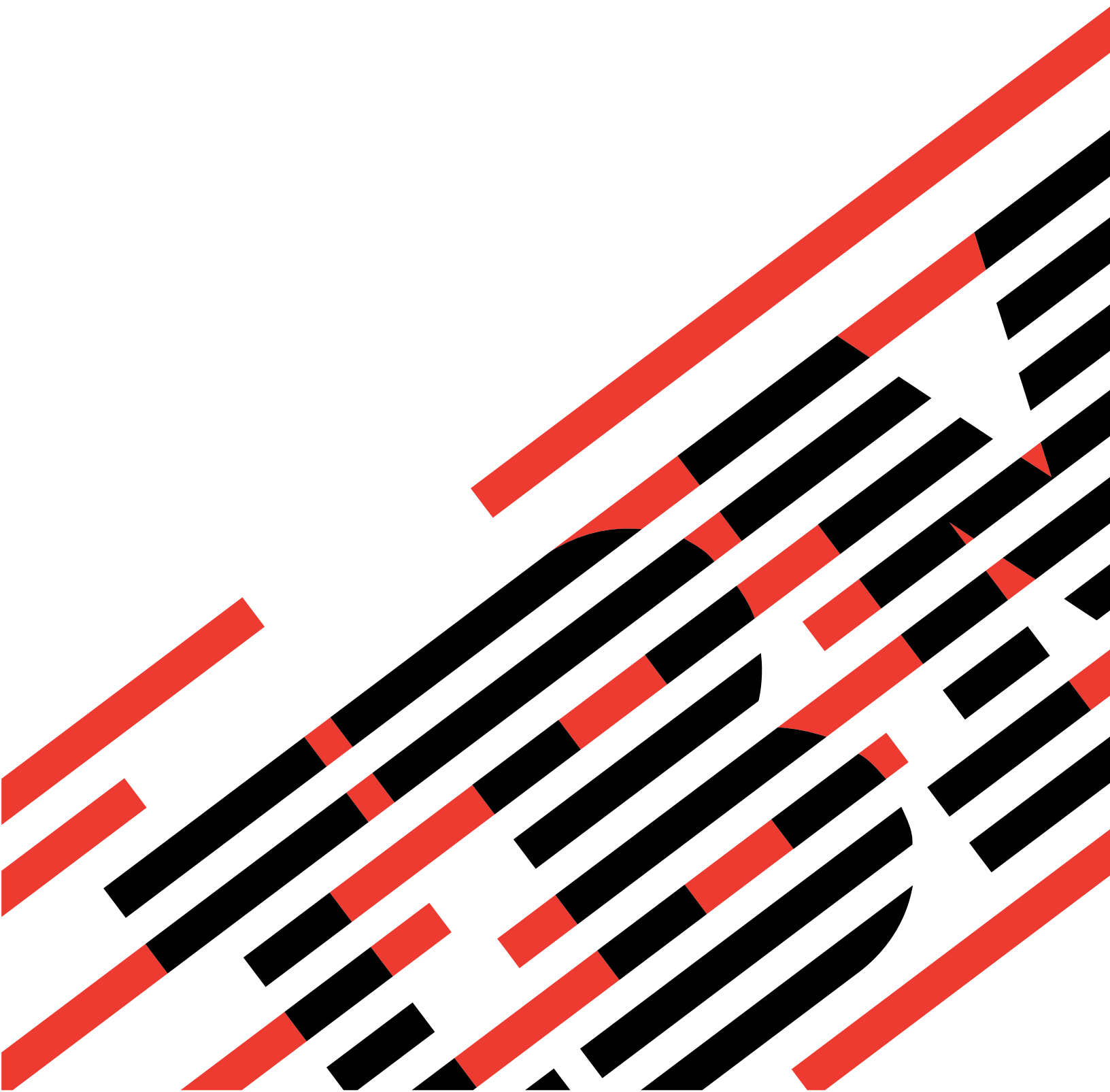


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# Qshell

Qshell is a command environment based on POSIX and X/Open standards. It consists of two parts:

- The shell interpreter (or **qsh**) is a program that reads commands from an input source, interprets each command, and then runs the command using the services of the operating system.
- The utilities (or commands) are external programs that provide additional functions and can be quite simple or very complex.

Together, the shell interpreter and utilities provide a powerful, standards-based scripting environment. As you use the new programming models offered by OS/400, Qshell provides an extensible command environment that allows you to:

- Manage files in any file system supported by the Integrated File System.
- Run threaded programs that do thread-safe I/O to and from an interactive session.
- Write shell scripts that can be run without modification on other systems using a cross-platform command language.
- Write your own utilities to extend the functions provided by Qshell.

---

## How to use these pages:

Click the links below to view topical reference information about Qshell.

1. Read fundamental information to get you started using Qshell.
2. Follow these guidelines for using the Qshell command language.
3. Read about the utilities provided with Qshell.
4. [»](#) Learn about using the Qshell command language and utilities in the tutorial. [«](#)
5. See Qshell APIs for information about using application program interfaces (APIs) with Qshell.
6. See practical remote client examples that show how to connect to an interactive Qshell session.
7. Download a zip file of the HTML pages that comprise the Qshell Reference.

**Note:**




In this information, the terms "job" and "process" are used interchangeably. The term "job" is from OS/400 and the term "process" is from POSIX.

---

## Print this topic

To view or download the PDF versions of this topic, select Qshell Reference (about 215 pages).


You can also view or print any of the following PDFs:

- Manuals:
  - IBM Developer Kit for Java 
  - iSeries Toolbox for Java 
- Redbook:
  - Building iSeries Internet-Based Applications with Java  (about 334 pages)

To save a PDF on your workstation for viewing and printing:

1. Open the PDF in your browser (click one of the links above).
2. In the menu of your browser, click **File**.

3. Click **Save As...**
4. Navigate to the directory in which you would like to save the PDF.
5. Click **Save**.

If you need Adobe Acrobat Reader to view or print these PDFs, you can download a copy from the Adobe Web site  .

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## What's new for V5R2

The following changes were made in Qshell for V5R2:

### Compound commands

These compound commands were added or updated:

- `[[...]]` conditional construct
- select conditional construct
- functions

### Word Expansions

These word expansions were added or updated:

- Tilde expansion
- Substring Starting at Offset parameter expansion
- Substitute String for Pattern parameter expansion

### Variables

The following variables were added:

- EGID (Effective primary group identifier)
- EUID (Effective user identifier)
- GID (Primary group identifier)
- HOSTID (IP identifier of host)
- HOSTNAME (Name of host)
- HOSTTYPE (Type of host)
- MACHTYPE (Machine type)
- OSTYPE (Operating system type)
- UID (User identifier)
- PS3 (Select command prompt)
- QIBM\_CCSID (CCSID for translation)
- QIBM\_QSH\_CMD\_ESCAPE\_MSG (Send escape messages from QSH CL command)
- QIBM\_QSH\_CMD\_OUTPUT (Control output of QSH CL command)
- QIBM\_QSH\_INTERACTIVE\_CMD (Initial interactive command)
- QIBM\_QSH\_INTERACTIVE\_TYPE (Type of interactive session)
- QIBM\_SYSTEM\_ALWMLTTHD (Allow multi-thread capable job)

### Utilities for running commands

These utilities for running commands were added:

- builtin - Run a shell builtin utility

- help - Display information for built-in utility
- nohup - Run utility without hangups
- rexec - Run remote command
- rexx - Run REXX procedure
- source - Run commands in the current environment
- type - Find type of command

### **Utilities for managing data**

These utilities for managing data were added:

- iconv - Convert characters from one CCSID to another CCSID

### **Utilities for working with files and directories**

These utilities for working with files and directories were added:

- attr - Get or set attributes for files
- mkfifo - Make FIFO special files
- Rfile - Read or write record files
- tar - File archiver

### **Utilities for managing jobs**

This utility for managing jobs was added:

- ps - Display process status

### **Utilities for working with parameters and variables**

These utilities for working with parameters and variables were added:

- declare - Declare variables and set attributes
- printenv - Display values of environment variables
- typeset - Declare variables and set attributes

### **Miscellaneous utilities**

These miscellaneous utilities were added:

- dataq - Send or receive messages from OS/400 data queue
- dataarea - Read or write OS/400 data area
- ipcrm - Remove interprocess communication identifier
- ipcs - Report interprocess communication status
- locale - Get locale specific information
- ulimit - Set or display resource limits

### **Updated Utilities**

These utilities were updated:



- exec - Run commands and open, close, or copy descriptors added support for the -c option.
- hash - Remember or report utility locations added support for the -p option.
- trap - Trap signals added support for the -l option.
- uname - Return system name added support for the -m option.
- xargs - Construct argument lists and invoke utility added support for the -E, -e, -L, and -l options.

## National Language Support

Support for CCSIDs 425, 905, 1026, 1097, and 1155 was added.

### How to see what's new or changed





To help you see where technical changes have been made, this information uses:

- The  image to mark where new or changed information begins.
- The  image to mark where new or changed information ends.

---

## Using Qshell

Before starting Qshell, see the following topics for important information about working with Qshell.

- Using a Qshell interactive session
-  Running Qshell commands from CL 
-  Running Qshell commands from PASE 
- Customizing your environment
- Editing files
- National language support (NLS) considerations
- Performance considerations
- Developing your own utilities
- Differences between qsh and other interpreters

### Using a Qshell interactive session

The Start QSH (STRQSH) command, also known as QSH, is a CL (control language) command that either starts a Qshell interactive session or runs a Qshell command.

If running in an interactive job with no parameters, STRQSH starts an interactive Qshell session. If a Qshell session is not already active in the job, then the following events occur:

1. A new Qshell session is started and a terminal window is displayed.
2. **qsh** runs the commands from the file /etc/profile if it exists.
3. **qsh** runs the commands from the file .profile in the user's home directory if it exists.
4. **qsh** runs the commands from the file specified by the expansion of the **ENV** variable if it exists.

If a Qshell session is already active in an interactive job, you are reconnected to the existing session.

From the terminal window, you can enter Qshell commands and view output from the commands. The terminal window has two parts:

- an input line for entering commands
- an output area that contains an echo of the commands you entered and any output generated by the commands

You can use these function keys:

Function key	Description
<b>F3 (Exit)</b>	Close the terminal window and end the Qshell session.
<b>F5 (Refresh)</b>	Refresh the output area.
<b>F6 (Print)</b>	Print the output area to a spool file.

Function key	Description
<b>F7 (Up)</b>	Roll output area up one page. If a number is on the command line, the output area is rolled up by that number of lines.
<b>F8 (Down)</b>	Roll output area down one page. If a number is on the command line, the output area is rolled down by that number of lines.
<b>F9 (Retrieve)</b>	Retrieve a previous command. You can press this key multiple times to retrieve any previous command. For example, to retrieve the second to last command you entered, press this key two times. You can also select a specific command to be run again by placing the cursor on that command and pressing this key. When the interactive job is running in a double-byte CCSID, this key is not available.
<b>F11 (Toggle line wrap)</b>	Toggle the line wrap/truncate mode in the output area. In line wrap mode, lines longer than the width of the terminal window are wrapped to the next line. In truncate mode, the portion of a line beyond the width of the terminal window is not shown.
<b>F12 (Disconnect)</b>	Disconnect from the Qshell session. This key only closes the terminal window and does not end the Qshell session. You can redisplay the disconnected Qshell session by running STRQSH again.
<b>F13 (Clear)</b>	Clear the output area.
<b>F14 (Adjust command line length)</b>	Adjust the command line length to four lines. If a number is on the command line, the command line length is adjusted to that number of lines.
<b>F17 (Top)</b>	Display top of output area.
<b>F18 (Bottom)</b>	Display bottom of output area.
<b>F19 (Left)</b>	Shift output area to the left. If a number is on the command line, the output area is shifted by that number of columns.
<b>F20 (Right)</b>	Shift output area to the right. If a number is on the command line, the output area is shifted by that number of columns.
<b>F21 (Command entry)</b>	Display a command entry window where you can enter CL commands.

Also, you can use **SysReq 2** to interrupt the currently running command.

## Customizing your environment

You can customize your Qshell environment using three profile files. Each profile file is a shell script that can contain any Qshell command.

### Global profile file

If the file `/etc/profile` exists, **qsh** runs it in the current environment when you login. It is typically maintained by an administrator to set system-wide defaults for all users. ➤ This file should be secured by setting the public authority to read and execute. ⏏

Here is a sample `/etc/profile` file:

```
# Sample /etc/profile file
export PATH=/usr/bin:
```

## Profile file

If the file `.profile` exists in the user's home directory, **qsh** runs it in the current environment when you login. It is used to customize your login environment.

Here is a sample `.profile` file.

```
# Sample .profile file
export ENV=$HOME/.qshrc
export PATH=$PATH:$HOME/bin
```

## Environment file

If the file specified by the expansion of the **ENV** variable exists, **qsh** runs it in the current environment when starting an interactive shell. The environment file is typically used to set aliases, define functions, or set options for an interactive shell session.

Here is a sample environment file:

```
# Sample environment file
PS1='$PWD'
```

## Editing files with Qshell Interpreter

You can edit files from any file system using the EDTF CL command. It is an editor that is similar to the Source Entry Utility (SEU) for editing stream files or database files. Also, you can display a stream file or database file using the DSPF CL command.

Another alternative is to connect to the server using Operations Navigator and edit the file using an editor running on the client. The file can be stored in ASCII and still be used by Qshell.

A shell script is just a text file that contains shell commands. It is important to use the right file system for storing shell scripts. Shell scripts are stream data and should be stored in the "root" file system. While it is possible to store shell scripts in source physical files in the QSYS.LIB file system, it causes the shell scripts to use more storage and to run slower.

## National language support (NLS) considerations

When **qsh** starts, it initializes internal tables for processing commands based on the CCSID of the job. When reading files, **qsh** and many utilities dynamically translate files from the CCSID of the file to the CCSID of the job. For everything to run correctly, you must configure your environment as documented in the tables below.

A locale contains information about a language and country or region, including how to sort and classify characters and the formats for dates, times, numbers, and monetary values. A locale is set by setting the LANG environment variable to the path name to a locale object. For example, to set the locale for US English, the LANG environment variable is set as follows:

```
LANG=/QSYS.LIB/EN_US.LOCALE
```

There can be problems in the following situations:

- In an interactive session, if the CCSID of a job is different from the CCSID of the display device, **qsh** does not recognize certain special characters.
- If there is no support for translating between the CCSID of a script file and the CCSID of the job, then the file cannot be opened.

## Supported CCSIDs

The following table shows the supported CCSIDs. It is indexed by CCSID number. If a CCSID is not in the table, **qsh** sends message 001-0072 and runs as if it was started in CCSID 37.

Supported CCSIDs		
CCSID	Code Page	Description
00037	00037	USA, Canada
00256	00256	International #1
00273	00273	Germany, Austria
00277	00277	Denmark, Norway
00278	00278	Finland, Sweden
00280	00280	Italy
00284	00284	Spain, Latin America
00285	00285	United Kingdom
00297	00297	France
00424	00424	Israel (Hebrew)
» 00425	00425	Arabic «
00500	00500	Belgium, Canada, Switzerland
00833	00833	Korea Extended Single-byte
00836	00836	Simplified Chinese Extended Single-byte
00838	00838	Thailand Extended
00870	00870	Latin-2 Multilingual
00871	00871	Iceland
00875	00875	Greece
00880	00880	Cyrillic Multilingual
» 00905	00905	Turkey Extended «
00918	00918	Pakistan
00933	00833, 00834	Korea Extended Mixed
00935	00836, 00837	Simplified Chinese Extended Mixed
00937	00037, 00835	Traditional Chinese Extended Mixed
00939	01027, 00300	Japan English Extended Mixed
01025	01025	Cyrillic Multilingual
» 01026	01026	Turkey «
01027	01027	Japan Latin Extended Single-byte
» 01097	01097	Farsi «
01112	01112	Baltic Multilingual
01122	01122	Estonian
01123	01123	Cyrillic Ukraine
01130	01130	Vietnam
01132	01132	Lao
01137	01137	Devanagari
01140	01140	USA, Canada euro

Supported CCSIDs		
CCSID	Code Page	Description
01141	01141	Germany, Austria euro
01142	01142	Denmark, Norway euro
01143	01143	Finland, Sweden euro
01144	01144	Italy euro
01145	01145	Spain, Latin America euro
01146	01146	United Kingdom euro
01147	01147	France euro
01148	01148	Belgium, Canada, Switzerland euro
01149	01149	Iceland euro
01153	01153	Latin-2 Multilingual euro
01154	01154	Cyrillic Multilingual euro
01155	01155	Turkey euro
01156	01156	Baltic Multilingual euro
01157	01157	Estonia euro
01158	01158	Cyrillic Ukraine euro
01160	01160	Thailand Extended euro
01164	01164	Vietnam euro
01388	00836, 00837	Simplified Chinese Host Data Mixed
01399	01399, 00300	Japan English Extended Mixed euro
05035	01027, 00300	Japan English Extended Mixed
05123	01399	Japan English Extended Single-byte euro
09030	00838	Thailand Extended Single-byte
13124	00836	Simplified Chinese Host Data Single-byte
28709	00037	Traditional Chinese Extended

## Supported Languages

The following table shows the supported languages. It is indexed by language. In the Language field, the value in parentheses is the value to use for the LANGID parameter of the CHGJOB CL command. In the Country or Region field, the value in parentheses is the value to use for the CNTRYID parameter of the CHGJOB CL command.

Note that there are more valid combinations of Language, Country or Region, CCSID, and Locale than are listed in the table. For example, there is only one entry for the Spanish language even though it is used in more than one country or region.

When running Qshell, the LANGID, CNTRYID, CCSID job attributes must be set to the values listed in the table, and the LANG environment variable must be set to the listed locale.

