



Shell scripting

Childhood Cancer Data Lab

The anatomy of a shell script

```
$ example.sh ×
Users > spielman > Projects > example_project > scripts > $ example.sh
1  #!/bin/bash
2
3  # Setup overall settings for how the code should run
4  set -euo pipefail
5
6  # Define variables you'll work with
7  # This commonly includes paths and filenames
8  DATA_DIR="../../data"
9  INPUT_FILE="processed_data.csv"
10 OUTPUT_FILE="renamed_processed_data.csv"
11
12
13 # Write your code!
14
15 # For example, maybe we are renaming the data file:
16 mv $DATA_DIR/$INPUT_FILE $DATA_DIR/$OUTPUT_FILE
```

We generally like to run scripts from the directory where they are saved to avoid path confusion

`cd ~/Projects/example_project/scripts`

Once in the right directory, we run this script from the terminal as:

`bash example.sh`

We can also add the following to the top of our shell scripts to ensure they use the directory where they are saved as the working directory:

`cd "$(dirname "${BASH_SOURCE[0]}")"`

Best practices in scripting

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

```
$ example.sh X
Users > snielman > Projects > example_project > scripts > $ example.sh
1 #!/bin/bash
2
3 # Setup overall settings for how the code should run
4 set -euo pipefail
5
6 # Define variables you'll work with
7 # This commonly includes paths and filenames
8 DATA_DIR="../data"
9 INPUT_FILE="processed_data.csv"
10 OUTPUT_FILE="renamed_processed_data.csv"
11
12
13 # Write your code!
14
15 # For example, maybe we are renaming the data file:
16 mv $DATA_DIR/$INPUT_FILE $DATA_DIR/$OUTPUT_FILE
```

The very first line of shell scripts often contain a **shebang** (**#!**) indicating which shell interpreter be used when running this shell script.

This script will use the **BASH** shell

The **path to the given shell interpreter** immediately follows (no spaces!) the **#!**

The shebang can be generally used to make any script *executable*, for interpretable languages. It also cues you in to what language the code is in.

```
#!/usr/local/bin/python3
```

```
#!/usr/bin/env python
#!/usr/bin/env bash
```

Best practices in scripting

```
3 # Setup overall settings for how the code should run
4 set -euo pipefail
```

```
$ example.sh x
Users > spielman > Projects > example_project > scripts > $ example.sh
1 #!/bin/bash
2
3 # Setup overall settings for how the code should run
4 set -euo pipefail
5
6 # Define variables you'll work with
7 # This commonly includes paths and filenames
8 DATA_DIR="./data"
9 INPUT_FILE="processed_data.csv"
10 OUTPUT_FILE="renamed_processed_data.csv"
11
12
13 # Write your code!
14
15 # For example, maybe we are renaming the data file:
16 mv $DATA_DIR/$INPUT_FILE $DATA_DIR/$OUTPUT_FILE
```

We like to use **set** to define preferences for how errors should be handled while running this script

- The **-e** flag causes the script to exit if any step has an error
- The **-u** flag causes the script to exit if a variable isn't defined
- The **-o pipefail** option causes the entire script to fail if any step in a pipeline fails

Note these can be used one-at-a-time, or pick only some options! All of these are legit (but **o pipefail** has to be kept together, and usually last):

```
set -e
set -u
set -o pipefail
set -eo pipefail
```

Defining variables

```
6 # Define variables you'll work with
7 # This commonly includes paths and filenames
8 DATA_DIR="../data"
9 INPUT_FILE="processed_data.csv"
10 OUTPUT_FILE="renamed_processed_data.csv"
```

```
$ example.sh x
Users > spielman > Projects > example_project > scripts > $ example.sh
1  #!/bin/bash
2
3  # Setup overall settings for how the code should run
4  set -euo pipefail
5
6  # Define variables you'll work with
7  # This commonly includes paths and filenames
8  DATA_DIR="../data"
9  INPUT_FILE="processed_data.csv"
10 OUTPUT_FILE="renamed_processed_data.csv"
11
12
13 # Write your code!
14
15 # For example, maybe we are renaming the data file:
16 mv $DATA_DIR/$INPUT_FILE $DATA_DIR/$OUTPUT_FILE
```

Variables are *defined* as **VARIABLE_NAME="CONTENT"** *without any spaces!!*

(Using quotes when defining variables is not strictly required, but it is best practice.)

