u opt`.

<code>dotglob</code>	If set, globbing considers files with names starting in '.' (except '.' and '..', which never match globs) If unset, these files don't match.
<code>extglob</code>	Enables extended pattern matching (12.2).
<code>failglob</code>	Patterns that fail to match during filename globbing (5.8) cause an error
<code>globstar</code>	During filename expansion (5.8), ** recursively matches filenames into subdirectories (**/: only directories)
<code>nocaseglob</code>	Filename expansion (5.8) is case-insensitive
<code>nocasematch</code>	Pattern matching in case (9.2.2) and [[...]] (9.2.4) is case-insensitive.
<code>nullglob</code>	Filename patterns (5.8) which match no files expand to the null string.
<code>xpg_echo</code>	The echo builtin expands \-escape sequences.

15 Idioms & Best Practices

- `read x y <<(...)` (use process substitution to set variables)
- `$(< file)` is a faster equivalent of `$(cat file)`
- `cleanup(){..}; trap cleanup EXIT` - using trap to ensure cleanup (*e.g.* removing temp files) however the script exits
- `set -u`: detect unset variables before trouble strikes...
- `set -e`: fail early

- unset CDPATH to prevent cd from outputting target dir, thus polluting stdin
- declare -p to examine variables (esp. useful for arrays).

16 References

- [man bash](#)
- [GNU Bash reference manual](#)
- [POSIX shell command language definition](#)
- [When does Bash do split+glob](#)
- [All about Bash redirections](#)
- [A Guide to Unix Shell Quoting](#)

17 TODO

- add associativity of operators, *e.g.* && is left associative (at least in lists, need to check for arithmetic expressions)
- += in assignments (append to arrays, strings; add to ints)
- useful programming built-ins like `mapfile`, `readarray`, etc.
- `eval` (and maybe `expr`)
- `namerefs`
- warn about how a local variable cannot shadow a readonly global.
- force decimal evaluation (try `a=089; echo ${a}` and `a=089; echo ${10#a}`)