### **Shell Scripting Craftsmanship**

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# Objectives

- Philosophical alignment
  - Context of quality
- Define quality in scripted solutions
  - What are the common elements of good scripts?

- 40 slides in 45 minutes
  - Available online after the conference

# Quality cabinets

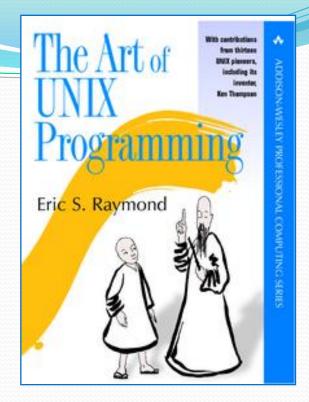
- Look at the drawers
  - Hardware
    - Attractive, inviting, practical
    - Prevent accidents (limited range)
  - Technique
    - Dovetail, staples, gum
- Expectations
  - Good enough for what it is
  - Something built to last

# Quality

- Rule #1: SHELL SCRIPTS MUST WORK
  - High-visibility tasks
    - Migrations, deployments, and upgrades
  - Unforgiving tasks
    - Backups and monitoring
  - Repetitive tasks
    - Reporting and analysis
- Rule #2: SCRIPTS MUST KEEP WORKING
  - Harmony and joy or . . .

# Spiritual Guidance

- The Art of Unix Programming
  - Eric S. Raymond
  - Addison-Wesley



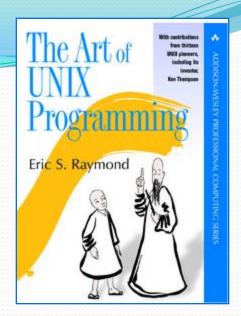
- Three decades of unwritten, hard-won software engineering wisdom from 13 Unix pioneers
- Resident anthropologist and roving ambassador of the open source movement

### Quality, craftsmanship, harmony

- Dimensions of shell script quality
  - Transparency
  - Clear communication
  - Scalability

### Transparency

- Rule of Clarity
  - Clarity is better than cleverness



- Rule of Simplicity
  - Design for simplicity
  - Add complexity only where you must
- Rule of **Transparency** 
  - Design for visibility, inspection, and debugging

### Clear Explanations

- Be generous with internal documentation
  - Particularly when being clever or ultra-efficient

```
# Find all instances of the string
find . -type f -exec fgrep -i "$mySTRING" \
/tmp/dummy {} \; 2>/dev/null
```

Avoid NVA interpretations

```
# List the directory content, including links
ls -lasF
```

# Visual Simplicity

Be kind to yourself and others

Layouts and formatting

**USE WHITESPACE** 

Break up long lines with \back-slash \

• It is okay to use the TAB key

### Visual Flow

```
for thisHOST in `cat ${HOSTLIST}`; do
if [ ${#thisHOST} -gt 5 ]; then
echo "BIG: ${thisHOST} is ${#thisHOST} characters"
else
if [ ${#thisHOST} -lt 3 ]; then
echo "LITTLE: ${thisHOST} is ${#thisHOST} characters"
fi
fi
done
```

### Visual Flow

```
for thisHOST in `cat ${HOSTLIST}`; do
if [ ${#thisHOST} -gt 5 ]; then
echo "BIG: ${thisHOST} is ${#thisHOST} characters"
else
if [ ${#thisHOST} -lt 3 ]; then
echo "LITTLE: ${thisHOST} is ${#thisHOST} characters"
fi
fi
done
for thisHOST in `cat ${HOSTLIST}`; do
    if [ ${#thisHOST} -gt 5 ]; then
            echo "BIG: ${thisHOST} name is long"
    else
            if [ ${#thisHOST} -lt 3 ]; then
                   echo "LITTLE: ${thisHOST} name is short"
            fi
    fi
done
```

### Harmonious style and content

#### This works:

```
mySID=`zenity --list --text "Select the database instance"
    --column "SID" --column "Description" "NICKEL" "Five
    Cent Database" "URANIUM" "Not-For-Export Database"
    "CUSTOM" "User defined instance" `
```

#### So does this:

Which would you rather update?

