



Basic Navigation & File Management

Navigation Commands

<code>pwd</code>	Print working directory (shows the current directory).
<code>cd</code>	Change directory to <code><directory></code> . Use <code>cd ..</code> to go up one level.
<code>ls</code>	List directory contents (files and subdirectories).
<code>ls -l</code>	List directory contents in long format (permissions, size, etc.).
<code>ls -a</code>	List all files, including hidden files (starting with <code>.</code>).
<code>ls -t</code>	List files sorted by modification time (newest first).

File & Directory Manipulation

<code>mkdir</code>	Create a new directory named <code><directory></code> .
<code>touch</code>	Create an empty file named <code><file></code> or update the timestamp if the file exists.
<code>cp</code>	Copy the file or directory <code><source></code> to <code><destination></code> .
<code>mv</code>	Move or rename the file or directory <code><source></code> to <code><destination></code> .
<code>rm</code>	Remove (delete) the file <code><file></code> . Warning: This is permanent!
<code>rm -r</code>	Remove the directory <code><directory></code> and its contents recursively. Use with caution!

File Viewing

<code>cat</code>	Display the entire contents of <code><file></code> on the terminal.
<code>less</code>	View the contents of <code><file></code> one page at a time, allowing navigation.
<code>head</code>	Display the first few lines of <code><file></code> (default is 10 lines).
<code>tail</code>	Display the last few lines of <code><file></code> (default is 10 lines).
<code>tail -f</code>	Display the last few lines of <code><file></code> and continue to display new lines as they are added (follow mode).
<code>wc</code>	Word count - Display number of lines, words, and bytes in file.

Piping, Redirection, and Permissions

Piping and Redirection

<code> </code> (pipe)	Pass the output of one command as input to another command. Example: <code>ls -l grep 'txt'</code> (list files and filter for those containing 'txt')
<code>></code> (redirect output)	Redirect the output of a command to a file, overwriting the file if it exists. Example: <code>ls > files.txt</code> (save the list of files to files.txt)
<code>>></code> (append output)	Append the output of a command to a file without overwriting it. Example: <code>echo 'New line' >> files.txt</code>
<code>2></code> (redirect error)	Redirect standard error to a file. Example: <code>command 2> error.log</code>
<code>&></code> (redirect both)	Redirect standard output and standard error to a file. Example: <code>command &> output.log</code>
<code><</code> (redirect input)	Redirect input from a file to a command. Example: <code>wc < files.txt</code> (count words in files.txt)

File Permissions

<code>chmod</code>	Change the permissions of a file or directory. Permissions can be specified numerically (e.g., <code>755</code>) or symbolically (e.g., <code>u+rwx,g+rx,o+rx</code>).
<code>chown</code>	Change the owner and group of a file or directory.
<code>ls -l</code>	The output shows permissions in the format <code>-rwxr-xr--</code> . The first character indicates the file type (e.g., <code>-</code> for regular file, <code>d</code> for directory). The next three characters are the owner's permissions, followed by the group's permissions, and then others' permissions. <code>r</code> = read, <code>w</code> = write, <code>x</code> = execute.
Numeric Permissions	<code>4</code> = read, <code>2</code> = write, <code>1</code> = execute. Add these values to set permissions. For example, <code>7</code> (<code>4+2+1</code>) means read, write, and execute.
Symbolic Permissions	<code>u</code> = user/owner, <code>g</code> = group, <code>o</code> = others, <code>a</code> = all. <code>+</code> adds a permission, <code>-</code> removes a permission, <code>=</code> sets a permission. Example: <code>chmod u+x <file></code> (add execute permission for the owner)
<code>umask</code>	Sets default permissions for newly created files and directories. Common value is <code>022</code> .

Process Management

<code>ps</code>	Display a snapshot of the current processes.
<code>ps aux</code>	Display a comprehensive list of all processes.
<code>top</code>	Display a dynamic real-time view of running processes.
<code>kill</code>	Terminate the process with the specified process ID (PID). Example: <code>kill 1234</code> (kills process with PID 1234)
<code>kill -9</code>	Forcefully terminate the process (use as a last resort). Example: <code>kill -9 1234</code>
<code>bg</code>	Place a stopped job in the background.
<code>fg</code>	Move a background job to the foreground.
<code>jobs</code>	List active jobs.

Shell Scripting Basics

Script Structure

A shell script is a text file containing a sequence of commands.

- The first line should specify the interpreter using a shebang (#!):

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

- Comments start with #.
- Make the script executable using `chmod +x <script_name> .`

Variables

Defining a variable `variable_name="value"` (no spaces around =)

Accessing a variable `$variable_name` or `${variable_name}`

Environment variables Accessed like regular variables. Examples: `$HOME`, `$PATH`, `$USER`

Read-only variables `readonly variable_name`

Unsetting a variable `unset variable_name`

Advanced Shell Techniques

Regular Expressions (grep)

`grep` is a powerful tool for searching text using regular expressions.

- `grep 'pattern' <file>`: Search for lines containing `pattern` in `file`.
- `grep -i 'pattern' <file>`: Case-insensitive search.
- `grep -r 'pattern' <directory>`: Recursive search in `directory`.
- `grep -v 'pattern' <file>`: Invert the match (show lines that *do not* contain `pattern`).
- `grep -E 'pattern' <file>`: Use extended regular expressions.

sed (Stream Editor)

`sed` is a powerful stream editor for transforming text.

- `sed 's/old/new/g' <file>`: Replace all occurrences of `old` with `new` in `file`.
- `sed -i 's/old/new/g' <file>`: Replace in-place (modifies the file directly).
- `sed '/pattern/d' <file>`: Delete lines containing `pattern`.
- `sed '2d' <file>`: Delete the second line.
- `sed '$d' <file>`: Delete the last line.

Control Structures

If statement:

```
if [ condition ]; then
  commands
elif [ condition ]; then
  commands
else
  commands
fi
```

For loop:

```
for variable in word1 word2 ... wordN; do
  commands
done
```

While loop:

```
while [ condition ]; do
  commands
done
```

Until loop:

```
until [ condition ]; do
  commands
done
```

Functions

Defining a function

```
function_name() {
  commands
}
```

or

```
function function_name {
  commands
}
```

Calling a function `function_name`

Passing arguments Inside the function, access arguments using `$1`, `$2`, etc.

Returning a value Use `return value` (value must be an integer between 0 and 255). Use `echo` to return other types of data, but capture the output.

Command Substitution

`$(command)` Execute `command` and substitute the output into the current command line.

Example: `echo "Today is $(date +%Y-%m-%d)"`

``command`` (Deprecated) - An older form of command substitution (using backticks).

awk (Pattern Scanning and Processing Language)

`awk` is a powerful programming language for text processing.

- `awk '{print $1}' <file>`: Print the first field of each line in `file` (fields are separated by spaces by default).
- `awk -F',' '{print $2}' <file>`: Print the second field of each line, using `,` as the field separator.
- `awk '/pattern/ {print $0}' <file>`: Print lines containing `pattern`.
- `awk 'BEGIN {print "Start"} {print $1} END {print "End"}' <file>`: Execute code before and after processing the file.

find

`find . -name "*.txt"` Find all files with the `.txt` extension in the current directory and its subdirectories.

`find / -type d -name "config"` Find all directories named `config` in the entire file system.

`find . -size +1M` Find all files larger than 1MB in the current directory.

`find . -mtime -7` Find files modified in the last 7 days.

`find . -user <username>` Find all files owned by `<username>`.

`find . -exec ls -l {} \;` Execute the `ls -l` command on each file found.