



### Navigation & File Management

#### Basic Navigation

<code>pwd</code>	Print Working Directory - Displays the current directory path.
<code>cd</code>	Change Directory - Navigates to the specified directory. Use <code>cd ..</code> to go up one level.
<code>ls</code>	List - Displays files and directories in the current directory. Use <code>ls -l</code> for detailed view, <code>ls -a</code> to show hidden files.
<code>.</code>	Represents the current directory.
<code>..</code>	Represents the parent directory.
<code>~</code>	Represents the user's home directory.

#### File Operations

<code>mkdir</code>	Make Directory - Creates a new directory.
<code>&lt;direct ory&gt;</code>	
<code>touch</code>	Creates a new empty file.
<code>&lt;file&gt;</code>	
<code>cp</code>	Copy - Copies a file or directory from source to destination. Use <code>cp -r</code> for recursive copying of directories.
<code>&lt;source &gt;</code>	
<code>&lt;destination&gt;</code>	
<code>mv</code>	Move/Rename - Moves a file or directory, or renames it if the destination is in the same directory.
<code>&lt;source &gt;</code>	
<code>&lt;destination&gt;</code>	
<code>rm</code>	Remove - Deletes a file. Use with caution. Use <code>rm -r</code> to recursively delete directories, and <code>rm -rf</code> to force deletion without prompting.
<code>&lt;file&gt;</code>	
<code>ln -s</code>	Create a symbolic link. A symbolic link (also known as a soft link) is a type of file that contains a reference to another file or directory in the form of an absolute or relative path.
<code>&lt;target &gt;</code>	
<code>&lt;link_name&gt;</code>	

#### File Content Examination

<code>cat</code>	Concatenate - Displays the entire content of a file.
<code>&lt;file&gt;</code>	
<code>e&gt;</code>	
<code>head</code>	Displays the first few lines of a file (default 10 lines). <code>head -n &lt;number&gt; &lt;file&gt;</code> displays the specified number of lines.
<code>&lt;file&gt;</code>	
<code>e&gt;</code>	
<code>tail</code>	Displays the last few lines of a file (default 10 lines). <code>tail -n &lt;number&gt; &lt;file&gt;</code> displays the specified number of lines. <code>tail -f &lt;file&gt;</code> follows the file in real-time.
<code>&lt;file&gt;</code>	
<code>e&gt;</code>	
<code>less</code>	Opens a file in a pager, allowing you to navigate through the content. Use <code>q</code> to quit.
<code>&lt;file&gt;</code>	
<code>e&gt;</code>	
<code>wc</code>	Word Count - Displays the number of lines, words, and characters in a file.
<code>&lt;file&gt;</code>	
<code>e&gt;</code>	
<code>file</code>	Determines the file type.
<code>e</code>	
<code>&lt;file&gt;</code>	
<code>e&gt;</code>	

### Searching & Filtering

#### Basic Searching

<code>grep</code>	Globally search a Regular Expression and Print. Searches for a specific pattern in a file.
<code>&lt;pattern&gt;</code>	
<code>&lt;file&gt;</code>	
<code>grep -i</code>	for case-insensitive search, <code>grep -r</code> for recursive search in directories.
<code>find</code>	Finds files in a directory hierarchy based on the specified name. <code>find . -type d</code> to find directories.
<code>&lt;directory &gt;</code>	
<code>-name</code>	
<code>&lt;filename &gt;</code>	
<code>locate</code>	Finds files by name using a pre-built database. Requires the <code>mlocate</code> package on many systems and database to be updated via <code>updatedb</code> .
<code>&lt;filename &gt;</code>	
<code>which</code>	Locates the executable file associated with a command.
<code>&lt;command &gt;</code>	
<code>whereis</code>	Locates the binary, source, and manual page files for a command.
<code>&lt;command &gt;</code>	
<code>history</code>	Searches command history for a specific pattern.
<code>  grep</code>	
<code>&lt;pattern &gt;</code>	

#### Filtering and Redirection

<code> </code> (pipe)	Passes the output of one command as input to another command. Example: <code>ls -l   grep 'myfile'</code>
<code>&gt;</code>	Redirects the output of a command to a file, overwriting the file if it exists. Example: <code>ls &gt; filelist.txt</code>
<code>&gt;&gt;</code>	Appends the output of a command to a file. Example: <code>ls &gt;&gt; filelist.txt</code>
<code>2&gt;</code>	Redirects standard error to a file. Example: <code>command 2&gt; error.log</code>
<code>&amp;&gt;</code> or <code>&gt;&amp;</code>	Redirects both standard output and standard error to a file. Example: <code>command &amp;&gt; output.log</code>
<code>sort</code>	Sorts the lines of a text file. Example: <code>cat file.txt   sort</code>

