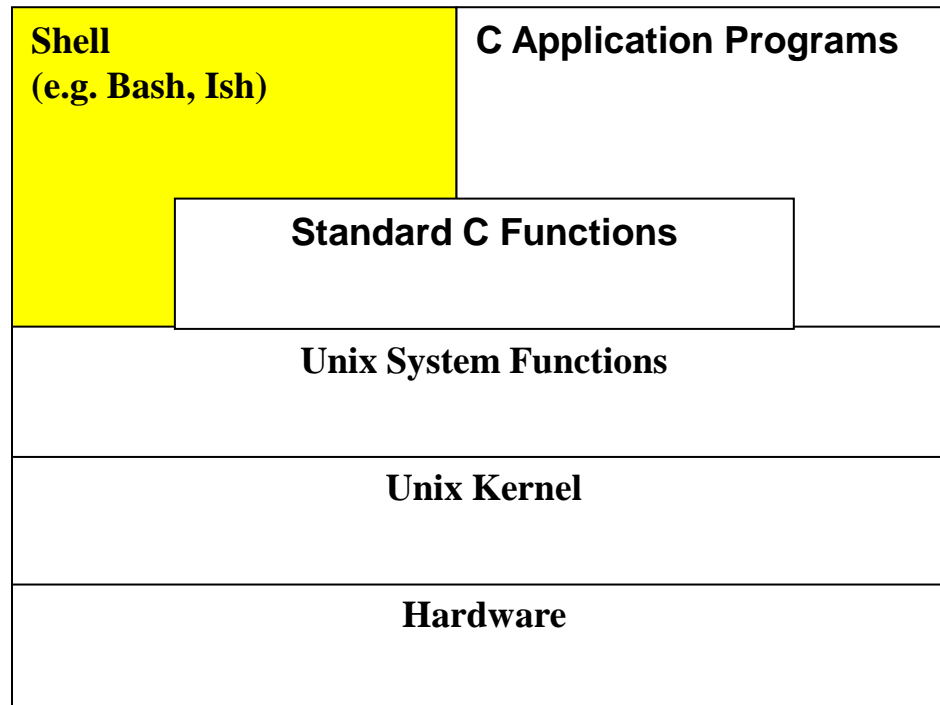


# Ish Basic Design

# Ish – A Primitive Shell

- Illustration



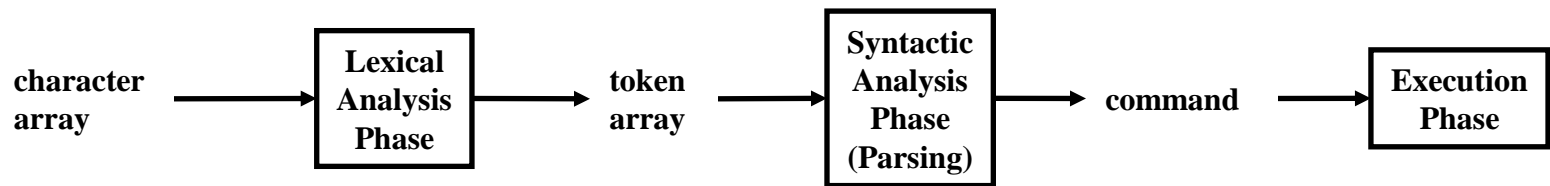
# Initialization

- `.ishrc`
  - in your home directory
  - `ish` reads and interprets it
- Another usage
  - automatic testing
  - put test commands in the file
- Let's look at some examples

# Demo

- Demo

# Ish Design



---

<code>echo one two three &gt; myfile</code>	<code>echo one two three &gt; myfile</code>	<code>Command: Name: echo Arg 0: one Arg 1: two Arg 2: three Stdinredirect: NULL Stdoutredirect: myfile</code>
---------------------------------------------	-----------------------------------------------------------------	----------------------------------------------------------------------------------------------------------------------------------------