Supported Languages			
Language	Country or Region Id	CCSID	Locale
Albanian (SQL)	Albania (AL)	00500	/QSYS.LIB/SQ_AL.LOCALE

Supported Languages			
Language	Country or Region Id	CCSID	Locale
➤ Arabic (ARA)	Arabic Area (AA)	00425	/QSYS.LIB/AR_AA.LOCALE ⬅
Belgian Dutch (NLB)	Belgium (BE)	00500	/QSYS.LIB/NL_BE.LOCALE
Belgian Dutch Euro (NLB)	Belgium (BE)	01148	/QSYS.LIB/NL_BE_E.LOCALE
Belgian French (FRB)	Belgium (BE)	00500	/QSYS.LIB/FR_BE.LOCALE
Belgian French Euro (FRB)	Belgium (BE)	01148	/QSYS.LIB/FR_BE_E.LOCALE
Belgium English (ENB)	Belgium (BE)	00500	/QSYS.LIB/EN_BE.LOCALE
Brazilian Portugese (PTB)	Brazil (BR)	00037	/QSYS.LIB/PT_BR.LOCALE
Bulgarian (BGR)	Bulgaria (BG)	00037	/QSYS.LIB/BG_BG.LOCALE
Canadian French (FRC)	Canada (CA)	00500	/QSYS.LIB/FR_CA.LOCALE
Croatian (HRV)	Croatia (HR)	00870	/QSYS.LIB/HR_HR.LOCALE
Czech (CSY)	Czech Republic (CZ)	00870	/QSYS.LIB/CS_CZ.LOCALE
Danish (DAN)	Denmark (DK)	00277	/QSYS.LIB/DA_DK.LOCALE
Dutch (NLD)	Netherlands (NL)	00037	/QSYS.LIB/NL_NL.LOCALE
Dutch Euro (NLD)	Netherlands (NL)	01140	/QSYS.LIB/NL_NL_E.LOCALE
English Upper Case (ENP)	United States (US)	00037	/QSYS.LIB/EN_UPPER.LOCALE
Estonian (EST)	Estonia (EE)	01122	/QSYS.LIB/ET_EE.LOCALE
Finnish (FIN)	Finland (FI)	00278	/QSYS.LIB/FI_FI.LOCALE
Finnish Euro (FIN)	Finland (FI)	01143	/QSYS.LIB/FI_FI_E.LOCALE
French (FRA)	France (FR)	00297	/QSYS.LIB/FR_FR.LOCALE
French Euro (FRA)	France (FR)	01147	/QSYS.LIB/FR_FR_E.LOCALE
German (DEU)	Germany (DE)	00273	/QSYS.LIB/DE_DE.LOCALE
German Euro (DEU)	Germany (DE)	01141	/QSYS.LIB/DE_DE_E.LOCALE
Greek (ELL)	Greece (GR)	00875	/QSYS.LIB/EL_GR.LOCALE
Hebrew (HEB)	Israel (IL)	00424	/QSYS.LIB/IW_IL.LOCALE
Hungarian (HUN)	Hungary (HU)	00870	/QSYS.LIB/HU_HU.LOCALE
Icelandic (ISL)	Iceland (IS)	00871	/QSYS.LIB/IS_IS.LOCALE
Italian (ITA)	Italy (IT)	00280	/QSYS.LIB/IT_IT.LOCALE
Italian Euro (ITA)	Italy (IT)	01144	/QSYS.LIB/IT_IT_E.LOCALE
Japanese Katakana (JPN)	Japan (JP)	05035	/QSYS.LIB/JA_JP.LOCALE
Japanese Full (JPN)	Japan (JP)	13488	/QSYS.LIB/JA_13488.LOCALE
Korean (KOR)	South Korea (KR)	00933	/QSYS.LIB/KO_KR.LOCALE
Latvian (LVA)	Latvia (LV)	01112	/QSYS.LIB/LV_LV.LOCALE
Lithuanian (LTU)	Lithuania (LT)	01112	/QSYS.LIB/LT_LT.LOCALE
Macedonian (MKD)	Macedonia (MK)	01025	/QSYS.LIB/MK_MK.LOCALE
Norwegian (NOR)	Norway (NO)	00277	/QSYS.LIB/NO_NO.LOCALE
Polish (PLK)	Poland (PL)	00870	/QSYS.LIB/PL_PL.LOCALE
Portugese (PTG)	Portugal (PT)	00037	/QSYS.LIB/PT_PT.LOCALE
Portugese Euro (PTG)	Portugal (PT)	01140	/QSYS.LIB/PT_PT_E.LOCALE
Romanian (ROM)	Romania (RO)	00870	/QSYS.LIB/RO_RO.LOCALE

Supported Languages			
Language	Country or Region Id	CCSID	Locale
Russian (RUS)	Russia (RU)	01025	/QSYS.LIB/RU_RU.LOCALE
Serbian Cyrillic (SRB)	Serbia (SQ)	01025	/QSYS.LIB/SR_SP.LOCALE
Serbian Latin (SRL)	Serbia (SQ)	00870	/QSYS.LIB/SH_SP.LOCALE
Simplified Chinese (CHS)	China (CN)	00935	/QSYS.LIB/ZH_CN.LOCALE
Slovakian (SKY)	Slovakia (SK)	00870	/QSYS.LIB/SK_SK.LOCALE
Slovenian (SLO)	Slovenia (SI)	00870	/QSYS.LIB/SL_SI.LOCALE
Spanish (ESP)	Spain (ES)	00284	/QSYS.LIB/ES_ES.LOCALE
Spanish Euro (ESP)	Spain (ES)	01145	/QSYS.LIB/ES_ES_E.LOCALE
Swedish (SVE)	Sweden (SE)	00278	/QSYS.LIB/SV_SE.LOCALE
Swiss French (FRS)	Switzerland (CH)	00500	/QSYS.LIB/FR_CH.LOCALE
Swiss German (DES)	Switzerland (CH)	00500	/QSYS.LIB/DE_CH.LOCALE
Thai (THA)	Thailand (TH)	00838	/QSYS.LIB/TH_TH.LOCALE
» Turkish (TRK)	Turkey (TR)	00905	/QSYS.LIB/TR_TR.LOCALE «
Ukrainian (UKR)	Ukraine (UA)	01025	/QSYS.LIB/UK_UA.LOCALE
UK English (ENG)	United Kingdom (GB)	00285	/QSYS.LIB/EN_GB.LOCALE
US English (ENU)	United States (US)	00037	/QSYS.LIB/EN_US.LOCALE

## Performance considerations

To improve the performance of **qsh**, you can:

- Enable prestart jobs in the subsystem where **qsh** is running. When **qsh** starts a new process, it will use a prestart job if it is available and the variable **QSH\_USE\_PRESTART\_JOBS=Y**. You can enable prestart jobs in the QINTER subsystem using this CL command:

```
ADDPJE SBSD(QSYS/QINTER) PGM(QSYS/QP0ZSPWP)
      INLJOBS(20) THRESHOLD(5) ADLJOBS(5)
      JOBD(QGPL/QDFTJOB0) MAXUSE(1) CLS(QGPL/QINTER)
```

- Leave the **SHELL** variable unset. If a script file does not contain a **"#!"** on the first line, the script is run in the current activation of **qsh**.
- Set the **NLSPATH** variable. If you are using English as your language, set the variable in the environment file using this command:

```
export NLSPATH='/QIBM/ProdData/OS400/Shell/MRI2924/%N'
```

You must change the MRI directory in the previous command if you are using a different language.

- Do not use command substitutions in the value of the **PS1** variable. This causes a new process to be started every time you press the <enter> key.
- Use built-in utilities whenever possible because they are run in the current process.
- Use input redirection instead of cat. For example, the following command:

```
cat myfile | grep Hello
```

can be replaced with this command:

```
grep Hello < myfile
```

## Developing your own utilities

You can develop your own utility programs using any language, although ILE/C, ILE/C++, and Java have the best runtime support. When creating ILE/C or ILE/C++ programs, you should use Integrated File System I/O when creating all of the modules in your utility program.

A utility reads input from standard input or descriptor 0, writes output to standard output or descriptor 1, and writes errors to standard error or descriptor 2.

If your utility program uses the ILE/C or ILE/C++ standard files for I/O, you can run your utility from either the **qsh** command line or the QCMD command line. If your utility reads and writes directly from descriptors 0, 1, and 2, you can only run your utility from the Qshell command line.

## Differences between qsh and other interpreters

While **qsh** is compatible with other standard shell interpreters, there are several differences:

- There is no support for the **<>** redirection operator.
- There is no support for a command history list, the **HISTSIZE** and **HISTFILE** variables, or the **fc** (or **hist**) built-in utility. As an alternative, the QSH CL command has support for command retrieval.
- There is no support for command line editing and the **EDITOR** variable.
- There is no support for the **MAIL**, **MAILCHECK**, and **MAILPATH** variables.
- There is no support for job control. There is no concept of a foreground or background process group on OS/400. This means it is possible for multiple jobs to be reading from the terminal at the same time. **qsh** does not support:
  - The **fg** or **bg** built-in utilities.
  - Using the *Suspend* key (typically **<ctrl>z**) to send the SIGTSTP signal to the foreground process group.
  - Using the *Stop* key (typically **<ctrl>s**) to send the SIGSTOP signal to the foreground process group.
  - Using the *Restart* key (typically **<ctrl>q**) to send the SIGCONT signal to the foreground process group.
  - Using the *Interrupt* key (typically **<ctrl>c**) to send the SIGINT signal to the foreground process group. As an alternative, you can use SysReq 2 from an interactive shell session to send the SIGINT signal to the shell interpreter process and any currently running child processes.
- There is no support for the *End-of-file* key (typically **<ctrl>d**). As an alternative, use a here-document to redirect text entered at the command line to standard input of a utility.
- The verbose option is ignored when the stdin option is not set.
- When calling a command, you can pass a maximum of 255 parameters to the command.
- When using path name expansion with some case insensitive file systems, you must use upper case characters in the pattern. For example, to list all of the program objects in the QSHELL library you should use this command:

```
ls /qsys.lib/qshell.lib/*.PGM.
```

---

## Command language

**qsh** is a program that:

- reads input from either a file or a terminal
- breaks the input into tokens
- parses the input into simple and compound commands
- performs various expansions on each command
- performs redirection of input and output
- runs the commands

- optionally waits for the commands to complete

**qsh** implements a command language that has flow control constructs, variables, and functions. The interpretative language is common to both interactive and non-interactive use (shell scripts). So the same commands that are entered at an interactive command line can also be put in a file and the file can be run directly by **qsh**.

For more information about particular features of **qsh**, see the following topics:

- Quoting  
This topic includes the escape character, literal quotes, and grouping quotes.
- Parameters  
This topic includes positional parameters and special parameters.
- Variables  
This topic includes variables set and variables used by **qsh**.
- Word expansions  
This topic includes tilde expansion, parameter expansion, command substitution, arithmetic expansion, field splitting, path name expansion, and quote removal.
- Redirection  
This topic includes here-documents.
- Using commands  
This topic includes pipelines, lists, and compound commands.

## Quoting

Use quoting to remove the special meaning of certain characters to **qsh**. The following characters may be used:

- The escape character (backslash) to remove the special meaning of the following character with the exception of <newline>. If a <newline> follows the backslash, **qsh** interprets it as a line continuation. For example, **\\$** removes the special meaning of the dollar sign.
- Literal (or single) quotes ('...') to remove the special meaning of all characters except the single quote.
- Grouping (or double) quotes ("...") to remove the special meaning of all characters except dollar sign (\$), backquote (`), and backslash (\). The backslash retains its special meaning as an escape character only when it is followed by a dollar sign (\$), backquote (`), double quote ("), backslash (\), or <newline>.

## Parameters

A parameter is used to store data. You can access the value of a parameter by preceding its name with a dollar sign (\$) and surrounding the name with brackets ({ }). The brackets are optional when the name is a single digit, is a special parameter, or is a single identifier. See "Parameter expansion" for more information on expanding the value of a parameter.

### Positional parameters

A positional parameter is a decimal number starting from one. Initially, **qsh** sets the positional parameters to the command line arguments that follow the name of the shell script. The positional parameters are temporarily replaced when a shell function is called and can be reassigned using the set and shift utilities.

### Special parameters

A special parameter is denoted by one of these special characters:

**\* (Positional parameters)**

(Asterisk) Expands to the positional parameters, starting from one. When the expansion occurs within a double-quoted string it expands to a single field with the value of each parameter separated by the first character of the **IFS** variable, or by a <space> if **IFS** is unset.

**@ (Positional parameters)**

(Ampersand) Expands to the positional parameters, starting from one. When the expansion occurs within double-quotes, each positional parameter expands as a separate argument. If there are no positional parameters, the expansion of @ generates zero arguments, even when @ is double-quoted.

**# (Number of positional parameters)**

(Number sign) Expands to the decimal number of positional parameters. It is initially set to the number of arguments when **qsh** is invoked. It can be changed by the set, shift, or dot utilities or by calling a function.

**? (Exit status)**

(Question mark) Expands to the decimal exit status of the most recent command. A value of zero indicates successful completion. A non-zero value indicates an error. A command ended by a signal number has an exit status of 128 plus the signal number.

**- (Option flags)**

(Minus) Expands to the current option flags (the single-letter option names concatenated into a string) as specified when **qsh** is invoked, by set, or implicitly by **qsh**.

**\$ (Process ID of current shell)**

(Dollar sign) Expands to the decimal process ID of the current shell. A subshell retains the same value of \$ as the current shell even if the subshell is running in a different process.

**! (Background process ID)**



(Exclamation mark) Expands to the decimal process ID of the most recent background command run from the current shell. For a pipeline, the process ID is that of the last command in the pipeline.

**0 (Name of shell script)**

(Zero) Expands to the name of the shell or shell script.

## Qshell variables

When it is invoked, **qsh** initializes shell variables from the defined environment variables. A variable is used to store data. You can change the value of an existing variable or create a new variable by using one of these methods:

- Assigning a variable using name=value.
- Calling the read or getopts utilities.
- Using the *name* parameter in a **for** loop or **select** conditional construct.
- Using the \${name=value} parameter expansion.
-  Calling the declare or typeset utilities.

Variable names can contain alphabetic characters, numeric characters, or the underscore (\_). A variable name cannot begin with a numeric character.

### Variables set by qsh

**\_ (Temporary variable)**

This variable is set by **qsh** to the last argument of the previous simple command.

» **EGID (Effective primary group identifier)**

This variable set by **qsh** to the effective primary group identifier of the process at the time **qsh** is started. This variable is read-only. <<

» **EUID (Effective user identifier)**

This variable set by **qsh** to the effective user identifier of the process at the time **qsh** is started. This variable is read-only. <<

» **GID (Primary group identifier)**

This variable set by **qsh** to the primary group identifier of the process at the time **qsh** is started. This variable is read-only. <<

» **HOSTID (IP identifier of host)**

This variable set by **qsh** to the IP address of the host system. <<

» **HOSTNAME (Name of host)**

This variable set by **qsh** to the name of the host system. <<

» **HOSTTYPE (Type of host)**

This variable set by **qsh** to a string that represents the type of the host system. The value is set to "powerpc". <<

**JOBNAME (Qualified job name)**

This variable is set by **qsh** to the qualified job name of the current job. The qualified job name is used by CL commands to identify a job.

**LINENO (Line number)**

This variable is set by **qsh** to the current line number (decimal) in a script or function before it runs each command.

» **MACHTYPE (Machine type)**

This variable is set by **qsh** to a string that represents the machine type. The value is set to "powerpc-ibm-os400". <<

**OLDPWD (Previous working directory)**

This variable is set by **cd** to the previous working directory after the current working directory is changed.

**OPTARG (Option argument)**

This variable is set by **getopts** when it finds an option that requires an argument.

**OPTIND (Option index)**

This variable is set by **getopts** to the index of the argument to look at for the next option. The variable is set to one when **qsh**, a script, or a function is invoked.

» **OSTYPE (Operating system type)**

This variable set by **qsh** to a string that represents the operating system type. The value is set to "os400". <<

**PPID (Parent process ID)**

This variable is set by **qsh** to the decimal process ID of the process that invoked the current shell. In a subshell, the value of the variable is not changed even if the subshell is running in a different process.

**PWD (Working directory)**

This variable is set by **cd** to the current working directory after it is changed.

This variable is set by **qsh** to a string that represents the current version. The string is in the form VxRyMz where x is the version number, y is the release number, and z is the modification number. This variable is read-only.

**RANDOM (Random number generator)**

This variable is set by **qsh** to an integer random number between 1 and 32767 each time it is referenced. You can seed the random number generator by setting the variable.

**REPLY (Reply variable)**

This variable is set by read to the characters that are read when you do not specify any arguments and by the select compound command to the contents of the input line read from standard input.

**TERMINAL\_TYPE**

This variable is set by **qsh** to the type of terminal attached to the standard file descriptors. The value is set to 5250 when attached to a 5250 display, to REMOTE when attached to a remote client, or to PIPELINE when attached to pipes.

**» UID (User identifier)**

This variable set by **qsh** to the user identifier of the process at the time **qsh** is started. This variable is read-only. «

**Variables used by qsh****CDPATH (Search path for cd)**

If the directory you specify for cd does not begin with a slash (/), **qsh** searches the directories listed in **CDPATH** in order for the specified directory. The value of the variable is a colon separated list of directories. The current working directory is specified by a period (.) or a null directory before the first colon, between two colons, or after the last colon. There is no default value.

**ENV (Environment file)**

When **qsh** is invoked, it performs parameter expansion, command substitution, and arithmetic expansion on this variable to generate the path name of a shell script to run in the current environment. It is typically used to set aliases, define functions, or set options. There is no default value.

**HOME (Home directory)**

The value of this variable is the path name of your home directory. The value is used for tilde expansion and as the default argument for cd. The value is set by default to the value specified in your user profile.

**IFS (Internal field separators)**

The value is a string treated as a list of characters that is used for field splitting and to split lines into fields with read. The first character of the value is used to separate arguments when expanding the \* special parameter. The default value is <space><tab><newline>.

**LANG (Language locale)**

This variable defines the locale category used for categories that are not specifically set with a variable starting with **LC\_**. There is no default value.

**LC\_ALL (Locale settings)**

This variable overrides the value of any variables starting with **LC\_**. There is no default value.

**LC\_COLLATE (Locale collation)**

This variable defines the collation relations between characters. There is no default value.

**LC\_CTYPE (Locale character classes)**

This variable defines character types such as upper-case, lower-case, space, digit and, punctuation. There is no default value.

**LC\_MESSAGES (Locale message formatting)**

This variable defines the format and values for affirmative and negative responses from applications. There is no default value.

**LC\_MONETARY (Locale monetary formatting)**

This variable defines the monetary names, symbols, and other details. There is no default value.

**LC\_NUMERIC (Locale numeric formatting)**

This variable defines the decimal point character for formatted input/output and string conversion functions. There is no default value.

**LC\_TIME (Locale time formatting)**

This variable defines the date and time conventions, such as calendar used, time zone, and days of the week. There is no default value.