### Visual Consistency

- Make \${VARIABLES} stand out in your code
- Variable naming conventions
  - ALL\_CAPS for variable names
  - CamelCase for function names
  - thisVARIABLE or myVARIABLE for looped variables
- Be internally consistent
  - Make a rule and follow it

# **Outstanding Variables**

# **Outstanding Variables**

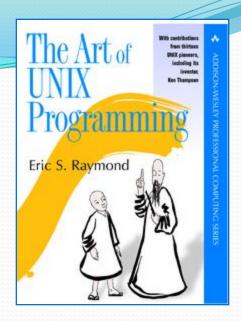
```
for thishost in `cat $hostlist`; do
  if [ $#thishost -gt 5 ]; then
          longmessage
  else
          if [ $#thishost -lt 3 ]; then
                  shortmessage
          fi
  fi
done
for thisHOST in `cat ${HOSTLIST}`; do
  if [ ${#thisHOST} -gt 5 ]; then
          LongMessage
  else
          if [ ${#thisHOST} -lt 3 ]; then
                  ShortMessage
          fi
  fi
done
```

# The Penny Wise Quiz

```
a. Shorter variable names =Less typing =Less work
```

- b. Obscure variable names =Reduced transparency =Poor quality
- Save your cycles for decyphering the logic
  - Not the variable names

### Transparency II



- Rule of Modularity
  - Write simple parts connected by clean interfaces
- Rule of Robustness
  - Robustness is the child of transparency and simplicity

# Efficiency

- Use shell script functions
  - Simple syntax

```
function GiveDirectoryContent {
  echo "\nThis directory contains:"
  ls -lasF
}
> GiveDirectoryContent
```

Modularize all repeated code statements

# Predictability

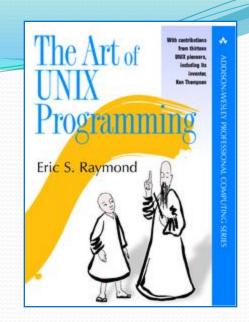
- Layout in sections
  - *Header* with file name, purpose, command-line inputs
  - Independent variables edited w/ every installation
    - "Nothing to change below this line"
  - **Dependent variables** never require edits
  - Functions section
  - **Runtime** block
- Think "On call" when laying out a script

# Predictable Layout

```
#!/bin/bash
# File
                  : sample script.sh
# Input values
                 : Database name (optional)
# Purpose
                  : Amaze others
 Independent variables
export BASEDIR=/usr/lbin/orascripts
# Dependent variables
# Nothing to change below this line
LOGDIR=$BASEDIR/logs
WORKFILE=$LOGDIR/workfile.lst
```

### Transparency Zen

- Rule of **Diversity** 
  - Distrust all claims of "one true way"
  - Including your own



- Collaboration + humility = the cost of quality
  - Design reviews expose opportunties
  - Code reviews expose failure modes

Steal, adapt, improve, repeat

### If it ain't broke . . .

- Don't ignore it
  - Particularly for older scripts
- Tune it up
  - Apply new techniques and tools
    - Gzip for compress
  - Verify old programs' assumptions
    - Unreliable hardware

### Transparency Wrap-up

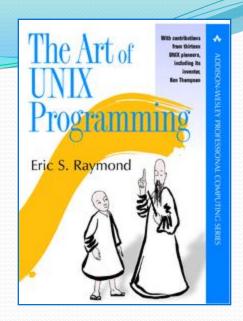
Well-crafted shell scripts:

- Written with maintenance and on-call in mind
- Provide useful guidance and instructions
- Reflect visual simplicity and clear layout

Comments or questions

#### **User Communication**

- Rule of Silence
  - Communicate clearly when necessary



- Rule of **Repair** 
  - When you must fail, fail noisily and as soon as possible
- Rule of Least Surprise
  - In interface design, do the least surprising thing
  - <u>Do</u> the most expected thing

#### Work with the user

Verify scripted actions

```
echo "These files will be backed up:"
cat ${FILELIST}
```

- Keep the user informed
  - Share status and decisions

```
echo "You asked to delete everything in /etc" read -p "Is this correct? [Y|N]" myVal case $myVal in . . .
```

#### Graciousness

- Handle errors with grace
  - Explain the situation
  - Lead the user to a solution

```
if [ ${#1} -eq 0 ]; then
  echo "The required value for database name"
  echo "was not passed in the command line"
  read -p "Enter the database name: " myVal
  export thisSID=$myVal
fi
```