---

<code>echo one "two three" &gt; myfile</code>	<code>echo one two three &gt; myfile</code>	<code>Command: Name: echo Arg 0: one Arg 1: two three Stdinredirect: NULL Stdoutredirect: myfile</code>
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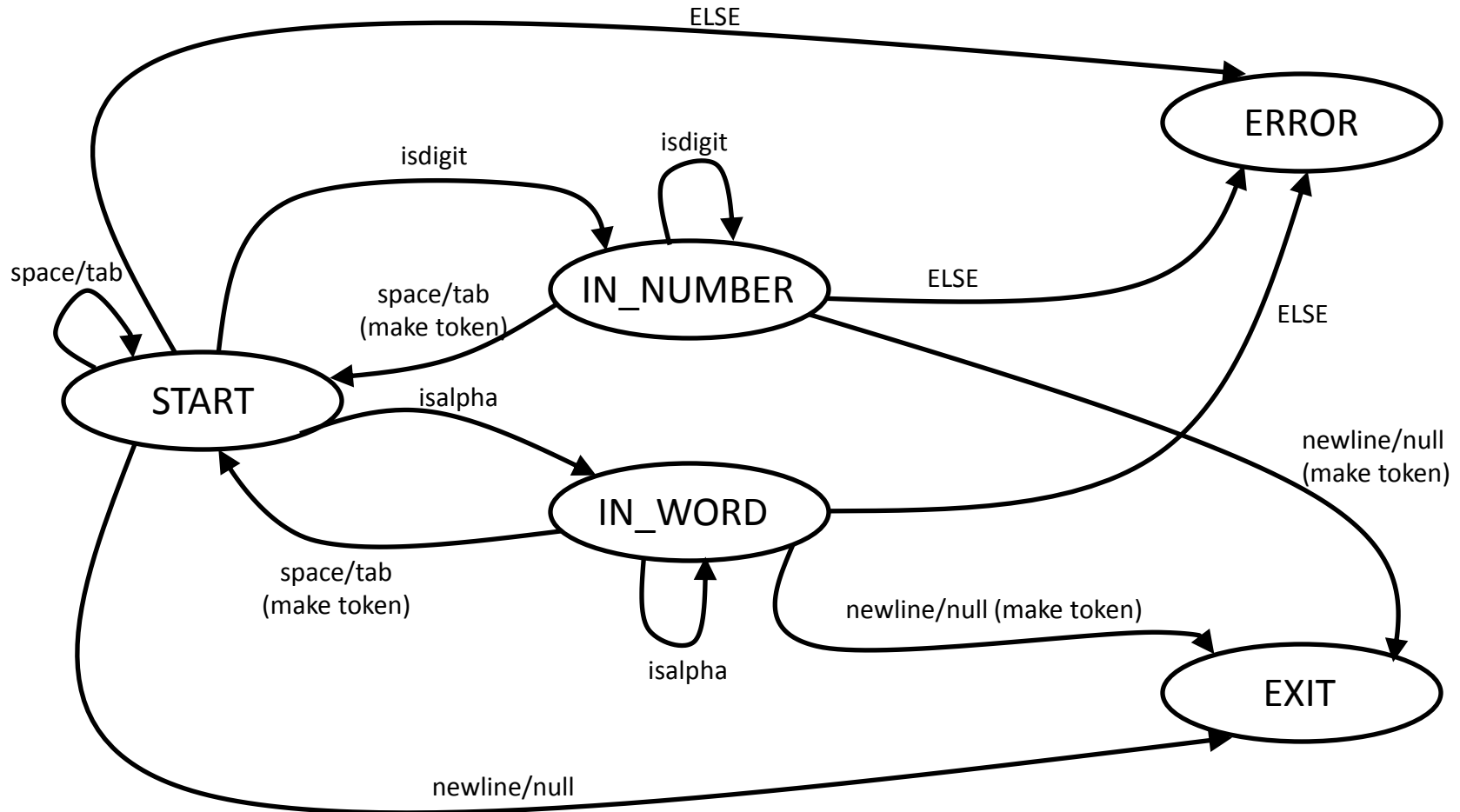
# Ish Development Stages

- Stage 0: Preliminaries
  - Learn the overall structures
  - Identify key modules!
    - nouns  $\Rightarrow$  ADT, or Abstract Objects
    - verbs  $\Rightarrow$  functions

# Ish Development Stages

- Stage 1: Lexical Analysis
  - Create a lexical analyzer
    - Input: character array
    - Output: token array
  - Recommendation #1
    - Design DFA (As with decomment program)
    - Test DFA enough before you move to the next stage
  - Recommendation #2
    - The lexical analyzer reads from a char array rather than a file
  - Use DFA implementation in your handouts

# A Sample DFA





```
/*-----*/
/* dfa.c */
/* Author: Bob Dondero */
/* Illustrate lexical analysis using a deterministic finite state */
/* automaton (DFA) */
/*-----*/
```

```
#include "dynarray.h"
#include <ctype.h>
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <assert.h>
```

```
enum {MAX_LINE_SIZE = 1024};
```

```
enum {FALSE, TRUE};
```

```
enum TokenType {TOKEN_NUMBER, TOKEN_WORD};
```

```
enum LexState {STATE_START, STATE_IN_NUMBER, STATE_IN_WORD, STATE_ERROR, STATE_EXIT};
```

```
/* A Token is either a number or a word, expressed as a string. */
```

```
struct Token
```

```
{
```

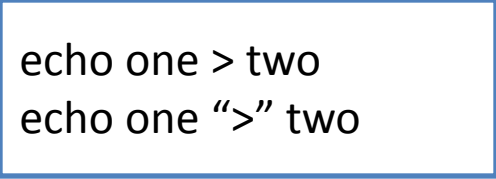
```
/* The type of the token. */
```

```
enum TokenType eType;
```

```
/* The string which is the token's value. */
```

```
char *pcValue;
```

```
};
```



```
echo one > two
echo one ">" two
```

```

int main(void)
/* Read a line from stdin, and write to stdout each number and word that it contains. Repeat until EOF. Return 0. */
{
    char acLine[MAX_LINE_SIZE];
    DynArray_T oTokens;
    int iSuccessful;

    printf("-----\n");
    while (fgets(acLine, MAX_LINE_SIZE, stdin) != NULL)
    {
        oTokens = DynArray_new(0);

        iSuccessful = lexLine(acLine, oTokens);
        if (iSuccessful)
        {
            printf("Numbers: ");
            DynArray_map(oTokens, printNumberToken, NULL);
            printf("\n");

            printf("Words: ");
            DynArray_map(oTokens, printWordToken, NULL);
            printf("\n");
        }
        else
            printf("Invalid line\n");
        printf("-----\n");

        DynArray_map(oTokens, freeToken, NULL);
        DynArray_free(oTokens);
    }

    return 0;
}

```

# Demo

- Demo

# Ish Development Stages

- Syntactic Analysis (Parsing)
  - Create a parser
  - Input: token array
  - Output: command
- Use DFA – A “smart” version
- Do we need a number token for ish?

# Recommendations

- Design modules carefully
  - Functions, ADT, Abstract Objects, ...
  - Divide modules development amongst each partner (Plan & Pseudo-code)
- Consider various cases
  - The users can make any mistakes
  - Your shell should not crash!

# Recommendations

- Detects errors early
  - Lexical analyzer should detect lexical errors
    - ex)
      - % “ls
      - % ls”
      - % ls”-al
    - Syntactic Analyzer should detect syntactic errors
      - % < one
      - % echo one >
      - % echo one > f1 > f2