**LC\_TOD (Locale time zone)**

This variable defines the time zone name, time zone difference, and Daylight Savings Time start and end. There is no default value.

**NLSPATH (Search path for message catalogs)**

When opening a message catalog, the system searches the directories listed in the order specified until it finds the catalog. The value of the variable is a colon separated list of directories. There is no default value.

**PATH (Search path for commands)**

If the command you specify does not begin with a slash (/), **qsh** searches the directories listed in the order specified until it finds the command to run. The value of the variable is a colon separated list of directories. The current working directory is specified by a period (.) or a null directory before the first colon, between two colons, or after the last colon. The default value is **/usr/bin:**.

**PS1 (Primary prompt string)**

When the interactive option is set, **qsh** performs parameter expansion, command substitution, and arithmetic expansion on the variable and displays it on stderr when **qsh** is ready to read a command. The default value is **\$** .

**PS2 (Secondary prompt string)**

When you enter <newline> before completing a command **qsh** displays the value of this variable on stderr. The default value is **>**.

**» PS3 (Select command prompt)**

When the **select** compound command is run, **qsh** performs parameter expansion, command substitution, and arithmetic expansion on the variable and displays it on stderr to prompt the user to select one of the choices displayed by **select**. The default value is **"#?"**. «

**PS4 (Debug prompt string)**

When the execution trace option is set and the interactive option is set, **qsh** performs parameter expansion, command substitution, and arithmetic expansion on the variable and displays it on stderr before each line in the execution trace. The default value is **+**.

**» QIBM\_CCSD (CCSID for translation)**

When this variable is set to a numeric value, **qsh** and various utilities use the value for creating files and translating data from the CCSID of the job. The default value is 0 for the default job CCSID. A value of 65535 means no translation is done. «

**QIBM\_CHILD\_JOB\_SNDINQMSG (Send inquiry message when child process starts)**

When this variable is set to a positive numeric value, the parent process is sent an inquiry message with the qualified job name of the child process. The child process is held until you reply the message. By setting this variable, you can debug the program running in the child process by setting breakpoints before the program runs. The value of the variable is the level of descendant processes to debug. When set to 1, child processes are held, when set to 2 child and grandchild processes are held, etc. There is no default value.

**QIBM\_MULTI\_THREADED (Start multi-thread capable processes)**

This variable determines if processes started by **qsh** can create multiple threads. When the value of the variable is Y, all child processes started by **qsh** can start threads. The default value is **N**.

**redirection)**

This variable determines if data read from or written to a file specified on a redirection is treated

as text data or binary data. When the value of the variable is Y, **qsh** treats the data read from or written to the file as text data. When the value of the variable is not Y, **qsh** treats the data read from or written to the file as binary data. The default value is Y.

#### **QSH\_USE\_PRESTART\_JOBS (Use pre-start jobs when available)**

This variable determines if processes started by **qsh** use prestart jobs when available. When the value of the variable is Y, **qsh** uses prestart jobs if they are available in the current subsystem. When the value of the variable is not Y, or prestart jobs are not available, the processes started by **qsh** are batch immediate jobs. The default value is Y.

When running a script file that does not contain "#!", **qsh** uses the value of this variable as the path name of the shell interpreter to run the script. There is no default value.

#### **TRACEFILE (Path name of trace file)**

When the trace option is set, **qsh** uses the value of this variable as the path name of the file to store the trace information. The default value is the qsh\_trace file in the user's home directory.

### » Other variables

#### **QIBM\_QSH\_CMD\_ESCAPE\_MSG (Send escape messages from QSH CL command)**

This variable controls how messages are sent by the QSH CL command when the CMD parameter is specified. If the value is "Y", the QSH0005 message is sent as an escape message if the exit status is greater than zero and the QSH0006 and QSH0007 messages are always sent as escape messages. There is no default value.

#### **QIBM\_QSH\_CMD\_OUTPUT (Control output of QSH CL command)**

This variable controls the output from the QSH CL command when the CMD parameter is specified. If the value is "STDOUT", the output is displayed on the C runtime terminal session. If the value is "NONE", the output is discarded. If the value is "FILE", the output is written to the specified file. If the value is "FILEAPPEND", the output is appended to the specified file. The default value is "STDOUT".

#### **QIBM\_QSH\_INTERACTIVE\_CMD (Initial interactive command)**

When this variable is set to a command string, **qsh** runs the command when an interactive session is started. The variable must be set before calling the QSH CL command to have **qsh** run the command. There is no default value.

#### **QIBM\_QSH\_INTERACTIVE\_TYPE (Type of interactive session)**

This variable sets the type of the interactive session started by the QSH CL command. If the value is "NOLOGIN", the interactive session is not a login session. Otherwise the interactive session is a login session. There is no default value.

#### **QIBM\_SYSTEM\_ALWMLTTHD**

Set this environment variable to control how the system utility behaves in a multi-thread capable job. If the value of the environment variable is "Y" and there is only one thread in the job, **system** runs the CL command in the job. Otherwise, **system** starts a new job to run the CL command. There is no default value.



## Word expansions

### Tilde expansion

» An unquoted tilde character (~) at the beginning of a word is expanded according to the following rules:

- ~ expands to the value of the **HOME** variable (the current user's home directory).
- ~**user** expands to the home directory of the specified user. All the characters up to a slash (/) or the end of the word are treated as a user name.
- ~+ expands to the value of the **PWD** (working directory) variable.

- `--` expands to the value of the **OLDPWD** (previous working directory) variable if it is set.



## Parameter expansion

The format for parameter expansion is as follows:

`${expression}`

where *expression* consists of all characters until the matching right brace (`}`). Any right brace characters escaped by a backslash or within a quoted string, as well as characters in embedded arithmetic expansions, command substitutions, and variable expansions, are not examined in determining the matching right brace.

The simplest form for parameter expansion is:

`${parameter}`

The value, if any, of *parameter* is substituted. The parameter name or symbol can be enclosed in braces, which are optional except for positional parameters with more than one digit or when *parameter* is followed by a character that could be interpreted as part of the name. If a parameter expansion occurs inside double-quotes, then:

1. Path name expansion is not performed on the results of the expansion.
2. Field splitting is not performed on the results of the expansion, with the exception of `@` special parameter.

A parameter expansion can be modified by using one of the following formats.

**`${parameter:-word}`**

Use Default Values. If *parameter* is unset or null, the expansion of *word* is substituted. Otherwise, the value of *parameter* is substituted.

**`${parameter:=word}`**

Assign Default Values. If *parameter* is unset or null, the expansion of *word* is assigned to *parameter*. In all cases, the final value of *parameter* is substituted. Only variables, not positional parameters or special parameters, can be assigned in this way.

**`${parameter:?[word]}`**

Indicate Error if Null or Unset. If *parameter* is unset or null, the expansion of *word* (or a message indicating it is unset if word is omitted) is written to standard error and a non-interactive shell exits with a nonzero exit status. Otherwise, the value of *parameter* is substituted.

**`${parameter:+word}`**

Use Alternate Value. If *parameter* is unset or null, null is substituted. Otherwise, the expansion of *word* is substituted.

In the preceding four parameter expansions, using a colon in the format results in a test for a parameter that is unset or null; removing the colon results in a test for a parameter that is only unset.

**`${#parameter}`**

String Length. If *parameter* is `@` or `*`, the number of positional parameters is substituted. Otherwise, the length of the value of *parameter* is substituted.

**`${parameter%word}`**

Remove Smallest Suffix Pattern. The *word* is expanded to produce a pattern. Then the result is *parameter* after removing the smallest portion of the suffix matched by the pattern.

### **`${parameter%%word}`**

Remove Largest Suffix Pattern. The *word* is expanded to produce a pattern. Then the result is *parameter* after removing the largest portion of the suffix matched by the pattern.

### **`${parameter#word}`**

Remove Smallest Prefix Pattern. The *word* is expanded to produce a pattern. Then the result is *parameter* after removing the smallest portion of the prefix matched by the pattern.

### **`${parameter##word}`**

Remove Largest Prefix Pattern. The *word* is expanded to produce a pattern. Then the result is *parameter* after removing the largest portion of the prefix matched by the pattern.

### **`>> ${parameter:offset}`**

### **`${parameter:offset:length}`**

Substring Starting at Offset. The value of this expansion is the substring starting at the byte specified by *offset* for *length* bytes. If *length* is not specified or the value of *length* causes the expansion to exceed the length of *parameter*, the substring ends with the last byte of *parameter*. Both *offset* and *length* are arithmetic expressions and must evaluate to a value that is greater than or equal to zero. The first byte of *parameter* is defined by an offset of zero.

### **`${parameter/pattern/string}`**

### **`${parameter//pattern/string}`**

Substitute String for Pattern. The value of this expansion is the value of *parameter* with the longest match of *pattern* replaced with *string*. In the first form, only the first match of *pattern* is replaced. In the second form, all matches of *pattern* are replaced. If *pattern* begins with #, it must match at the beginning of *parameter*. If *pattern* begins with a %, it must match at the end of *parameter*. <<

## **Command substitution**

Command substitution allows the output of a command to be substituted in place of the command name itself. Command substitution occurs when the command is enclosed as follows:

`$(command)`

or by using backquotes:

``command``

The backquoted version is provided for compatibility. Its use is discouraged.

The shell expands the command substitution by running *command* in a subshell environment and replacing the command substitution with the standard output of the *command*, removing sequences of one or more <newline>s at the end of the substitution. Embedded <newline>s before the end of the output are not removed; however, during field splitting, they may be translated into <space>s, depending on the value of the **IFS** variable and quoting that is in effect.

## **Arithmetic expansion**

Arithmetic expansion provides a mechanism for evaluating an arithmetic expression and substituting its value. The format for arithmetic expansion is:

`$((expression))`

The *expression* is treated as if it were in double-quotes, except that a double-quote inside *expression* is not treated specially. The shell expands all tokens in *expression* for parameter expansion, command substitution, and quote removal. **qsh** treats the result as an arithmetic expression and substitutes the value of the expression.

## Field splitting

After parameter expansion, command substitution, and arithmetic expansion, **qsh** scans the results of expansions and substitutions that did not occur in double-quotes for field splitting. Multiple fields can result.

**qsh** treats each character of the **IFS** variable as a delimiter and uses the delimiters to split the results of parameter expansion and command substitution into fields. If the value of the **IFS** variable is null, no field splitting is performed.

## Path name expansion

When the **noglob** option is not set, file name generation is performed after field splitting is complete. Each word is viewed as a series of patterns, separated by slashes. The process of expansion replaces the word with the names of all existing files whose names can be formed by replacing each pattern with a string that matches the specified pattern. There are two restrictions:

1. a pattern cannot match a string containing a slash
2. a pattern cannot match a string starting with a period unless the first character of the pattern is a period

## Quote removal

The quote characters, backslash (\), single quote ('), and double quote ("), are removed unless the character has been quoted.

## Shell patterns

A pattern consists of normal characters, which match themselves, and meta-characters. The meta-characters are:

!, \*, ?, and [

These characters lose their special meanings if they are quoted. When command or variable substitution is performed and the dollar sign (\$) or backquote (`) are not double quoted, the value of the variable or the output of the command is scanned for these characters and they are turned into meta-characters.

An asterisk (\*) matches any string of characters.

A question mark (?) matches any single character.

A left bracket ([) introduces a character class. The end of the character class is indicated by a right bracket (]). If the right bracket is missing then the left bracket matches a [ rather than introducing a character class. A character class matches any of the characters between the square brackets. A range of characters may be specified using a minus (-). The character class may be complemented by making an exclamation mark (!) the first character of the character class.

### Note:

Specifying a range of characters may produce different results from other systems because EBCDIC characters are not contiguous.

To include a right bracket in a character class, make it the first character listed (after the !, if any). To include a minus in a character class, make it the first or last character listed.

## Arithmetic expressions

An arithmetic expression can be specified in the following situations:

- in an arithmetic expansion
- for each argument of the `let` utility
- for the argument of the `shift` utility
- for the operands of the arithmetic formats of the `printf` utility
- for the operands to the arithmetic comparison operators of the `test` utility
- `>>` for the argument of the `ulimit` utility
- in the “Substring Starting at Offset” parameter expansion `<<`

**qsh** performs either integer or floating point arithmetic based on the setting of the `float` option. When the `float` option is set on, **qsh** performs floating point arithmetic.

An integer number has the format `[base#]number` where:

- *base* is a decimal integer between 2 and 36 that specifies the arithmetic base. The default is base 10.
- *number* is a non-negative number. For a base greater than 10, numbers greater than 9 are represented using a letter of the alphabet. For example, when using base 16, the decimal number 10 is represented using A.

A floating point number has the format `[+/-] number[.number] [exponent]` where:

- *number* is a non-negative decimal number.
- *exponent* is E or e followed by + or - and a non-negative decimal number.

Arithmetic expressions use the following ANSI C language operators and precedence.

*(expression)*

    Parenthesis overrides precedence rules

#### Unary operators

`+expression` Unary +

`-expression` Unary -

`~expression` Bitwise negation

`!expression` Logical negation

#### Multiplicative operators

`expression * expression` Multiplication

`expression / expression` Division

`expression % expression` Remainder

#### Additive operators

`expression + expression` Addition

`expression - expression` Subtraction

#### Bitwise shift operators

`expression << expression` Left shift the first expression by the number of bits given in the second expression

`expression >> expression` Right shift the first expression by the number of bits given in the second expression

#### Relational operators

`expression < expression` Less than

`expression <= expression` Less than or equal to

`expression > expression` Greater than

*expression* >= *expression* Greater than or equal to

#### **Bitwise AND operator**

*expression* & *expression* Bitwise and where the result contains a 1 in each bit position where there is a 1 in both expressions and a 0 in all other bit positions.

#### **Bitwise Exclusive OR operator**

*expression* ^ *expression* Bitwise exclusive or where the result contains a 1 in each bit position where there is a 1 in only one of the expressions and a 0 in all other bit positions.

#### **Bitwise OR operator**

*expression* | *expression* Bitwise or where the result contains a 1 in each bit position where there is a 1 in either expression and a 0 in all other bit positions.

#### **Logical AND operator**

*expression* && *expression* Logical and where the result is true if both expressions are true

#### **Logical OR operator**

*expression* || *expression* Logical or where the result is true if one of the expressions is true

#### **Conditional operator**

*expression* ? *expression* : *expression* Conditional operator where when the first expression is true, the second expression is evaluated. Otherwise the third expression is evaluated.

#### **Assignment operators**

*expression* = *expression* Simple assignment

*expression* \*= *expression* Assign and multiply

*expression* /= *expression* Assign and divide

*expression* %= *expression* Assign and remainder

*expression* += *expression* Assign and add

*expression* -= *expression* Assign and subtract

*expression* <<= *expression* Assign and shift left

*expression* >>= *expression* Assign and shift right

*expression* &= *expression* Assign and bitwise AND

*expression* ^= *expression* Assign and bitwise exclusive OR

*expression* |= *expression* Assign and bitwise OR

#### **Note:**

When using floating point arithmetic the remainder, left shift, right shift, bitwise AND, bitwise exclusive OR, and bitwise OR operators are not supported.

## **Redirection**

Redirections are used to change where a command reads its input or sends its output. In general, redirections open, close, or duplicate an existing reference to a file. The overall format used for redirection is as follows:

[ *n* ] *redir-op* *file*

where *redir-op* is one of the redirection operators listed below and *n* is an optional number that refers to a file descriptor. Following is a list of the possible redirections.

[ *n* ] < ***file***

Redirect standard input (or *n*) from *file*.

**[ *n1* ]<&*n2***

Duplicate standard input (or *n1*) from file descriptor *n2*.

**[ *n* ]<&-**

Close standard input (or *n*).

**[ *n* ]> *file***

Redirect standard output (or *n*) to *file*.

**[ *n* ]>| *file***

Redirect standard output (or *n*) to *file*, but override the noclobber option.

**[ *n* ]>> *file***

Append standard output (or *n*) to *file*.

**[ *n1* ]>&*n2***

Duplicate standard output (or *n1*) from *n2*.

**[ *n* ]>&-**

Close standard output (or *n*).

## Here-documents

The format of a here-document is:

**[ *n* ]<<[-] *delimiter***

*here-doc-text* ...

*delimiter*

All the text on successive lines up to *delimiter* is saved and made available to the command on standard input, or file descriptor *n* if it is specified. If *delimiter* as specified on the initial line is quoted, then *here-doc-text* is treated literally, otherwise the text is subjected to parameter expansion, command substitution, and arithmetic expansion. If the operator is <<- instead of <<, then leading tabs in *here-doc-text* are stripped.

## Using commands

See the following topics for information about **qsh** command syntax:

- How to use simple commands.
- How to use pipelines ( | ) to separate a sequence of commands.
- How to list a sequence of commands.
- How to use compound commands to control the flow of commands.

---

## Utilities

Qshell utilities are available for accomplishing the following tasks:

- Defining aliases
- Running commands
- Managing data
- Working with DB2 Universal Database
- Working with files and directories
- Reading and writing input and output
- Developing Java™ programs
- Managing jobs
- Working with Kerberos credentials and key tables

- Working with the LDAP directory server
- Working with parameters and variables
- Writing scripts
- Other miscellaneous utilities

## List of all utilities

This alphabetical list of all the utilities is available so that you can easily go directly to the utility you need.