### Signs of Life

- Same script should work in cron or interactive
  - Test for tty (terminal id)

```
if tty -s
then
   echo "Oh good, this is interactive"
   echo "Hello $USER"
else
   date +"Script $0 started %T" >> $LOGFILE
fi
```

### Communicating Failure

Cryptic feedback is neither welcome nor helpful

```
>
> FATAL ERROR: bckpinit_strt error 12
>
```

Terminal output is free, use it if you need it

```
> File not found: bckpinit_strt.conf
> 
> Corrective action required:
> Verify bckpinit_strt.conf exists at ABC
> and readable by user xyz
> Email notification has been sent
```

# **Artist and Psychologist**

- Break the output into usable blocks
  - Use \n and \t liberally
    - If it makes it easier for user to understand
- Particularly important for interactive scripts
  - Push the read statement into their attention
- Direct their eyes with breaks and groups
  - Apply the same practices to log files and reports

### **Electronic Communication**

- Be complete, be clear
  - Which host
  - Which process / job
  - What happened (in prose)
  - How to troubleshoot / resolve the problem
- Start communicating in the subject line
- Cryptic feedback in email is useless

### Relevance

Subject: servtest1: oradb arch\_move completed WITH WARNINGS

```
servtest1: oradb arch_move completed WITH WARNINGS on 07/21/08

Total number of warnings = 1.

Please review warning log,

/oradb_orabase/local/logs/oradb.arch_move.wlog
```

```
***** BOF /oradb_orabase/local/logs/oradb.arch_move.wlog *****
13:03:47 STG 3:Warning : NO Archives to move
***** EOF /oradb_orabase/local/logs/oradb.arch_move.wlog *****
```

### Communication Wrap-up

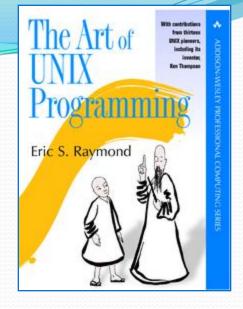
Well-crafted shell scripts:

- Work with the user
- Are generous with visual guidance and produce attractive, useful log files and reports
- Provide clear and complete feedback

Comments or questions

# Scalability

- Rule of Extensibility
  - Design for the future
  - It will be here before you know it



- Rule of Economy
  - Use machine resources instead of people power
- Mindset
  - Awareness
  - Thoughtfulness

# Scalability

- Scalability goal #1: Never customize a script
- Hard and fast rules
  - Overuse variables
  - Never hardcode
    - Passwords
    - Host or database names
    - Paths
  - Use command-line input, 'read', or parameter files

# Stability and Predictability

- Consistency
  - Use the same code across your entire enterprise
- Security
  - Limit editing permissions
    - 'Them' and you, too
- Revision control
  - Keep a gold copy out there

### Make the Machine do the Work

- Create everything you need, every time
  - Fix permissions too

```
export thisDIR=/usr/lbin/orascripts

if [ ! -d $thisDIR ]; then
    mkdir $thisDIR

fi
chmod 775 $thisDIR
```

• If you would manually check it . . .

### Resourcefulness

- Single-point maintenance
  - Host and database name lists
  - Central repository
- Use existing files
  - /etc/passwd, var/opt/oracle/oratab
- Use a function library
  - 'Sourced' whenever needed
  - Edit once for every use

### Function library contents

- Suggestions
  - Report headings
  - Common format inserts
  - Email distribution lists or policies
  - Email privacy notices
  - Error handling
- Watch for opportunities

### Scalability Wrap-up

Well-crafted shell scripts:

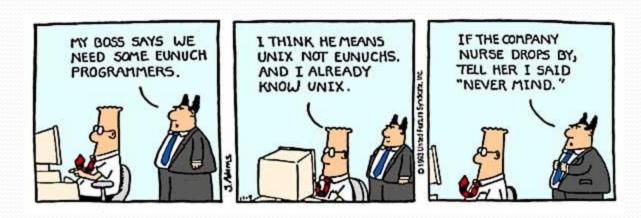
- Never require editing for a new host / installation
- Handle expected problems from the start
- Use existing resources whenever possible

Comments or questions

### You are a Unix Programmer

"To do the Unix philosophy right, you have to be loyal to excellence. You have to believe that *software design is a craft* worth all the intelligence, creativity, and passion you can muster."

-- Eric S. Raymond







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