#### Advanced Text Manipulation

<code>s</code>	Stream Editor - A powerful tool for text transformation. Example: <code>sed 's/old/new/g' file.txt</code> (replaces all occurrences of 'old' with 'new' in file.txt)
<code>a</code>	Pattern scanning and processing language - Useful for extracting and manipulating data from text files. Example: <code>awk '{print \$1}' file.txt</code> (prints the first column of each line)
<code>c</code>	Removes sections from each line of files. <code>cut -d ',' -f 1,3 file.csv</code> (extracts the first and third fields from a comma-separated file)
<code>t</code>	Translates or deletes characters. Example: <code>tr '[:lower:]' '[:upper:]' &lt; file.txt</code> (converts all lowercase characters to uppercase)
<code>u</code>	Reports or omits repeated lines. Often used with sort. <code>sort file.txt   uniq</code>

### Shell Scripting

## Basic Script Structure

Every shell script typically starts with a shebang (#!) that specifies the interpreter to use.

```
#!/bin/bash
# This is a comment
echo "Hello, World!"
```

Make the script executable: `chmod +x <script_name>`

## Variables

Variable Assignment: `variable_name="value"` (no spaces around =)

Example: `name="John"`

Accessing Variables: `$variable_name` or `${variable_name}`

Example: `echo "Hello, $name!"`

Read-only Variables: `readonly variable_name`

Example: `readonly name`

Unsetting Variables: `unset variable_name`

Example: `unset name`

Environment Variables: Variables that are set in the environment and available to all processes. Examples: `PATH`, `HOME`, `USER`

## Control Structures

**if** statement

```
if [ condition ]; then
    # commands
elif [ condition ]; then
    # more commands
else
    # default commands
fi
```

**for** loop

```
for variable in list
do
    # commands
done
```

**while** loop

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

**case** statement

```
case variable in
    pattern1)
        # commands
        ;;
    pattern2)
        # more commands
        ;;
    *)
        # default commands
        ;;
esac
```

## Functions

Defining a Function

```
function_name() {
    # commands
}

#Or

function function_name {
    # commands
}
```

Calling a Function: `function_name`

Passing Arguments: Inside the function: `$1`, `$2`, etc.  
Example: `function my_function { echo "First argument: $1" }`

Returning Values: Use `return value` (value must be an integer between 0 and 255). Use `echo` to return strings or other data.

## Input/Output

Reading Input: `read variable_name`

Example:

```
echo -n "Enter your name: "
read name
echo "Hello, $name!"
```

Printing Output: `echo message`

Formatted output: `printf format arguments`  
Example: `printf "Name: %s, Age: %d\n" "John" 30`

## System Information & Process Management

### System Information

<code>uname -a</code>	Displays kernel information.
<code>hostname</code>	Displays the system's hostname.
<code>uptime</code>	Shows how long the system has been running, along with the current time and average system load.
<code>df -h</code>	Displays disk space usage in a human-readable format.
<code>free -m</code>	Displays memory usage in megabytes.
<code>whoami</code>	Displays the current user.

### Process Management

<code>ps</code>	Displays a snapshot of the current processes. <code>ps aux</code> for a more detailed view of all processes.
<code>top</code>	Displays a dynamic real-time view of running processes. Press <code>q</code> to quit.
<code>htop</code>	An interactive process viewer. Must be installed separately on most systems.
<code>kill &lt;PID&gt;</code>	Sends a signal to a process, usually to terminate it. Use <code>kill -9 &lt;PID&gt;</code> as a last resort.
<code>pkill &lt;process_name&gt;</code>	Kills processes by name.
<code>bg</code>	Resumes a suspended process in the background.
<code>fg</code>	Moves a background process to the foreground.
<code>jobs</code>	Lists the active jobs.

### User and Group Management

<code>id</code>	Displays user and group IDs.
<code>groups</code>	Displays the groups a user belongs to.
<code>passwd</code>	Changes the user's password.
<code>sudo</code>	Executes a command with superuser privileges.
<code>su</code>	Substitute User - Allows switching to another user account.