A B C D E F G H I J K L M N O P Q R S T U W X Z

### A

ajar	Alternative Java archive tool
alias	Define or display aliases
appletviewer	Run applets without a web browser
attr	Get or set attributes for files

### B

basename	Return non-directory portion of path name
break	Exit from for, while, or until loop
builtin	Run a shell built-in utility

### C

cat	Concatenate and print files
cd	Change working directory
chgrp	Change file group permission
chmod	Change file modes (permissions)
chown	Change file ownership
clrtmp	Clear the /tmp directory
cmp	Compare two files
colon (:)	Null utility
command	Run a simple command
compress	Compress data
continue	Continue for, while, or until loop
cp	Copy files
cut	Cut out selected fields of each line of a file

### D

dataq	Send or receive messages from OS/400 data queue
datarea	Read or write OS/400 data area
date	Write the date and time
db2profc	DB2 SQLJ profile customizer
db2profp	Print DB2 customized version of SQLJ profile
declare	Declare variables and set attributes
dirname	Return directory portion of path name
dot (.)	Run commands in current environment
dspmsg	Display message from a message catalog

### E

echo	Write arguments to standard output
egrep	Search a file for an extended regular expression pattern
env	Set environment for command invocation
eval	Construct command by concatenating arguments
exec	Run commands and open, close, or copy descriptors
exit	Exit from the shell

export	Set export attribute for variables
expr	Evaluate arguments as an expression
extcheck	Detect Java archive conflicts
<b>F</b>	
false	Return false value
fgrep	Search a file for a fixed string pattern
file	Determine file type
find	Find files
<b>G</b>	
getconf	Get configuration values
getjobid	Display job information
getopts	Parse utility options
grep	Search a file for a pattern
<b>H</b>	
hash	Remember or report utility locations
head	Copy the first part of files
help	Display information for built-in utility
hostname	Display the name of the current host system
<b>I</b>	
iconv	Convert characters from one CCSID to another CCSID
id	Return user identity
ipcrm	Remove interprocess communication identifier
ipcs	Report interprocess communication status
<b>J</b>	
jar	Archive Java files
jarsigner	Java archive signing and verification
java	Run Java interpreter
javac	Compile a Java program
javadoc	Generate Java documentation
javah	Generate C header or stub file
javakey	Manage Java security keys and certificates
javap	Disassemble a compiled Java program
jobs	Display status of jobs in the current session
<b>K</b>	
kdestroy	Destroy a Kerberos credentials cache
keytab	Manage a Kerberos key table file
keytool	Key and certificate management tool
kill	Terminate or signal processes
kinit	Obtain or renew a Kerberos ticket-granting ticket
klist	Display the contents of a Kerberos credentials cache or key table file
ksetup	Manage Kerberos service entries in the LDAP directory for a Kerberos realm
<b>L</b>	
ldapadd	Add LDAP entry tool
ldapdelete	Delete LDAP entry tool
ldapmodify	Change LDAP entry tool
ldapmodrdn	Change LDAP Relative Distinguished Name (RDN) tool
ldapsearch	Search LDAP server tool
let	Evaluate arithmetic expression

liblist	Manage library list
ln	Link files
local	Assign a local variable in a function
locale	Get locale specific information
logger	Log messages
logname	Return user's login name
ls	List directory contents
<b>M</b>	
mkdir	Make directories
mkfifo	Make FIFO special files
mv	Move files
<b>N</b>	
native2ascii	Convert native characters to ASCII
nohup	Run utility without hangups
<b>O</b>	
od	Dump files in various formats
<b>P</b>	
pax	Portable archive interchange
policytool	Policy file creation and management tool
pr	Print files
print	Write output
printenv	Display values of environment variables
printf	Write formatted output
profconv	Convert SQLJ serialized profile instance to Java class
profdb	SQLJ profile auditor installer
profp	Print SQLJ profile
ps	Display process status
pwd	Return working directory name
pwdx	Return working directory expanded
<b>Q</b>	
qsh	Qshell command language interpreter
<b>R</b>	
read	Read a line from standard input
readonly	Set read-only attribute for variables
return	Return from a function
rexec	Run remote command
rexx	Run REXX procedure
Rfile	Read or write record files
rm	Remove directory entries
rmdir	Remove directories
rmic	Compile Java RMI stubs
rmid	Java RMI activation system
rmiregistry	Start a remote object registry
<b>S</b>	
sed	Stream editor
serialver	Return serial version
set	Set or unset options and positional parameters
setccsid	Set CCSID attribute for a file

sh	Qshell command language interpreter
shift	Shift positional parameters
sleep	Suspend invocation for an interval
sort	Sort, merge, or sequence check text files
source	Run commands in the current environment
split	Split files into pieces
sqlj	Structured query language for Java (SQLJ) translator
system	Run CL command
sysval	Retrieve system values or network attribute

## T

tail	Copy the last part of a file
tar	File archiver
tee	Duplicate standard input
test	Evaluate expression
tnameserv	Naming service
touch	Change file access and modification times
tr	Translate characters
trap	Trap signals
true	Return true value
type	Find type of command
typeset	Declare variables and set attributes

## U

ulimit	Set or display resource limits
umask	Get or set the file mode creation mask
unalias	Remove alias definitions
uname	Return system name
uncompress	Expand compressed data
uniq	Report or filter out repeated lines in a file
unset	Unset values and attributes of variables and functions

## W

wait	Wait for process completion
wc	Word, line and byte/character count
whence	Determine how command is interpreted

## X

xargs	Construct argument lists and invoke utility
-------	---

## Z

zcat	Expand and concatenate data
------	-----------------------------

## Utilities for defining aliases

The following are Qshell utilities for defining aliases:

- alias - Define or display aliases
- unalias - Remove alias definitions

### alias - Define or display aliases

#### Synopsis

```
alias [ -p ] [ name [ =value ] ... ]
```

#### Description

The **alias** utility defines an alias *name* that has the specified *value*. If only *name* is specified, **qsh** displays the name and value of the alias.

When no arguments are specified, **qsh** displays a list of all the aliases and their values.

» **qsh** defines these default aliases:

- float='declare -E'
- functions='declare -f'
- integer='declare -i'



## Options

**-p** Precede each line of the output with the word "alias " so it is displayed in a re-enterable format.

## Operands

Each *name* specifies an alias in the current environment. If a *value* is also specified, then the value of the alias is updated.

## Exit Status

- 0 when successful.
- >0 when unsuccessful. The value is the number of *name(s)* that are not aliases.

## Related information

- unalias - Remove alias definitions

## Examples

1. Define an alias to list the contents of a directory:  

```
alias ll='ls -l'
```
2. Display the value of the ll alias:  

```
alias ll
```
3. Display the values of all currently defined aliases:  

```
alias
```

## unalias - Remove alias definitions

### Synopsis

**unalias** *name* ...

**unalias -a**

### Description

You can use **unalias** to remove the *name(s)* from the list of defined aliases.

## Options

**-a** Remove all aliases

## Operands

Each *name* is a defined alias.

### Exit Status

- 0 when successful.
- >0 when unsuccessful. The value is the number of *name(s)* that are not aliases.

### Related information















- alias - Define or display aliases

### Examples

1. Remove the ll alias: **unalias ll**

## Utilities for running commands

The following are Qshell utilities for running commands:

-  builtin - Run a shell builtin utility 
- command - Run a simple command
- dot (.) - Run commands in current environment
- env - Set environment for command invocation
- eval - Construct command by concatenating arguments
- exec - Run commands and open, close, or copy descriptors
- exit - Exit from the shell
-  help - Display information for built-in utility 
-  nohup - Run utility without hangups 
- qsh - Qshell command language interpreter
-  rexec - Run remote command 
-  rexx - Run REXX procedure 
-  source - Run commands in the current environment 
- system - Run CL command
-  type - Find type of command 
- whence - Determine how command is interpreted
- xargs - Construct argument lists and invoke utility



### builtin - Run a shell built-in utility

#### Synopsis

**builtin** [ *utility* [ *argument* ... ] ]

#### Description

The **builtin** utility runs the shell built-in *utility* with the specified *argument(s)*. You can use **builtin** to run a built-in utility from a shell function of the same name.

#### Operands

The *utility* is the name of a shell built-in utility. You can use **command**, **type**, or **whence** to determine the type of a utility

### Exit Status

- The exit status of the *utility*

- 1 if *utility* is not a built-in utility

#### Related information

- **command** - Run a simple command
- **type** - Find type of command
- **whence** - Find path to command



## **command - Run a simple command**

### Synopsis

**command** [ **-p** ] *command\_name* [ *argument* ... ]

**command** [ **-vV** ] *command\_name*

### Description

You can use **command** to run *command\_name* with the specified *argument*(s) with functions eliminated from the search order. If *command\_name* is a special built-in utility, then it is treated as a regular built-in utility. Otherwise, the effect of **command** is the same as omitting **command**.

Note that **command -v** is equivalent to **whence** and **command -V** is equivalent to **whence -v**.

### Options

- p** Perform the command search using a default value for the **PATH** variable that is guaranteed to find all of the standard utilities.
- v** Write a string that shows the path name or command used by **qsh** to invoke *command\_name* in the current environment.
- V** Write a string that shows how *command\_name* is interpreted by **qsh** in the current environment.

### Operands

*command\_name* is a utility in the current environment.

### Exit Status

- 0 when successful.
- >0 when unsuccessful.

### Related information

- **dot** (.) - Run commands in current environment
- **eval** - Construct command by concatenating arguments
- **whence** - Find type of command

### Examples

1. Run the export special built-in utility as a regular built-in utility: **command** export ALPHA
2. Display the path name used to invoke the ls utility: **command -v** ls
3. Display how the reserved word for is interpreted: **command -V** for

## dot (.) - Run commands in current environment

### Synopsis

`. name [ argument ... ]`

### Description

You can use **dot** to run a script or function in the current environment.

### Options

None.

### Operands

If *name* refers to a function, **qsh** runs the function in the current environment. Otherwise, **qsh** uses the search path specified by the **PATH** variable to find *name*. If *name* is found, **qsh** reads the contents of the file and runs those commands in the current environment.

If specified, the *argument(s)* replace the positional parameters while *name* is running. Otherwise the positional parameters are unchanged.

### Exit Status

Exit status of last command in *name*.

### Related information

- **command** - Run a simple command
- **eval** - Construct command by concatenating arguments
- **exec** - Run commands and open, close, or copy descriptors

## env - Set environment for command invocation

### Synopsis

`env [-i | -] [name=value ...] [utility [argument ...]]`

### Description

The **env** utility obtains the current environment, modifies it according to the arguments, and then invokes the specified *utility*. Any *arguments* are passed to the *utility*. If no *utility* is specified, the resulting environment is written to standard output with one *name=value* per line.

### Options

- Invoke the *utility* with exactly the environment specified on the command. The inherited environment is ignored completely.
- i Same as '-'.

### Operands

*name=value*

This modifies the run-time environment and is placed into the inherited environment before the *utility* is invoked.

*utility* The name of the command or utility to be invoked.

*argument*

A string to pass to the invoked command or utility.

#### Exit Status

- 0 when successful
- >0 when an error occurs

### eval - Construct command by concatenating arguments

#### Synopsis

**eval** [ *argument* ... ]

#### Description

You can use **eval** to construct a command by concatenating *argument*(s) together, each separated by a <space>. **qsh** then reads and runs the constructed command.

#### Options

None.

#### Operands

Each *argument* is expanded twice, once to construct the command and once when the constructed command is run.

#### Exit Status

Exit status of the constructed command.

#### Related information

- **command** - Run a simple command
- **dot** (.) - Run commands in current environment

### exec - Run commands and open, close, or copy descriptors

#### Synopsis

» **exec** [ **-c** ] [ *command* [ *argument* ... ] ] «

#### Description

The **exec** utility replaces **qsh** with *command* without creating a new process. The specified *argument*(s) are arguments to *command*. Any redirections affect the current environment.

When a *command* is not specified, any redirections are processed in the current environment. Any file descriptors greater than 2 that are opened by a redirection are not inherited when **qsh** invokes another program.

#### Options

» **-c** Run *command* with an empty set of environment variables. «

#### Operands

Each *argument* is assigned in order to the positional parameters of *command*.

## Exit Status

Zero if no *command* is specified. Otherwise it does not return to **qsh**.

## Related information

- **command** - Run a simple command
- **dot** (.) - Run commands in current environment
- **eval** - Construct command by concatenating arguments
- **nohup** - Run utility without hangups
- **print** - Write output
- **read** - Read a line from standard input

## Examples

1. Open a file for reading on descriptor 5:

```
exec 5<$/HOME/input
```

2. Close descriptor 5:

```
exec 5<&-
```

## exit - Exit from the shell

### Synopsis

**exit** [ *n* ]

### Description

You can use **exit** to end the shell and return to the program that called **qsh**.

### Options

None.

### Operands

The value of *n* is an integer that is greater than or equal to 0 and less than or equal to 255.

## Exit Status

*n* if specified. Otherwise, the exit status of the preceding command.

## Related information

- **return** - Return from a function



## help - Display information for built-in utility

### Synopsis

**help** [ *utility* ... ]

### Description

The **help** utility displays a usage message for the specified built-in *utility*. If no arguments are specified, **help** displays the list of all built-in utilities.

## Operands

The *utility* is the name of a shell built-in utility.

## Exit Status

- 0 when successful
- >0 if *utility* is not a built-in utility

## Related information

- builtin - Run a shell built-in utility
- command - Run a simple command
- type - Find type of command
- whence - Find path to command



## nohup - Run utility without hangups

### Synopsis

**nohup** [ **-C** *CCSID* ] *utility* [ *argument* ... ]

### Description

The **nohup** utility runs the specified *utility* with the specified *argument(s)*. When *utility* is invoked the SIGHUP signal is set to be ignored. You can use **nohup** to allow *utility* to run even after ending the Qshell session.

If standard output is a terminal, all output written by *utility* to its standard output is appended to the file nohup.out in the current directory. If the file cannot be created or opened for appending, all output is appended to the file \$HOME/nohup.out. If neither file can be created or opened, *utility* is not run. The default permission for the nohup.out file allows only the owner to read and write the file.

If standard error is a terminal, all output written by *utility* to its standard error is redirected to the same descriptor as standard output.

### Options

#### **-C** *CCSID*

The nohup.out file is created with the specified *CCSID* and all data written to the file is converted from the CCSID of the job to the specified *CCSID*. This option overrides the value of the QIBM\_CCSID environment variable.

## Operands

The *utility* is the name of a regular utility in the current environment.

## Environment Variables

**nohup** is affected by the following environment variables:

### **QIBM\_CCSID**

The value of the environment variable is the CCSID used to create the nohup.out file. All data written to the file is converted from the CCSID of the job to the specified CCSID.

## Exit Status

- 126 when *utility* was found but could not be run
- 127 when *utility* was not found or there was an error in **nohup**
- Otherwise, the exit status of *utility*

## Related information

- **command** - Run a simple command
- **env** - Set environment for command invocation



## qsh - Qshell command language interpreter

### Synopsis

» **qsh** [-abCefFijlmntuvx] [-o *option*] *command\_file* *arg* ...

**qsh -c** [-abCefFijlmntuvx] [-o *option*] *command\_string*

**qsh -s** [-abCefFijlmntuvx] [-o *option*] *arg* ... «

## Description

The **qsh** utility is the Qshell command language interpreter. In the first synopsis form, **qsh** reads the specified *command\_file* and runs the commands contained in the file. In the second synopsis form, **qsh** runs the specified *command\_string* and ends. In the third synopsis form, **qsh** reads commands from standard input.

## Options

The **a**, **b**, **C**, **e**, **f**, **F**, **j**, **l**, **m**, **n**, **-o option** **t**, **u**, **v**, and **x** options are described in set - Set or unset options and positional parameters.

- c** Run the command specified in *command\_string* and exit.
- i** The shell is interactive. If there are no operands and standard input is connected to a terminal, the **-i** option is set by default.
- s** Read commands from standard input. If there are no operands and the **-c** option is not specified, the **-s** option is set by default.

## Operands

The *command\_file* is the pathname of a regular file that contains Qshell commands. If the pathname does not contain a slash (/) character, **qsh** searches for *command\_file* using the **PATH** variable. The special parameter 0 is set to the value of *command\_file*. Each *arg* is a positional parameter.

The *command\_string* is any Qshell command, including compound commands.

## Exit Status



- 0 when successful.
- 1 when unsuccessful.
- 2 when an error occurred in a script.
- 3 when there was an unexpected exception in a root shell.

- 4 when there was an unexpected exception in an exception handler for a root shell.
- 5 when there was an unexpected exception in a child shell.
- 6 when there was an unexpected exception in an exception handler for a child shell.
- 7 when descriptor 0 was not available.
- 8 when descriptor 1 was not available.
- 9 when descriptor 2 was not available.
- 10 when there was an error opening the message catalog.
- 11-125 when unsuccessful.
- 126 when a command was found but could not be invoked.
- 127 when a command cannot be found.
- >128 when a command was ended by a signal. The value is 128 plus the signal number.



### Related information

- `exit` - Exit from the shell
- `set` - Set or unset options and positional parameters
- Qshell command language



## rexec - Run remote command

### Synopsis

**rexec** [-C *CCSID*] [-p *password*] [-u *user*] *host command*

### Description

The **rexec** utility runs the specified *command* on the remote system specified by *host*. The remote system must be running a rexec server to process the commands. By default, **rexec** prompts for a valid user name and password for the remote system. The user name and password are not encrypted when they are sent to the remote system.

The standard output and standard error generated by *command* on the remote system are written to standard output and standard error on the local system. Any data read from standard input on the local system is sent to standard input for the *command* running on the remote system.

By default, the data sent to and from the remote system is encoded in CCSID 819. The CCSID used to encode the data can be specified with either the **-C** option or the `QIBM_CCSID` variable. If the CCSID value is 65535, then no conversion is done on the data.

### Options

#### **-C** *CCSID*

Encode the data sent to and from the remote system in the specified *CCSID*. This option overrides the value of the `QIBM_CCSID` environment variable.

#### **-p** *password*

The password for the user on *host*.

#### **-u** *user*

A valid user name on *host*.

### Operands

The *host* is the name of the remote system where the command is run. The *command* is a command string that is interpreted by the rexec server running on the remote system.

## Environment Variables

**rexec** uses the following environment variables:

### QIBM\_CCSID

The value of the variable is the CCSID to use to encode the data sent to and from the remote system.

## Exit Status

- 0 when successful
- >0 when unsuccessful

## Related information

- **exec** - Run commands and open, close, or copy descriptors



## rex - Run REXX procedure

### Synopsis

**rex** [ **-c** *cmdenv* ] [ **-t** *type* ] *path* [ *arg* ... ]

## Description

The **rex** utility runs the REXX procedure specified by *path* with the specified *argument*(s). For more information on programming with REXX, see the REXX information.

The REXX interpreter cannot read REXX commands from standard input. It can only run REXX procedures stored in members of database files in the QSYS.LIB file system. The interactive debug feature of the REXX interpreter is not supported by the **rex** utility.

The program /QSYS.LIB/QSHELL.LIB/QZSHSHRX.PGM implements the Qshell command environment for REXX procedures. The Qshell command environment sets the REXX return code and condition as follows:

- When the the shell command ends normally with an exit status of zero, the REXX return code is set to zero and no condition is raised.
- If the shell command ends normally with an exit status that is non-zero, the REXX return code is set to the exit status value and the ERROR condition is raised.
- If the shell command ends by signal, the REXX return code is set to the signal number + 128 and the FAILURE condition is raised.
- If the shell command ends by exception, the REXX return code is set to the exception number from wait() and the FAILURE condition is raised.