Variables are *used* with **dollar signs: \$VARIABLE_NAME**, and sometimes braces: **\${VARIABLE_NAME}**

(Note there are more types of variables, like arrays, which are defined and used slightly differently! We'll just focus on single-value variables here).

Use double quotes when referring to variables

```
DATA_DIR=data
```



```
echo $DATA_DIR
```

```
data
```



```
echo '$DATA_DIR'
```

```
$DATA_DIR
```

```
echo "$DATA_DIR"
```

```
data
```

Variations on a variable

```
6 # Define variables you'll work with
7 # This commonly includes paths and filenames
8 DATA_DIR="../../data"
9 INPUT_FILE="processed_data.csv"
10 OUTPUT_FILE="renamed_processed_data.csv"
```

You can combine variables with strings directly:

```
DATA_DIR="../../data"
INPUT_FILE="processed_data.csv"
OUTPUT_FILE="renamed_${INPUT_FILE}"
```

You can set up your variables to contain the path, if you want
(and it makes sense for the code!)

```
DATA_DIR="../../data"
INPUT_PATH="${DATA_DIR}/processed_data.csv"
OUTPUT_PATH="${DATA_DIR}/renamed_processed_data.csv"
```

Use curly braces `{ }` to combine variables safely

```
DATA_DIR="../../data"
INPUT_FILE="processed_data.csv"
PREFIX="renamed"
OUTPUT_FILE="${PREFIX}_${INPUT_FILE}"
```

Curly braces protect the variable

```
INPUT_FILE="processed_data.csv"  
PREFIX="renamed"
```



```
echo "${PREFIX}_${INPUT_FILE}"  
renamed_processed_data.csv
```



```
echo "$PREFIX_$INPUT_FILE"  
processed_data.csv
```


Putting it all together

\$ example.sh X

Users > spielman > Projects > example_project > scripts > \$ example.sh

```
1  #!/bin/bash
2
3  # Setup overall settings for how the code should run
4  set -euo pipefail
5
6  # Define variables you'll work with
7  # This commonly includes paths and filenames
8  DATA_DIR="../../data"
9  INPUT_FILE="processed_data.csv"
10 OUTPUT_FILE="renamed_processed_data.csv"
11
12
13 # Write your code!
14
15 # For example, maybe we are renaming the data file:
16 mv $DATA_DIR/$INPUT_FILE $DATA_DIR/$OUTPUT_FILE
```

Now let's write a script to...

- Download paired FASTQ reads (R1 and R2 files) programmatically - no "point-and-click" in browser!!
 - <https://trace.ncbi.nlm.nih.gov/Traces/sra/?study=SRP255885>
- Save these files to the appropriate directory in your forked repository
- Ask how many lines are in each FASTQ file

URLs to use for downloads

Full size files from ENA:

ftp://ftp.sra.ebi.ac.uk/vol1/fastq/SRR115/089/SRR11518889/SRR11518889_1.fastq.gz

ftp://ftp.sra.ebi.ac.uk/vol1/fastq/SRR115/089/SRR11518889/SRR11518889_2.fastq.gz

Or truncated versions if the internet is slow:

https://raw.githubusercontent.com/AlexsLemonade/reproducible-research/main/instructor_notes/fastq_subset/subset-SRR11518889_1.fastq.gz

https://raw.githubusercontent.com/AlexsLemonade/reproducible-research/main/instructor_notes/fastq_subset/subset-SRR11518889_2.fastq.gz