## Options

### **-c** *cmdenv*

Set the command environment program to process commands for the REXX procedure. If the option is not specified, the default value is *command*. The *cmdenv* can be one of the following values:

- *command* for the OS/400 CL command environment.
- *cpicomm* for the Common Programming Interface for communications command environment.

- *execsql* for the Structured Query Language (SQL) command environment.
- *qsh* for the Qshell command environment.
- *path* to specify the path to the command environment program. The path must specify a program in the QSYS.LIB file system.

**-t type** Control tracing for the REXX procedure. If the option is not specified, the default value is *normal*. The *type* can be one of the following values:

- *all* to trace all clauses before processing.
- *commands* to trace host commands before processing and display any error return codes.
- *error* to trace host commands after processing that result in an error return code.
- *failure* to trace host commands after processing that result in a failure along with the return code.
- *intermediates* to trace all clauses before processing along with intermediate results during the evaluation of expressions.
- *labels* to trace labels during processing.
- *normal* to trace host commands after processing that result in a failure.
- *off* to turn off all tracing.
- *results* to trace all clauses before processing.

## Operands

The *path* is the path name of the REXX procedure. On OS/400, a REXX procedure can only be stored in the QSYS.LIB file system.

## Exit Status

- 0 when successful
- 1 when there is an error running the REXX procedure
- >1 when unsuccessful

## Related information

- REXX information
- system - Run CL command



## system - Run CL command Synopsis

**system** [-Kknpqsv] *CLcommand* [ *arg* ... ]

## Description

The **system** utility runs a CL command. Any spool file output generated by *CLcommand* is written to standard output. By default, the spool files are deleted after they are written and the job log of the job running **system** is deleted.

Any messages generated by *CLcommand* are written to standard error. By default, all messages generated by *CLcommand* are written using the following format:

MsgId: Message text

By default, **system** checks the number of threads running in the job. If there is more than one thread running, it starts a second job and runs *CLcommand* in the second job.

## Options

- K** Keep all spool files generated by *CLcommand* and the job log of the job running **system**. By default, all spool files are deleted after they are written and the job log is deleted.
- k** Keep all spool files generated by *CLcommand*. By default, all spool files are deleted after they are written.
- n** Only write the message text of any messages written to standard error.
- p** Only write messages that are sent to the program's message queue.
- q** Do not write messages generated by *CLcommand* to standard error.
- s** Do not write spool files generated by *CLcommand* to standard output.
- v** Display the complete command before running it.

## Operands

Each *arg* is a parameter to the CL command. You may need to enclose *CLcommand* and *arg(s)* in quotes to prevent **qsh** from expanding any special characters in them. Both CL and **qsh** use some of the same special characters, for example, the asterisk (\*) character.

## Environment Variables

The **system** utility is affected by the following environment variables:

### QIBM\_SYSTEM\_ALWMLTTHD

Set this environment variable to control how the **system** utility behaves in a multi-thread capable job. The environment variable can have one of two values:

- Y for Yes. If there is one thread in the job, the **system** utility runs *CLcommand* in the current job. Otherwise, the **system** utility runs *CLcommand* in a new job that is not multi-thread capable. This is the default value of the environment variable.
- N for No. The **system** utility runs *CLcommand* in a new job that is not multi-thread capable.

## Exit Status

- 0 when the CL command is successful
- >0 when the CL command is unsuccessful

## Examples

1. List all of the active jobs:

```
system wrkactjob
```

## whence - Determine how command is interpreted

### Synopsis

**whence** [ **-afpv** ] *name* ...

### Description

The **whence** utility displays how each specified *name* is interpreted. The name can be an alias, function, special shell built-in, shell built-in, reserved word, or file.

Note that **whence** is equivalent to **command -v** and **whence -v** is equivalent to **command -V**.

## Options

- a** Show all uses for *name*.

- f** Do not check to see if *name* is a function.
- p** Do not check to see if *name* is a reserved word, a built-in utility, an alias, or a function.
- v** Display the type of *name*.

## Operands

Each *name* is a utility in the current environment.

## Exit Status

- 0 when every *name* is found
- >0 when unsuccessful

## Related information

- **command** - Run a simple command
- **dot** (.) - Run commands in current environment
- **eval** - Construct command by concatenating arguments
- **type** - Find type of command

## Examples

1. Find the type of the reserved word for:

```
whence -v for
```

## xargs - Construct argument lists and invoke utility

### Synopsis

```
➤ xargs [-t] [-e[eofstring]] [-E eofstring] [-l[number]] [-L number] [-n number [-x]] [-s size] [utility
[arguments ...]] ⚡
```

### Description

The **xargs** utility reads space, tab, newline and end-of-file delimited *arguments* from the standard input and runs the specified *utility* with them as arguments.

The *utility* and any *arguments* specified on the command line are given to the *utility* upon each invocation, followed by some number of the *arguments* read from standard input. The *utility* is repeatedly run until standard input is exhausted.

Spaces, tabs and newlines may be embedded in arguments using single (') or double (") quotes or backslashes (\). Single quotes escape all non-single quote characters, excluding newlines, up to the matching single quote. Double quotes escape all non-double quote characters, excluding newlines, up to the matching double quote. Any single character, including newlines, may be escaped by a backslash.

If no *utility* is specified, **echo** is used by default.

Undefined behavior may occur if *utility* reads from the standard input.

The **xargs** utility exits immediately (without processing any further input) if a command line cannot be assembled, *utility* cannot be invoked, an invocation of the *utility* is ended by a signal, or an invocation of the *utility* exits with a value of 255.

### Options

## » -E *eofstring*

Specify a logical end-of-file string. **xargs** reads standard input until either end-of-file or the logical end-of-file string is encountered.

## -e[*eofstring*]

This option is equivalent to the **-E** option. If *eofstring* is not specified, the default value is \_ (a single underscore).

## -L *number*

Run *utility* for each non-empty *number* lines of arguments read from standard input. The last invocation of *utility* will be with fewer lines of arguments if fewer than *number* remain. A line is considered to end with the first newline character unless the last character of the line is a blank character. A trailing blank character signals continuation to the next non-empty line, inclusive. The **-L** and **-n** options are mutually exclusive. The last one specified takes effect.

## -l[ *number* ]

This option is equivalent to the **-L** option. If *number* is not specified, the default value is 1. «

## -n *number*

Set the maximum number of *arguments* read from standard input for each invocation of the *utility*. An invocation of *utility* will use less than *number* standard input arguments if the number of bytes accumulated (see the **-s** option) exceeds the specified size or there are fewer than *number* arguments remaining for the last invocation of *utility*. The maximum number of arguments OS/400 can pass to a program is 255. The default value for *number* is 250. The **-n** and **-L** options are mutually exclusive. The last one specified takes effect.

**-s size** Set the maximum number of bytes for the command line length provided to *utility*. The sum of the length of the utility name and the arguments passed to *utility* (including NULL terminators) will be less than or equal to *size*. The default value for *size* is 16 252 928 bytes.

**-t** Turn on trace mode. The command to be run is written to standard error immediately before it is run.

**-x** Force **xargs** to end immediately if a command line containing *number* arguments will not fit in the specified (or default) command line length.

## Exit Status

- 0 when all invocations of *utility* returned exit status 0.
- 1-125 when at least one invocation of *utility* returned a non-zero exit status or there was an error.
- 126 when *utility* was found but could not be invoked.
- 127 when *utility* cannot be found.
- >128 when *utility* was ended by a signal. The value is 128 plus the signal number.



## Related information

- echo - Write arguments to standard output
- eval - Construct command by concatenating arguments
- find - Find files

## Utilities for managing data

The following are Qshell utilities for managing data:

- cmp - Compare two files
- cut - Cut out selected fields of each line of a file
- egrep - Search a file for an extended regular expression pattern
- fgrep - Search a file for a fixed string pattern
- grep - Search a file for a pattern

-  iconv - Convert characters from one CCSID to another CCSID 
- sed - Stream editor
- sort - Sort, merge, or sequence check text files
- split - Split files into pieces
- tr - Translate characters
- uniq - Report or filter out repeated lines in a file
- wc - Word, line and byte/character count

## **cmp - Compare two files**

### **Synopsis**

**cmp** [-l | -s] [-t] *file1 file2* [*skip1* [*skip2*]]

### **Description**

You can use **cmp** to compare two files. By default, a byte for byte binary comparison is done. If no differences are found, no output is written. If no option flags are specified, **cmp** writes a message with the byte and line number of the first difference and exits with an error. Bytes and lines are numbered beginning with 1.

### **Options**

- l (Lower case ell) Write the byte number in decimal and the differing bytes in octal for all differences.
- s Silent mode where no output is written for differing files; only the exit status is set.
- t Text mode where the files are opened in text mode and translated to the CCSID of the job before comparing byte for byte.

### **Operands**

The *file1* and *file2* operands are the two files to be compared byte for byte. The optional *skip1* and *skip2* are the number of bytes to skip from the beginning of each file, respectively, before the comparison begins.

### **Exit Status**

- 0 when the files are identical
- 1 when the files are different
- >1 when an error occurred

### **Related information**

- sed - Stream editor
- sort - Sort, merge, or sequence check text files
- split - Split files into pieces
- uniq - Report or filter out repeated lines in a file

### **Examples**

1. Find the exact position where two files differ. It is better to place the reference or good file first and then the changed or new file second.

```
cmp myApplet.java.old myApplet.java.new
```

## cut - Cut out selected fields of each line of a file

### Synopsis

**cut -b** *list* [*file* ...]

**cut -c** *list* [*file* ...]

**cut -f** *list* [-d *string*] [-s] [*file* ...]

### Description

The **cut** utility selects portions of each line as specified by *list* from each *file* (or the standard input by default), and writes them to the standard output. The items specified by *list* can be in terms of column position or in terms of fields delimited by a special character. Column numbering starts from 1.

The *list* is a comma or whitespace separated set of increasing numbers and/or number ranges. Number ranges consist of a number, a dash (-), and a second number and select the fields or columns from the first number to the second, inclusive. Numbers or number ranges may be preceded by a dash, which selects all fields or columns from 1 to the first number. Numbers or number ranges may be followed by a dash, which selects all fields or columns from the last number to the end of the line. Numbers and number ranges may be repeated, overlapping, and in any order. It is not an error to select fields or columns not present in the input line.

### Options

**-b** *list* The *list* specifies byte positions.

**-c** *list* The *list* specifies character positions.

**-d** *string*

Use the first character of *string* as the field delimiter character instead of the tab character.

**-f** *list* The *list* specifies fields, delimited in the input by a single tab character. Output fields are separated by a single tab character.

**-s** Suppresses lines with no field delimiter characters. Unless specified, lines with no delimiters are passed through unmodified.

### Exit Status

- 0 on success
- 1 if an error occurred.

### Related information

- **grep** - Search a file for a pattern
- **tr** - translate characters
- **wc** - Word, line and byte/character count

## egrep - Search a file for an extended regular expression pattern

### Synopsis

**egrep** [-cl-ll-q] [-ihnsvwxy] [-e *pattern\_list*] [-f *pattern\_file*] [*pattern*] [*file* ...]

### Description

The **egrep** utility is equivalent to running the **grep** utility with the **-E** option. See **grep** - Search a file for a pattern for the complete description.

## Related information

- **fgrep** - Search a file for a fixed string pattern
- **grep** - Search a file for a pattern

## **fgrep** - Search a file for a fixed string pattern

### Synopsis

```
fgrep [-cl-ll-q] [-ihnsvwxy] [-e pattern_list] [-f pattern_file] [pattern] [file ...]
```

### Description

The **fgrep** utility is equivalent to running the **grep** utility with the **-F** option. See **grep** - Search a file for a pattern for the complete description.

## Related information

- **egrep** - Search a file for an extended regular expression pattern
- **grep** - Search a file for a pattern

## **grep** - Search a file for a pattern

### Synopsis

```
grep [-E|-F] [-cl-ll-q] [ -R [-H | -L | -P] ] [-ihnsvwxy] [-e pattern_list] [-f pattern_file] [pattern] [file ...]
```

### Description

The **grep** utility searches the given input *files* selecting lines which match one or more *patterns*. The type of patterns is controlled by the options specified. By default, a pattern matches an input line if any regular expression (RE) in the pattern matches the input line without its trailing newline. A null RE matches every line. Each input line that matches at least one of the patterns is written to the standard output.

If **-E** and **-F** options are both specified, the last one specified is used.

### Options

- E** Use Extended Regular Expressions (ERE).
- F** Do not recognize regular expressions.
- » **-H** If the **-R** option is specified, symbolic links on the command line are followed. Symbolic links encountered in the tree traversal are not followed.
- L** If the **-R** option is specified, both symbolic links on the command line and symbolic links encountered in the tree traversal are followed.
- P** If the **-R** option is specified, no symbolic links are followed.
- R** If *file* designates a directory, **grep** searches each file in the entire subtree connected at that point.  
«
- c** Only a count of selected lines is written to standard output.
- e** *pattern\_list* specifies one or more search patterns. Each pattern should be separated by a newline character.
- f** *pattern\_file* specifies a file containing search patterns. Each pattern should be separated by a newline character.
- h** Do not print filename headers.
- i** The case of letters is ignored in making comparisons. That is, upper and lower case are considered identical.

- l** Only the names of files containing selected lines are written to standard output. Pathnames are listed once per file searched. If the standard input is searched, the pathname "-" is written.
- n** Each output line is preceded by its relative line number in the file; each file starting at line 1. The line number counter is reset for each file processed. This option is ignored if the **-c**, **-l**, or **-s** options are specified.
- q** Quiet mode where no messages are printed. Only the exit status is returned.
- s** Suppress the error messages ordinarily written for nonexistent or unreadable files. Other messages are not suppressed.
- v** Selected lines are those not matching the specified patterns.
- w** The expression is searched for as a whole word (as if surrounded by "[[:<:]]" and "[[:>:]]").
- x** Match line if pattern is the **only** thing on the line. This option takes precedence over the **-w** option. If both are specified, the **-w** option is ignored.
- y** Ignore case (same as **-i**).

If no *file* arguments are specified, the standard input is used.

### Exit Status

- 0 when one or more lines were selected.
- 1 when no lines were selected.
- >1 when an error occurred.

### Extended Regular Expressions (ERE)

The following characters are interpreted by **grep**:

- \$** Align the match from the end of the line.
- ^** Align the match from the beginning of the line. (NOTE: This character may not work correctly from a 5250 terminal session.)
- |** Add another pattern (see example below).
- ?** Match one or less sequential repetitions of the pattern.
- +** Match one or more sequential repetitions of the pattern.
- \*** Match zero or more sequential repetitions of the pattern.
- .** Match any single character.
- [ ]** Match any single character or range of characters enclosed in the brackets.

Escape special characters which have meaning to **grep**, that is, the set of {**\$**,**.**,**^**,**[**,**]**,**|**,**?**,**+**,**\***,**(**,**)**}.

### Related information

- **cut** - Cut out selected fields of each line of a file
- **egrep** - Search a file for an extended regular expression pattern
- **fgrep** - Search a file for a fixed string pattern
- **tr** - translate characters
- **wc** - Word, line and byte/character count

### Examples

1. Find all occurrences of the word *patricia* in a file.  

```
grep patricia myfile
```

2. Find all occurrences of the pattern ".Pp" at the beginning of a line. The single quotes assure the entire expression is evaluated by **grep** instead of by the shell. The carat (^) means from the beginning of a line.

```
grep '^Pp' myfile
```

3. Find either 19, 20 or 25 in the file calendar.

```
grep '19|20|25' calendar
```

4. Find the total number of lines that matches a character in the range of "a" to "z".

```
grep -c '[a-z]' reference/alphabet.text
```

5. Display all lines that have a dollar sign (\$) character in them. You must escape the dollar sign character so **grep** will not interpret the character. Also, display the line number as well as the line that contains the match.

```
grep -n '\$' valid.file
```



## iconv - Convert characters from one CCSID to another CCSID

### Synopsis

```
iconv -f fromCCSID -t toCCSID [ file ... ]
```

### Description

The **iconv** utility converts the encoding of characters read from either standard input or the specified *file* from one CCSID to another CCSID and then writes the results to standard output. The input data is assumed to be in the CCSID specified by the *fromCCSID* parameter. If *file* is not specified, the **iconv** utility reads from standard input.

You must specify valid OS/400 CCSIDs with a supported conversion for the *fromCCSID* and *toCCSID* parameters.

### Options

**-f** *fromCCSID*

The input data is encoded in the *fromCCSID*.

**-t** *toCCSID*

The output data is encoded in the *toCCSID*.

### Operands

The *file* operand specifies a path name to a regular file.

### Exit Status

- 0 when successful
- 1 when the conversion is not supported or there is an error with *file*
- 2 when there is an error during the conversion

### Related information

- locale - Get locale specific information
- tr - Translate characters



## sed - Stream editor

### Synopsis

**sed** [-an] *command file* ...

**sed** [-an] [-e *command*] [-f *command\_file*] *file* ...

### Description

The **sed** utility reads the specified *files*, or the standard input if no files are specified, modifying the input as specified by a list of *commands*. The input is then written to the standard output.

A single *command* may be specified as the first argument to **sed**. Multiple commands may be specified by using the **-e** or **-f** options. All commands are applied to the input in the order they are specified regardless of their origin.

### Options

- a** By default, the files listed as parameters for the **w** functions are created (or truncated) before any processing begins. The **-a** option causes **sed** to delay opening each file until a command containing the related **w** function is applied to a line of input.
- e *command***  
Append the editing commands specified by the *command* argument to the list of commands.
- f *command\_file***  
Append the editing commands found in the file *command\_file* to the list of commands. The editing commands should each be listed on a separate line.
- n** By default, each line of input is echoed to the standard output after all of the commands have been applied to it. The **-n** option suppresses this behavior.

### Operands

The form of a **sed** command is as follows:

[*address*[,*address*]]*function*[*arguments*]

Whitespace may be inserted before the first *address* and the *function* portions of the command.

Normally, **sed** cyclically copies a line of input, not including its terminating newline character, into a "pattern space", (unless there is something left after a **D** function), applies all of the commands with addresses that select that pattern space, copies the pattern space to the standard output, appending a newline, and deletes the pattern space.

Some of the functions use a "hold space" to save all or part of the pattern space for subsequent retrieval.

### Extended Description

#### **sed Addresses**

An address is not required, but if specified must be:

- a number that counts input lines cumulatively across input files,
- a dollar (\$) character that addresses the last line of input, or
- a context address which consists of a regular expression preceded and followed by a delimiter.

A command line with no addresses selects every pattern space.

A command line with one address selects all of the pattern spaces that match the address.

A command line with two addresses selects the inclusive range from the first pattern space that matches the first address through the next pattern space that matches the second. If the second address is a number less than or equal to the line number first selected, only that line is selected. Starting at the first line following the selected range, **sed** starts looking again for the first address.

Editing commands can be applied to non-selected pattern spaces by use of the exclamation character (!) function.

### ***sed Regular Expressions***

**sed** regular expressions are basic regular expressions. In addition, **sed** has the following two additions to basic regular expressions:

- In a context address, any character other than a backslash (\) or newline character may be used to delimit the regular expression. Also, putting a backslash character before the delimiting character causes the character to be treated literally. For example, in the context address `\xabcl\defx`, the regular expression delimiter is an `x` and the second `x` stands for itself, so that the regular expression is `abcxdef`.
- The escape sequence `\n` matches a newline character embedded in the pattern space. You can't, however, use a literal newline character in an address or in the substitute command.

One special feature of **sed** regular expressions is that they can default to the last regular expression used. If a regular expression is empty, i.e. just the delimiter characters are specified, the last regular expression encountered is used instead. The last regular expression is defined as the last regular expression used as part of an address or substitute command, and at run-time, not compile-time. For example, the command:

```
/abc/s//XXX/
```

will substitute `XXX` for the pattern `abc`.

### ***sed Functions***

In the following list of commands, the maximum number of permissible addresses for each command is indicated by `[0addr]`, `[1addr]`, or `[2addr]`, representing zero, one, or two addresses.

The argument *text* consists of one or more lines. To embed a newline in the text, precede it with a backslash. Other backslashes in *text* are deleted and the following character taken literally.

The **r** and **w** functions take an optional *file* parameter, which should be separated from the function letter by white space. Each file given as an argument to **sed** is created (or its contents truncated) before any input processing begins.

The **b**, **r,s**, **t,w,y**,**!**, and **&** functions all accept additional arguments. The following synopses indicate which arguments have to be separated from the function letters by white space characters.

Two of the functions take a *function-list*. This is a list of **sed** functions separated by newlines, as follows:

```
{ function
  function
  ...
  function
}
```

The `{` can be preceded by white space and can be followed by white space. The function can be preceded by white space. The terminating `}` must be preceded by a newline or optional white space.

**[2addr] function-list**

Execute *function-list* only when the pattern space is selected.

**[1addr]a *text***

Write *text* to standard output immediately before each attempt to read a line of input, whether by executing the **N** function or by beginning a new cycle.

**[2addr]b [*label*]**

Branch to the **&** function with the specified *label*. If the *label* is not specified, branch to the end of the script.

**[2addr]c\ *text***

Delete the pattern space. With 0 or 1 address or at the end of a 2-address range, *text* is written to the standard output.

**[2addr]d**

Delete the pattern space and start the next cycle.

**[2addr]D**

Delete the initial segment of the pattern space through the first newline character and start the next cycle.

**[2addr]g**

Replace the contents of the pattern space with the contents of the hold space.

**[2addr]G**

Append a newline character followed by the contents of the hold space to the pattern space.

**[2addr]h**

Replace the contents of the hold space with the contents of the pattern space.

**[2addr]H**

Append a newline character followed by the contents of the pattern space to the hold space.

**[1addr]i\ *text***

Write *text* to the standard output.

**[2addr]l**

(The letter ell.) Write the pattern space to the standard output in a visually unambiguous form. This form is as follows:

- backslash (\)
- alert (\a)
- form-feed (\f)
- newline (\n)
- carriage-return (\r)
- tab (\t)
- vertical tab (\v)

Nonprintable characters are written as three-digit octal numbers (with a preceding backslash) for each byte in the character (most significant byte first). Long lines are folded, with the point of folding indicated by displaying a backslash followed by a newline. The end of each line is marked with a dollar sign (\$).

**[2addr]n**

Write the pattern space to the standard output if the default output has not been suppressed, and replace the pattern space with the next line of input.

**[2addr]N**

Append the next line of input to the pattern space, using an embedded newline character to separate the appended material from the original contents. Note that the current line number changes.

**[2addr]p**

Write the pattern space to standard output.

**[2addr]P**

Write the pattern space, up to the first newline character to the standard output.

**[1addr]q**

Branch to the end of the script and quit without starting a new cycle.

**[1addr]r file**

Copy the contents of *file* to the standard output immediately before the next attempt to read a line of input. If *file* cannot be read for any reason, it is silently ignored and no error condition is set.

**[2addr]s/regular\_expression/replacement/flags**

Substitute the *replacement* string for the first instance of the *regular\_expression* in the pattern space. Any character other than backslash or newline can be used instead of a slash to delimit the *regular\_expression* and the *replacement*. Within the *regular\_expression* and the *replacement*, the regular expression delimiter itself can be used as a literal character if it is preceded by a backslash.

An ampersand (&) appearing in the *replacement* is replaced by the string matching the regular expression. The special meaning of & in this context can be suppressed by preceding it by a backslash. The string \#, where # is a digit, is replaced by the text matched by the corresponding backreference expression.

A line can be split by substituting a newline character into it. To specify a newline character in the replacement string, precede it with a backslash.

The value of *flags* in the substitute function is zero or more of the following:

- 0 ... 9** Make the substitution only for the N'th occurrence of the regular expression in the pattern space.
- g** Make the substitution for all non-overlapping matches of the regular expression, not just the first one.
- p** Write the pattern space to standard output if a replacement was made. If the replacement string is identical to that which it replaces, it is still considered to have been a replacement.
- w file** Append the pattern space to *file* if a replacement was made. If the replacement string is identical to that which it replaces, it is still considered to have been a replacement.

**[2addr]t [label]**

Branch to the : function bearing the *label* if any substitutions have been made since the most recent reading of an input line or execution of a **t** function. If no *label* is specified, branch to the end of the script.

**[2addr]w file**

Append the pattern space to the *file*.

**[2addr]x**

Swap the contents of the pattern and hold spaces.

**[2addr]y/string1/string2/**

Replace all occurrences of characters in *string1* in the pattern space with the corresponding characters from *string2*. Any character other than a backslash or newline can be used instead of a slash to delimit the strings. Within *string1* and *string2*, a backslash followed by any character other than a newline is that literal character, and a **/n** is replaced by a newline character.

**[2addr]!function**

### **[2addr]!function-list**

Apply the *function* or *function-list* only to the lines that are **not** selected by the address(es).

### **[0addr]:label**

This function does nothing; it bears a *label* to which the **b** and **t** commands may branch.

### **[1addr]=**

Write the line number to the standard output followed by a newline character.

### **[0addr]**

Empty lines are ignored.

### **[0addr]#**

The **#** and the remainder of the line are ignored (treated as a comment), with the single exception that if the first two characters in the file are **#n**, the default output is suppressed. This is the same as specifying the **-n** option on the command line.




## **Environment Variables**

**sed** is affected by the following environment variables:



### **QIBM\_CCSID**

Any files created by **sed** are created with the CCSID specified by the value of the environment variable. 

## **Exit Status**

- 0 on success
- >0 if an error occurs

## **Related information**

- **cmp** - Compare two files
- **sort** - Sort, merge, or sequence check text files
- **split** - Split files into pieces
- **uniq** - Report or filter out repeated lines in a file

## **sort - Sort, merge, or sequence check text files**

### **Synopsis**

**sort [-cmubdfinr] [-t char] [-T char] [-k keydef ...] [-o output] [file] ...**

### **Description**

The **sort** utility sorts text files by lines. Comparisons are based on one or more sort keys extracted from each line of input, and are performed lexicographically. By default, if keys are not given, **sort** regards each input line as a single field.

### **Options**

- c** Check that the single input file is sorted. If the file is not sorted, **sort** produces the appropriate error messages and exits with code 1. Otherwise, **sort** returns 0. This option produces no output.
- m** Merge only; the input files are assumed to be presorted.

**-o** *output*

The *output* argument is the name of an output file to be used instead of the standard output. This file can be the same as one of the input files.

- u** Unique processing to suppress all but one in each set of lines having equal keys. If used with the **-c** option, check that there are no lines with duplicate keys.

The following options override the default ordering rules. When ordering options appear independent of key field specifications, the requested field ordering rules are applied globally to all sort keys. When attached to a specific key, the ordering options override all global ordering options for that key.

- d** Only blank space and alphanumeric characters are used in making comparisons.
- f** Considers all lowercase characters that have uppercase equivalents to be the same for purposes of comparison.
- i** Ignore all non-printable characters.
- n** An initial numeric string, consisting of optional blank space, optional minus sign, and zero or more digits (including decimal point) is sorted by arithmetic value.
- r** Reverse the sense of comparisons.

The treatment of field separators can be altered using the options:

- b** Ignores leading blank space when determining the start and end of a restricted sort key. A **-b** option specified before the first **-k** option applies globally to all **-k** options. Otherwise, the **-b** option can be attached independently to each field argument of the **-k** option (see below). Note that the **-b** option has no effect unless key fields are specified.

- t** *char* The *char* argument is used as the field separator character. The initial *char* is not considered to be part of a field when determining key offsets (see below). Each occurrence of *char* is significant (for example, "char-char" delimits an empty field). If **-t** is not specified, blank space characters are used as default field separators.

**-T** *char*

The *char* argument is used as the record separator character. This option should be used with discretion. The **-T** option with an alphanumeric *char* usually produces undesirable results. The default line separator is newline.

**-k** *keydef*

Select the key fields to use for sorting. *keydef* as the format:

*field\_start*[*type*][,*field\_end*[*type*]]

where *field\_start* is the starting position and *field\_end* is the optional ending position of a key field. If *field\_end* is not specified, the ending position is the end of the line. The *type* is a character from the set of characters b, d, f, i, n, r. The *type* behaves the same as the corresponding option but only to the specified key field. If no **-k** option is specified, a default sort key is used. A maximum of nine **-k** options can be specified.

## Operands

The path name of a file to be sorted, merged, or checked. If no *file* operands are specified, the standard input is used.

## Extended Description

A field is defined as a minimal sequence of characters followed by a field separator or a newline character. By default, the first blank space of a sequence of blank spaces acts as the field separator. All blank spaces in a sequence of blank spaces are considered as part of the next field. For example, all blank spaces at the beginning of a line are considered to be part of the first field.

Fields are specified by the **-k** *field\_start*[*type*][,*field\_end*[*type*]] option.

The *field\_start* portion of the option argument has the form:

*field\_number*[.*first\_character*]

Fields and characters within fields are numbered starting with 1. The *field\_number* and *first\_character* are positive decimal integers and specify the first character to be used as part of a sort key. If *first\_character* is not specified, it refers to the first character of the field.

The *field\_end* portion of the option argument has the form:

*field\_number*[.*last\_character*]

The *field\_number* is a positive decimal integer and *last\_character* is a non-negative decimal integer. If *last\_character* is not specified or is zero, it refers to the last character of the field.

If the **-b** option or the b type modifier is in effect, characters in fields are counted from the first non-blank character.

### Exit Status

- 0 normal behavior.
- 1 on disorder (or non-uniqueness) with the -c option
- 2 an error occurred

### Related information

- **cmp** - Compare two files
- **sed** - Stream editor
- **split** - Split files into pieces
- **uniq** - Report or filter out repeated lines in a file

## split - Split files into pieces

### Synopsis

**split** [-b *byte\_count*[**k****m**]] [-l *line\_count*] [*file* [*prefix*]]

### Description

The **split** utility reads the given *file* (or standard input if no file is specified) and breaks it up into files of 1000 lines each.

### Options

- b** Create files that are *byte\_count* bytes in length. If **k** is appended to the number, the file is split into *byte\_count* kilobyte pieces. If **m** is appended to the number, the file is split into *byte\_count* megabyte pieces.
- l** Create files that are *line\_count* lines in length.

### Operands

If additional arguments are specified, the first is used as the name of the input file which is to be split. If a second additional argument is specified, it is used as a prefix for the names of the files into which the file is split. In this case, each file into which the *file* is split is named by the prefix followed by a lexically

ordered suffix in the range of "aa-zz". If the *prefix* argument is not specified, the default prefix is "x". The maximum number of possible output file names is 676.

### Exit Status

- 0 if successful
- >0 if an error occurs

### Related information

- `cmp` - Compare two files
- `sed` - Stream editor
- `sort` - Sort, merge, or sequence check text files
- `uniq` - Report or filter out repeated lines in a file

### Examples

1. Split the file `jdk_v11.jar` into files that are 1.44MB in size and use the prefix `"jdk_v11."` for the output files.

```
split -b1440k jdk_v11.jar jdk_v11.
```

2. Split the file `myapp.java` into files of 100 lines each.

```
split -l 100 myapp.java
```

## tr - Translate characters

### Synopsis

**tr** [-cs] *string1 string2*

**tr** [-c] -d *string1*

**tr** [-c] -s *string1*

**tr** [-c] -ds *string1 string2*

### Description

The **tr** utility copies the standard input to the standard output with substitution or deletion of selected characters.

In the first synopsis form, the characters in *string1* are translated into the characters in *string2* where the first character in *string1* is translated into the first character in *string2* and so on. If *string1* is longer than *string2*, the last character found in *string2* is duplicated until *string1* is exhausted.

In the second synopsis form, the characters in *string1* are deleted from the input.

In the third synopsis form, the characters in *string1* are compressed as described for the **-s** option below.

In the fourth synopsis form, the characters in *string1* are deleted from the input, and the characters in *string2* are compressed as described for the **-s** option below.

The following conventions can be used in *string1* and *string2* to specify sets of characters. Any character not described by one of the following conventions represents itself.

**nnn** A backslash (\) followed by 1, 2 or 3 octal digits represents a character with that encoded value.

**char** To follow an octal sequence with a digit as a character, left zero-pad the octal sequence to the full 3 octal digits. A backslash (\) followed by certain special characters maps to special values. The special characters and their values are:

- a - alert character
- b - backspace
- f - form-feed
- n - newline
- r - carriage return
- t - tab
- v - vertical tab
- A backslash (\) followed by any other character maps to that character.

**c-c** Represents the range of characters between the range endpoints, inclusively.

**[[:class:]]**

Represents all characters belonging to the defined character class. These are the class names:

- alnum - alphanumeric characters
- alpha - alphabetic characters
- cntrl - control characters
- digit - numeric characters
- graph - graphic characters
- lower - lower-case alphabetic characters
- print - printable characters
- punct - punctuation characters
- space - space characters
- upper - upper-case characters
- xdigit - hexadecimal characters

**Note:**

With the exception of the upper and lower classes, characters in the classes are in unspecified order. In the upper and lower classes, characters are entered in ascending order.

**Options**

- c** Complement the set of characters in *string1*, that is **-c ab** includes every character except for "a" and "b".
- d** Delete characters from the input.
- s** Squeeze multiple occurrences of the characters listed in the last operand (either *string1* or *string2*) in the input into a single instance of the character. This occurs after all deletion and translation is completed.

**Exit Status**

- 0 on success
- >0 if an error occurs.

**Related information**

- cut - Cut out selected fields of each line of a file
- grep - Search a file for a pattern
- tr - translate characters
- wc - Word, line and byte/character count

**Examples**

1. Create a list of the words in file1, one per line, where a word is taken to be a maximal string of letters.

```
tr -cs '[:alpha:]' 'n' < file1
```

2. Translate the contents of file1 to upper-case.

```
tr '[:lower:]' '[:upper:]' < file1  
tr 'a-z' 'A-Z' < file1
```

3. Remove the non-printable characters from file1.

```
tr -cd '[:print:]' < file1
```

## uniq - Report or filter out repeated lines in a file

### Synopsis

```
uniq [-c | -du] [-f fields] [-s chars] [input_file [output_file]]
```

### Description

The **uniq** utility reads the standard input comparing adjacent lines, and writes a copy of each unique input line to the standard output. The second and succeeding copies of identical adjacent input lines are not written. Repeated lines in the input will not be detected if they are not adjacent, so it may be necessary to sort the files first.

### Options

- c**      Precede each output line with the count of the number of times the line occurred in the input, followed by a single space.
- d**      Suppress the writing of lines that are not repeated in the input.
- f *fields***  
Ignore the first *fields* fields in each input line when doing comparisons. A field is a string of non-blank characters separated from adjacent fields by blanks. Field numbers are one based, so the first field is field one.
- s *chars***  
Ignore the first *chars* characters in each input line when doing comparisons. If specified in conjunction with the **-f** option, the first *chars* characters after the first *fields* fields will be ignored. Character numbers are one based, so the first character is character one.
- u**      Suppress the writing of lines that are repeated in the input.

### Operands

If additional arguments are specified on the command line, the first such argument is used as the name of an input file, the second is used as the name of an output file.

### Exit Status

- 0 on success
- >0 if an error occurs

### Related information

- **cmp** - Compare two files
- **sed** - Stream editor
- **split** - Split files into pieces
- **sort** - Sort, merge, or sequence check text files

### Examples

In the following examples, the contents of example file are:

```
There are 5 apples
There are 9 oranges
There are 9 oranges
There are 2 pears
```

1. Display the unique lines in the file "fruit".

```
uniq fruit
```

```
There are 5 apples
There are 9 oranges
There are 2 pears
```

2. Display the lines that repeat in the file "fruit".

```
uniq -d fruit
```

```
There are 9 oranges
```

3. Display a list of how many times a line is repeated in the file "fruit".

```
uniq -c fruit
```

```
1 There are 5 apples
2 There are 9 oranges
1 There are 2 pears
```

## **wc - Word, line and byte/character count**

### **Synopsis**

**wc** [-c | -m] [-lw] [*file* ...]

### **Description**

The **wc** utility displays the number of lines, words, and bytes contained in each input *file* (or standard input, by default) to standard output. A line is defined as a string of characters delimited by a newline character. A word is defined as a string of characters delimited by white space characters. If more than one input file is specified, a line of cumulative counts for all the files is displayed on a separate line after the output for the last file.

### **Options**

- c** Write to standard output the number of bytes in each input file.
- l** Write to standard output the number of lines in each input file.
- m** Write to standard output the number of characters in each input file.
- w** Write to standard output the number of words in each input file.

### **Operands**

When an option is specified, **wc** only reports the information requested by that option. The default action is equivalent to specifying all of the flags.

If no *files* are specified, the standard input is used and no file name is displayed.

### **Exit Status**

- 0 when successful
- >0 when an error occurred









### **Related information**

- cut - Cut out selected fields of each line of a file

- grep - Search a file for a pattern
- tr - translate characters

## Utilities for working with files and directories

The following are Qshell utilities for working with files and directories:

-  attr - Get or set attributes for files 
- basename - Return non-directory portion of pathname
- cat - Concatenate and print files
- cd - Change working directory
- chgrp - Change file group ownership
- chmod - Change file modes
- chown - Change file ownership
- compress - Compress data
- cp - Copy files
- dirname - Return directory portion of pathname
- file - Determine file type
- find - Find files
- getconf - Get configuration values
- head - Copy the first part of files
- ln - Link files
- ls - List directory contents
- mkdir - Make directories
-  mkfifo - Make FIFO special files 
- mv - Move files
- od - Dump files in various formats
- pax - Portable archive interchange
- pr - Print files
- pwd - Return working directory name
- pwdx - Print working directory expanded
-  Rfile - Read or write record files 
- rm - Remove directory entries
- rmdir - Remove directories
- setccsid - Set CCSID attribute for file
- tail - Display the last part of a file
-  tar - File archiver 
- touch - Change file access and modification times
- umask - Get or set the file mode creation mask
- uncompress - Expand compressed data
- zcat - Expand and concatenate data



### attr - Get or set attributes for files

#### Synopsis

**attr** [ -hp ] *file* [ *attribute* [ =*value* ] ... ]

## Description

The **attr** utility gets or sets attributes for the object specified by *file*. When no *attributes* are specified, **attr** displays all of the attributes for the object in a re-entrable format to standard output. When an *attribute* is specified, **attr** displays the value of the attribute to standard output. When an *attribute* and *value* are specified, **attr** sets the attribute to the value. Note that all attributes can be displayed, but only some attributes can be set.

## Options

- h** Display or set the attributes of a symbolic link instead of the object pointed to by the symbolic link.
- p** Display the *attribute* in an re-entrable format.

## Operands

The *file* operand specifies a path name to an object. The *attribute* operand can have the following values:

### *ACCESS\_TIME*

The date and time the object was last accessed. This attribute can only be displayed.

### *ALLOC\_SIZE*

The number of bytes allocated for the object displayed as a 32-bit number. This attribute can only be displayed.

### *ALLOC\_SIZE\_64*

The number of bytes allocated for the object displayed as a 64-bit number. This attribute can only be displayed.

### *ALWCKPWRT*

An indicator if a stream file can be shared with readers and writers during the save-while-active checkpoint processing. This attribute can be displayed or set.

**ASP** The auxillary storage pool in which the object is stored. This attribute can only be displayed.

### *AUTH\_GROUP*

The name of the user profile that is the primary group for the object. This attribute can only be displayed.

### *AUTH\_LIST\_NAME*

The name of the authorization list used to secure the object. This attribute can only be displayed.

### *AUTH\_OWNER*

The name of the user profile that is the owner of the object. This attribute can only be displayed.

### *AUTH\_USERS*

The list of user profiles that are authorized to use the object. This attribute can only be displayed.

### *CCSID*

The coded character set identifier (CCSID) of the object. This attribute can be displayed or set.

### *CHANGE\_TIME*

The date and time the object's data or attributes were last changed. This attribute can only be displayed.

### *CHECKED\_OUT*

An indicator if the object is checked out. This attribute can only be displayed.

### *CHECKED\_OUT\_USER*

The user profile that has the object checked out. This attribute can only be displayed.

### *CHECKED\_OUT\_TIME*

The date and time that the object was checked out. This attribute can only be displayed.

#### *CODEPAGE*

The code page derived from the coded character set identifier (CCSID) of the object. This attribute can be displayed or set.

#### *CREATE\_TIME*

The date and time the object was created. This attribute can only be displayed.

#### *DATA\_SIZE*

The size in bytes of the data in the object displayed as a 32-bit number. This attribute can only be displayed.

#### *DATA\_SIZE\_64*

The size in bytes of the data in the object displayed as a 64-bit number. This attribute can only be displayed.

#### *DIR\_FORMAT*

An indicator of the format of a directory object. This attribute can only be displayed.

#### *DISK\_STG\_OPT*

An indicator of how auxiliary storage is allocated by the system for the object. This attribute can be displayed or set.

#### *EXTENDED\_ATTR\_SIZE*

The number of bytes used for extended attributes for the object. This attribute can only be displayed.

#### *FILE\_FORMAT*

The format of the stream file. This attribute can only be displayed.

#### *FILE\_ID*

The file identifier of the object if the object is stored in the "root" (/), the QOpenSys, or a user-defined file system. This attribute can only be displayed.

#### *JOURNAL\_ID*

The journal identifier that can be used on journal-related commands and APIs. This attribute can only be displayed.

#### *JOURNAL\_LIBRARY*

If the object is journaled, the library containing the currently used journal. If the object is not journaled, the library containing the last used journal. This attribute can only be displayed.

#### *JOURNAL\_NAME*

If the object is journaled, the name of the currently used journal. If the object is not journaled, the name of the last used journal. This attribute can only be displayed.

#### *JOURNAL\_OPTIONS*

The current journaling options. This attribute can only be displayed.

#### *JOURNAL\_START\_TIME*

The date and time that journaling was last started for the object. This attribute can only be displayed.

#### *JOURNAL\_STATUS*

An indicator if the object is currently journaled. This attribute can only be displayed.

#### *LOCAL\_REMOTE*

An indicator if the object is on the local system or a remote system. This attribute can only be displayed.

#### *MAIN\_STG\_OPT*

An indicator of how main storage is allocated and used by the system for the object. This attribute can be displayed or set.

#### *MODIFY\_TIME*

The date and time that the object's data was last modified. This attribute can only be displayed.

#### *MULT\_SIGS*

An indicator if the object has more than one OS/400 digital signature. This attribute can only be displayed.

#### *OBJTYPE*

A text string describing the type of the object. This attribute can only be displayed.

#### *PC\_ARCHIVE*

An indicator if the object has changed since the last time the file was examined. This attribute can be displayed or set.

#### *PC\_HIDDEN*

An indicator if the object is hidden. This attribute can be displayed or set.

#### *PC\_READ\_ONLY*

An indicator if the object is read-only. This attribute can be displayed or set.

#### *PC\_SYSTEM*

An indicator if the object is a system object. This attribute can be displayed or set.

*SGID* An indicator if the effective group ID is set at execution time. This attribute can be displayed or set.

#### *SIGNED*

An indicator if the object has an OS/400 digital signature. This attribute can only be displayed.

#### *STG\_FREE*

An indicator if the data is moved offline. This attribute can only be displayed.

*SUID* An indicator if the effective user ID is set at execution time. This attribute can be displayed or set.

#### *SYSTEM\_ARCHIVE*

An indicator if the object has changed and needs to be saved. This attribute can be displayed or set.

#### *SYS\_SIGNED*

An indicator of whether the OS/400 digital signature is from a source that is trusted by the system. This attribute can only be displayed.

#### *UDFS\_DEFAULT\_FORMAT*

The default file format of stream files created in the user-defined file system. This attribute can only be displayed.

#### *USAGE\_DAYS\_USED*

The number of days an object has been used. This attribute can only be displayed.

#### *USAGE\_LAST\_USED\_TIME*

The date and time that the object was last used. This attribute can only be displayed.

#### *USAGE\_RESET\_TIME*

The date and time that the object's days used count was reset to zero. This attribute can only be displayed.

### **Exit Status**

- 0 when successful
- >0 when unsuccessful

### **Related information**

- setccsid - Set CCSID attribute for file
- touch - Change file access and modification times



## basename - Return non-directory portion of path name

### Synopsis

**basename** *string* [*suffix*]

### Description

You can use **basename** to delete any prefix ending with the last slash (/) character present in *string*, and a *suffix*, if specified. The resulting filename is written to standard output. The *string* is processed using the following rules:

- If *string* consists entirely of slash characters, a single slash character is written to standard output and processing ends.
- If there are any trailing slash characters in *string*, they are removed.
- If there are any slash characters remaining in *string*, the prefix of *string* up to and including the last slash character is removed.
- If a *suffix* is specified, and is not identical to the characters remaining in *string*, and is identical to a suffix of the characters remaining in *string*, the suffix is removed. Otherwise *string* is not modified. It is not an error if *suffix* is not found in *string*.

### Exit Status

- 0 on success
- >0 if an error occurs.

### Related information

- **dirname** - Return directory portion of path name

### Examples

1. Set the shell variable FOO to "trail".  

```
FOO=$(basename /usr/bin/trail)
```
2. Return the last part of the path "/usr/bin/this\_test" with the "test" suffix removed.  

```
basename /usr/bin/this_test test
```

## cat - Concatenate and print files

### Synopsis

**cat** [-bcensStuv] [-] [*file* ...]

### Description

The **cat** utility reads the specified *files* sequentially, writing them to standard output. The file operands are processed in command line order. A single dash represents standard input.

By default, **cat** reads *file* as text data so the data is translated from the CCSID of the file. When the **-c** option is specified, **cat** reads the file as binary data.

Note that because of the shell language mechanism used to perform output redirection, the command **cat file1 file2 > file2** will cause the original data in file2 to be destroyed. Also, the process will go into an infinite loop.

### Options

**-b**        Number the output lines but do not number blank lines.

- c** Do not convert the data as it is read.
- e** Number the output lines and display a dollar sign (\$) at the end of each line as well.
- n** Number the output lines, starting at 1.
- s** Squeeze multiple adjacent empty lines, causing the output to be single spaced.
- S** Squeeze multiple adjacent empty lines, causing the output to be single spaced.
- t** Display non-printing characters so they are visible like the **-v** option and display tab characters as well.
- u** Guarantee that the output is unbuffered.
- v** Display non-printing characters so they are visible. A control character prints as "^X" (for control). The delete character prints as "^?". A non-display character prints as "M-x" (for meta). Note that in most locales, all of the characters are displayable.

### Exit Status

- 0 when successful.
- >0 when an error occurred.

### Related information

- head - Copy the first part of files
- tail - Copy the last part of a file
- zcat - Expand and concatenate data

### Examples

1. Display the contents of file, "myfile".  
`cat myfile`
2. Display the contents of three different files at the same time and save their contents into a new file.  
`cat file1 file2 file3 > all.files`

## cd - Change working directory

### Synopsis

**cd** [ *directory* ]

### Description

You can use **cd** to change the working directory. **qsh** sets the **PWD** variable to the new working directory and the **OLDPWD** variable to the previous working directory.

### Options

None.

### Operands

For *directory*, you can specify:

#### - (minus)

**qsh** changes the working directory to the previous directory and displays the new working directory name.

*/name* or *../name*

**qsh** changes the working directory to the specified *name*.

*name* (does not begin with a / or ../)

If the **CDPATH** variable is set, **qsh** prepends each directory in **CDPATH** to *name* to construct a directory name. **qsh** changes to the first directory that you have permission to. **qsh** displays the new working directory name.

If the **CDPATH** variable is not set, **qsh** changes the working directory to the specified *name*.

#### not specified

**qsh** changes the working directory to the value of the **HOME** variable.

You must have permission to the specified *directory*.

#### Exit Status

- 0 when successful.
- >0 when unsuccessful.

#### Related information

- hash - Remember or report utility locations
- pwd - Return working directory name

### chgrp - Change file group ownership

#### Synopsis

**chgrp** [-R [ -H | -L | -P ]] [ -h ] *group file ...*

#### Description

You can use **chgrp** to set the group of *file* to the group identifier or profile specified by *group*.

To change the group identifier, you must have one of the following authorities:

- The current user has \*ALLOBJ special authority.
- The current user is the owner of *file* and either one of the following:
  - The primary group of the job is *group*.
  - One of the supplemental groups of the job is *group*.

In addition, the current user must have \*USE authority to the group profile specified by *group*.

By default, **chgrp** follows symbolic links and changes the group of the file pointed to by the symbolic link.

The **-H**, **-L** and **-P** options are ignored unless the **-R** option is specified. In addition, these options override each other and the command's actions are determined by the last one specified.

#### Options

- H** If the **-R** option is specified, symbolic links on the command line are followed. Symbolic links encountered in the tree traversal are not followed.
- L** If the **-R** option is specified, both symbolic links on the command line and symbolic links encountered in the tree traversal are followed.
- P** If the **-R** option is specified, no symbolic links are followed.
- R** If *file* is a directory, **chgrp** recursively changes the group of each file in the entire subtree connected at that point.
- h** Change the owner and group of a symbolic link instead of the file pointed to by the symbolic link.

#### Operands

The *group* operand specifies either a group identifier number or group profile name. The *file* operand specifies a path name to an object.

### Exit Status

- 0 when successful and all requested changes were made.
- >0 when an error occurred.

### Related information

- `chmod` - Change file modes (permissions)
- `chown` - Change file ownership

### Examples

1. Change the group to group profile "abbey" for the file "newgui.java".  
`chgrp abbey newgui.java`
2. Change the group to group profile "managers" for the subdirectory "personal.dir" and all files and subdirectories below this directory.  
`chgrp -R managers personal.dir`
3. Change the group to group identifier "442" for the file "memo.txt".  
`chgrp 442 memo.txt`

## chmod - Change file modes

### Synopsis

**chmod** [ **-R** [**-H** | **-L** | **-P**] ] [ **-h** ] *mode file ...*

### Description

The **chmod** utility modifies the file mode bits of *file* as specified by the *mode* operand.

To change the mode of a file, you must have one of the following authorities:

- The current user has \*ALLOBJ special authority.
- The current user is the owner of the file.

By default, **chmod** follows symbolic links and changes the mode on the file pointed to by the symbolic link. Symbolic links do not have modes so using **chmod** on a symbolic link always succeeds and has no effect.

The **-H**, **-L** and **-P** options are ignored unless the **-R** option is specified. In addition, these options override each other and the command's actions are determined by the last one specified.

### Options

- H** If the **-R** option is specified, symbolic links on the command line are followed. Symbolic links encountered in the tree traversal are not followed.
- L** If the **-R** option is specified, both symbolic links on the command line and symbolic links encountered in the tree traversal are followed.
- P** If the **-R** option is specified, no symbolic links are followed.
- R** If *file* designates a directory, **chmod** changes the mode of each file in the entire subtree connected at that point.
- h** Do not follow symbolic links.

### Operands

A *mode* may be absolute or symbolic. An absolute mode is a three or four digit octal number constructed by or-ing the following values:

- 4000** Set-user-id on execute bit
- 2000** Set-group-id on execute bit
- 0400** Allow read by owner
- 0200** Allow write by owner
- 0100** Allow execute/search by owner
- 0040** Allow read by group
- 0020** Allow write by group
- 0010** Allow execute/search by group
- 0004** Allow read by others
- 0002** Allow write by others
- 0001** Allow execute/search by others

A symbolic mode is described by the following grammar:

- *mode* ::= clause [, clause ...]
- *clause* ::= [who ...] [action ...] last\_action
- *action* ::= op [perm ...]
- *last\_action* ::= op [perm ...]
- *who* ::= a | u | g | o
- *op* ::= + | - | =
- *perm* ::= r | w | x | X | s | u | g | o

The *who* symbols specify who is granted or denied the permissions as follows:

- u** The owner permission bits.
- g** The group permission bits.
- o** The other permission bits.
- a** The owner, group, and other permission bits. It is equivalent to specifying the ugo symbols together.

The *op* symbols represent the operation performed, as follows:

- +** Grant the specified permission. If no value is supplied for *perm*, the "+" operation has no effect. If no value is supplied for *who*, each permission bit specified in *perm*, for which the corresponding bit in the file mode creation mask is clear, is set. Otherwise, the mode bits represented by the specified *who* and *perm* values are set.
- Deny the specified permission. If no value is supplied for *perm*, the "-" operation has no effect. If no value is supplied for *who*, each permission bit specified in *perm*, for which the corresponding bit in the file mode creation mask is clear, is cleared. Otherwise, the mode bits represented by the specified *who* and *perm* values are cleared.
- =** Clear the selected permission field and set it to the specified permission. The mode bits specified by the *who* value are cleared, or, if no *who* value is specified, the owner, group and other mode bits are cleared. Then, if no value is supplied for *who*, each permission bit specified in *perm*, for which the corresponding bit in the file mode creation mask is clear, is set. Otherwise, the mode bits represented by the specified *who* and *perm* values are set.

The *perm* symbols represent the portions of the mode bits as follows:

- r**        The read bits.
- w**        The write bits.
- x**        The execute/search bits.
- X**        The execute/search bits if the file is a directory or any of the execute/search bits are set in the original (unmodified) mode. Operations with this symbol are only meaningful in conjunction with the *op* symbol "+", and are ignored in all other cases.
- s**        The set-user-id on execute bit when the owner permission bits are set or the set-group-id on execute bit when the group permission bits are set.

Each *clause* specifies one or more operations to be performed on the mode bits, and each operation is applied to the mode bits in the order specified.

### Exit Status

- 0 on success
- >0 if an error occurs

### Related information

- *chgrp* - Change file group permission
- *chown* - Change file ownership

### Examples

1. Make a file readable by anyone and writable by the owner.  
`chmod 644 foo`
2. Deny write permission to the group and others.  
`chmod go-w foo`
3. Set the read and write permissions to the usual defaults, and retain any execute permissions that are currently set.  
`chmod =rw,+X foo`
4. Make a directory or file searchable/executable by everyone if it is already searchable/executable by anyone.  
`chmod +X foo`
5. Make a file readable/executable by everyone and writable by the owner only.  
`chmod 755 foo`
6. Clear all mode bits for the group and others.  
`chmod go= foo`
7. Set the group bits equal to the owner bits, but clear the group write bit.  
`chmod g=u-w foo`

## **chown - Change file ownership**

### Synopsis

**chown** [-R [ -H | -L | -P ]] [ -h ] *owner[:group]* *file* ...

### Description

You can use **chown** to set the owner of *file* to the user identifier or profile specified by *owner*. Optionally, **chown** can also set the group of the *file* to the group identifier or profile specified by *group*.

To change the owner of a file, you must have one of the following authorities:

- The current user has \*ALLOBJ special authority.
- The current user is the owner of the file or directory.

To change the group of a file, you must have one of the following authorities:

- The current user has \*ALLOBJ special authority.
- The current user is the owner of *file* and either one of the following:
  - The primary group of the job is *group*.
  - One of the supplemental groups of the job is *group*.

In addition, the current user must have \*USE authority to the new user profile or group profile.

By default, **chown** follows symbolic links and changes the owner and group of the file pointed to by the symbolic link.

### Options

- H** If the **-R** option is specified, symbolic links on the command line are followed. Symbolic links encountered in the tree traversal are not followed.
- L** If the **-R** option is specified, both symbolic links on the command line and symbolic links encountered in the tree traversal are followed.
- P** If the **-R** option is specified, no symbolic links are followed.
- R** If *file* designates a directory, **chown** recursively changes the owner and group of each file in the entire subtree connected at that point.
- h** Change the owner and group of a symbolic link instead of the file pointed to by the symbolic link.

### Operands

The *owner* operand specifies either a user identifier number or a user profile name. The *group* operand specifies either a group identifier number or a group profile name. The *file* operand specifies a path name to an object.

### Exit Status

- 0 when successful and all requested changes were made.
- >0 when an error occurred.

### Related information

- **chgrp** - Change file group permission
- **chmod** - Change file modes (permissions)

### Examples

1. Change the owner to user profile "sam" for the file "personal.file".  
`chown sam personal.file`
2. Recursively change the owner to user profile "larry" for the sub-directory "moe.dir" and all files and sub-directories below this directory.  
`chown -R larry moe.dir`
3. Change the owner to user identifier "500" for the file "your.file".  
`chown 500 your.file`
4. Change the owner to user profile "sam" and the group to group profile "abbey" for the file "memo.txt".  
`chown sam:abbey memo.txt`

## compress - Compress data

### Synopsis

**compress** [-cfv] [-b *bits*] [*file* ...]

### Description

The **compress** utility reduces the size of the *files* using adaptive Lempel-Ziv coding. Each *file* is renamed to the same name plus the extension ".Z". As many of the modification time, access time, file flags, file mode, user ID, and group ID as allowed by permissions are retained in the new file. If compression would not reduce the size of a file, the *file* is ignored.

If renaming *file* would cause files to be overwritten and the standard input device is a terminal, the user is prompted (on standard error) for confirmation. If prompting is not possible or confirmation is not received, the files are not overwritten.

### Options

- b** *bits* Specify the bits code limit (see below for details).
- c** Compressed output is written to the standard output. No files are modified.
- f** Force compression of *file*, even if it is not actually reduced in size. Additionally, files are overwritten without prompting for confirmation.
- v** Print the percentage of reduction for each *file*.

### Operands

Each *file* is a pathname of a file to compress. If no *files* are specified, the standard input is compressed to the standard output. If either the input or output files are not regular files, the checks for reduction in size and file overwriting are not performed, the input file is not removed, and the attributes of the input file are not retained.

### Extended Description

The **compress** utility uses a modified Lempel-Ziv algorithm. Common substrings in the file are first replaced by 9-bit codes 257 and up. When code 512 is reached, the algorithm switches to 10-bit codes and continues to use more bits until the limit specified by the **-b** flag is reached (the default is 16). Bits must be between 9 and 16.

After the bits limit is reached, **compress** periodically checks the compression ratio. If it is increasing, **compress** continues to use the existing code dictionary. However, if the compression ratio decreases, **compress** discards the table of substrings and rebuilds it from scratch. This allows the algorithm to adapt to the next "block" of the file.

The amount of compression obtained depends on the size of the input, the number of bits per code, and the distribution of common substrings. Typically, text such as source code or English is reduced by 50-60%.

### Exit Status

- 0 on success
- >0 if an error occurs.

### Related information

- pax - Portable archive interchange
- uncompress - Expand compressed data

- `zcat` - Expand and concatenate data

## **cp - Copy files**

### **Synopsis**

**cp** [-r | -R [-H | -L | -P] ] [-fhpt] *source\_file* *target\_file*

**cp** [-r | -R [-H | -L | -P] ] [-fhpt] *source\_file* ... *target\_directory*

### **Description**

In the first synopsis form, the **cp** utility copies the contents of the *source\_file* to the *target\_file*.

In the second synopsis form, the **cp** utility copies the contents of each named *source\_file* to a file in the destination *target\_directory*. The names of the files themselves are not changed. The *target\_directory* must exist unless there is only one named *source\_file* which is a directory and the **-R** flag is specified.

If **cp** detects an attempt to copy a file to itself, the copy will fail.

If *target\_file* does not exist, the mode of the *source\_file* is used, as modified by the file creation mask, when creating *target\_file*. The S\_ISUID and S\_ISGID file permission bits are never set when creating a new file.

If *target\_file* already exists and the **-t** option is not specified, its contents are overwritten as binary data and the CCSID attribute is changed to match the CCSID attribute of *source\_file*. The file permission bits, owner, and group of *target\_file* are unchanged. You can force the data to be copied as text data by using the **-t** option. You can force the file permission bits, owner, and group to be copied using the **-p** option.

Note that when copying to members in the QSYS.LIB file system, many attributes of *source\_file* cannot be preserved because they are associated with the file object and not the member.

Symbolic links are always followed unless the **-h** option is specified or the **-R** option is specified with the **-H** or the **-L** options. The **-H**, **-L** and **-P** options are ignored unless the **-R** option is specified. In addition, these options override each other and the command's actions are determined by the last one specified.

### **Options**

- H** If the **-R** option is specified, symbolic links on the command line are followed. Symbolic links encountered in the tree traversal are not followed and the symbolic link is copied instead of the file pointed to by the symbolic link.
- L** If the **-R** option is specified, both symbolic links on the command line and symbolic links encountered in the tree traversal are followed.
- P** If the **-R** option is specified, no symbolic links are followed. A symbolic link encountered in the tree traversal is copied instead of the file pointed to by the symbolic link.
- R** If *source\_file* designates a directory, **cp** copies the directory and the entire subtree connected at that point. This option causes **cp** to create special files rather than copying them as normal files. Created directories have the same mode as the corresponding source directory, unmodified by the file creation mask.
- f** Remove *target\_file* if it cannot be opened for write operations. A new file is created before the data is copied.
- h** Copy symbolic links instead of the file pointed to by the symbolic link.
- i** Write a prompt to standard error before copying a file that would overwrite an existing file. If the response from the standard input begins with the first character for the YES response in the current locale, the file copy is attempted.

- p** Preserve in the copy as many of the modification time, access time, file permission bits, owner, and group as allowed by permissions.

If the owner and group cannot be preserved, no error message is displayed and the exit value is not altered.

The S\_ISUID and S\_ISGID file permission bits are only copied when both the owner and group of the file are successfully copied.

**Note:** This option has no effect when copying to the QSYS.LIB file system.

- r** Same as **-R** except this option copies special files in the same manner as regular files. The **-R** flag is preferred to the **-r** flag.
- t** When the target file exists, treat the data in *source\_file* as text data and translate the data to the CCSID associated with *target\_file* as it is copied. The CCSID attribute of *target\_file* is not changed.

### Exit Status

- 0 on success
- >0 if an error occurred.

### Related information

- ln - Link files
- ls - List directory contents
- mv - Move files
- rm - Remove directory entries
- rmdir - Remove directories
- umask - Get or set the file mode creation mask

### Examples

1. Copy the file, "file1", into the subdirectory, "data.dir".  

```
cp file1 data.dir
```
2. Copy all the files with the .java extension from the "code" subdirectory into the subdirectory, "code/old\_code.dir" and prompt the user for overwrite verification only if the file already exists in the subdirectory, "code/old\_code.dir".  

```
cp -i code/*.java code/old_code.dir
```

## dirname - Return directory portion of path name

### Synopsis

**dirname** *string*

### Description

You can use **dirname** to delete the filename portion, beginning with the last slash character (/) to the end of *string*, and write the result to standard output. The *string* is processed using the following rules:

- If *string* consists entirely of slash characters, a single slash character is written to standard output and processing ends.
- If there are any trailing slash characters in *string*, they are removed.
- If there are no slash characters remaining in *string*, a period character is written to standard output and processing ends.
- If there are trailing non-slash characters in *string*, they are removed.

- If there are any trailing slash characters in *string*, they are removed.
- If the remaining string is empty, *string* is set to a single slash character.

## Operands

The *string* operand is the pathname of which **dirname** will return the directory portion of.

## Exit Status

- 0 on success
- >0 if an error occurs.

## Related information

- **basename** - Return directory portion of path name

## Examples

1. Set the shell variable FOO to "/usr/bin".  
`FOO=$(dirname /usr/bin/trail)`

## file - Determine file type

### Synopsis

**file** [-m *MagicFile*] [-f *ListFile*] [ *file* ... ]

**file** [-c] [-m *MagicFile*]

### Description

In the first synopsis form, the **file** utility determines the type of object for the specified *file*. The **file** utility will make a best guess determination of the type. The file type is then written to standard output. If the pathname is determined to be a regular file, **file** examines the first 1024 bytes to determine the type. By default, the **file** utility uses the /etc/magic file to help identify files that have defined patterns at specified byte offsets within the object.

In the second synopsis form, the **file** utility checks the specified *MagicFile* for format errors.

### Options

- c** Checks a specified magic file for format errors.
- f *ListFile***  
 Specifies a file containing a list of file names to be tested. This *ListFile* must have only one file per line and not contain leading or trailing spaces.
- m *MagicFile***  
 Specifies the name of the magic file to use. The default magic file is /etc/magic.

### Operands

Each *file* is a pathname of a file to be tested.

### Exit Status

- 0 when successful
- >0 when an error occurred

### Related information

- **find** - Find files

## find - Find files

### Synopsis

**find** [-H | -L | -P] [-Xdx] [-f *file*] *file* ... [*expression*]

### Description

The **find** utility recursively descends the directory tree for each *file* listed, evaluating an *expression* (composed of the "primaries" and "operands" listed below) in terms of each file in the tree.

### Options

- H** Symbolic links on the command line are followed. Symbolic links encountered in the tree traversal are not followed. The file information and file type returned for each symbolic link specified on the command line is for the file referenced by the link. If the referenced file does not exist, the file information and type will be for the link itself.
- L** Both symbolic links on the command line and symbolic links encountered in the tree traversal are followed. The file information and file type returned for each symbolic link is for the file referenced by the link. If the referenced file does not exist, the file information and type will be for the link itself.
- P** No symbolic links are followed. The file information and file type returned for each symbolic link are for the link itself.
- X** A modification to permit **find** to be safely used in conjunction with **xargs**. If a file name contains any of the delimiting characters used by **xargs**, a diagnostic message is displayed on standard error, and the file is skipped. The delimiting characters include single (') and double (") quotes, backslash (\), space, tab and newline characters.
- d** **find** performs a depth-first traversal. The directories are visited in post-order and all entries in a directory will be acted on before the directory itself. By default, **find** visits directories in pre-order, or before their contents. Note, the default is not a breadth-first traversal.
- f** Specify a file hierarchy for **find** to traverse. File hierarchies may also be specified as the operands immediately following the options.
- x** Prevent **find** from descending into directories that have a device number different than that of the file from which the descent began.

### Primaries

#### **-atime** *n*

True if the difference between the file last access time and the time **find** was started, rounded up to the next full 24-hour period, is *n* 24-hour periods.

#### **-ctime** *n*

True if the difference between the time of last change of file status information and the time **find** was started, rounded up to the next full 24-hour period, is *n* 24-hour periods.

#### **-exec** *utility* [*argument* ...] ;

True if the program named *utility* returns a zero value as its exit status. Optional arguments may be passed to the utility. The expression must be terminated by a semicolon (;). If the string "{}" appears anywhere in the utility name or the arguments it is replaced by the pathname of the current file. The utility is run from the directory from which **find** was run.

#### **-group** *gname*

True if the file belongs to the group *gname*. If *gname* is numeric and there is no such group name, then *gname* is treated as a group identifier.

#### **-inum** *n*

True if the file has inode number *n*.

**-links *n***

True if the file has *n* links.

**-ls** This primary always evaluates to true. The following information for the current file is written to standard output:

- inode number
- size in kilobytes
- file permissions
- number of hard links
- owner
- group
- size in bytes
- last modification time
- path name

If the file is a block or character special file, the major and minor numbers will be displayed instead of the size in bytes. If the file is a symbolic link, the pathname of the linked-to file will be displayed preceded by ``->'`.

**-mtime *n***

True if the difference between the file last modification time and the time **find** was started, rounded up to the next full 24-hour period, is *n* 24-hour periods.

**-ok *utility* [*argument...*] ;**

The **-ok** primary is identical to the **-exec** primary with the exception that **find** requests user affirmation for running the *utility* by printing a message to standard error and reading a response. If the response is other than the first character of the YES response in the current locale, the *utility* is not run and the value of the ok expression is false.

**-name *pattern***

True if the last component of the pathname being examined matches *pattern*. Special shell pattern matching characters ([, ], \*, and ?) may be used as part of *pattern*. These characters may be matched explicitly by escaping them with a backslash (\).

**-newer *file***

True if the current file has a more recent last modification time than *file*.

**-nouser**

True if the file belongs to an unknown user.

**-nogroup**

True if the file belongs to an unknown group.

**-path *pattern***

True if the pathname being examined matches *pattern*. Special shell pattern matching characters ([, ], \*, and ?) may be used as part of *pattern*. These characters may be matched explicitly by escaping them with a backslash (\). Slashes (/) are treated as normal characters and do not have to be matched explicitly.

**-perm [-]*mode***

The *mode* may be either symbolic or an octal number in the formats supported by the chmod command. If the *mode* is symbolic, a starting value of zero is assumed and the mode sets or clears permissions without regard to the process file mode creation mask. If the *mode* is octal, only bits 00777 (S\_IRWXU | S\_IRWXG | S\_IRWXO) of the file's mode bits participate in the comparison. If the *mode* is preceded by a dash (-), this primary evaluates to true if at least all of the bits in the mode are set in the file's mode bits. If the *mode* is not preceded by a dash, this primary evaluates to true if the bits in the *mode* exactly match the file's mode bits. Note, the first character of a symbolic mode may not be a dash (-).

**-print** This primary always evaluates to true. It prints the pathname of the current file to standard output. The expression is appended to the user specified expression if neither **-exec**, **-ls** nor **-ok** is specified.

**-prune** This primary always evaluates to true. It causes **find** to not descend into the current file. Note, the **-prune** primary has no effect if the **-d** option was specified.

**-size *n*[*c*]** True if the file's size, rounded up, in 512-byte blocks is *n*. If *n* is followed by *c*, then the primary is true if the file's size is *n* bytes.

**-type *t*** True if the file is of the specified type. Possible file types are as follows:

- b for block special
- c for character special
- d for directory
- f for regular file
- l for symbolic link
- p for FIFO
- s for socket

**-user *uname*** True if the file belongs to the user *uname*. If *uname* is numeric and there is no such user name, then *uname* is treated as a user identifier.

All primaries which take a numeric argument allow the number to be preceded by a plus sign (+) or a minus sign (-). A preceding plus sign means "more than *n*", a preceding minus sign means "less than *n*" and neither means "exactly *n*".

## Operators

The primaries may be combined using the following operators. The operators are listed in order of decreasing precedence.

**(expression)** This evaluates to true if the parenthesized expression evaluates to true.

**!expression** This is the unary NOT operator. It evaluates to true if the expression is false.

**expression -and expression** The -and operator is the logical AND operator. As it is implied by the juxtaposition of two expressions it does not have to be specified. The expression evaluates to true if both expressions are true. The second expression is not evaluated if the first expression is false.

**expression -or expression** The -or operator is the logical OR operator. The expression evaluates to true if either the first or the second expression is true. The second expression is not evaluated if the first expression is true.

All operands and primaries must be separate arguments to the **find** utility. Primaries which themselves take arguments expect each argument to be a separate argument to **find**. **Notes**

1. The special characters used by **find** are also special characters to many shell programs. In particular, the characters \*, [, ], ?, (, ), !, and ; may have to be escaped from the shell.

## Exit Status

- 0 on success

- >0 if an error occurs

### Related information

- `chmod` - Change file modes
- `file` - Determine file type
- `xargs` - Construct argument lists and invoke utility

### Examples

1. Find all \*.class files starting at the directory `"/project/java/class"`.  

```
find /project/java/class -name '*.class'
```
2. Find all the \*.java files that have the `"import java.awt;"` string in them starting at the directory, `"/project/java/code"`.  

```
find /project/java/code -name '*.java' -exec grep 'import java.awt;' {} \;
```
3. Find all the files that belong to the user `"abbey"` starting at the directory, `"/project"`.  

```
find /project -user abbey
```

## getconf - Get configuration values

### Synopsis

**getconf** [ *name* [ *pathname* ] ]

### Description

You can use **getconf** to display POSIX configuration variables. If you specify *name*, **qsh** displays the value of the configuration variable on standard output. When the configuration variable depends on a path name you must specify *pathname*.

When no arguments are specified, **qsh** displays a list of all the configuration variables and their values. For those configuration variables that depend on a path name, **qsh** uses `/`.

### Options

None.

### Operands

If specified, *name* is one of these values:

- `CCSID` - Represents the default coded character set identifier (CCSID) used internally for integrated file system path names. <<
- `CHOWN_RESTRICTED` - Restrict the use of **chown** on the object represented by *pathname* to a job with appropriate privileges
- `CLK_TCK` - The number of clock ticks in a second.
- `LINK_MAX` - Maximum number of links the object represented by *pathname* can have.
- `NAME_MAX` - Maximum number of bytes in a file name (the last component of the pathname).
- `NGROUPS_MAX` - Maximum number of supplementary group IDs that can be associated with a job.
- `NO_TRUNC` - Generate an error if a file name is longer than `NAME_MAX`.
- `OPEN_MAX` - Maximum number of files a single job can have open at one time.
- `PAGE_SIZE` - Represents the system hardware page size. <<
- `PAGESIZE` - Represents the system hardware page size. <<
- `PATH_MAX` - Maximum number of bytes in a complete path name

- PIPE\_BUF - Maximum number of bytes that can be written atomically to a pipe. <<
- STREAM\_MAX - Maximum number of streams that a job can have open at one time.
- THREAD\_SAFE - The object represented by *pathname* resides in a thread-safe file system.

### Exit Status

- 0 when successful.
- >0 when successful.

### Examples

1. Determine if the directory /home is in a thread-safe file system: **getconf** THREAD\_SAFE /home
2. Display the maximum number of bytes in a file name: **getconf** NAME\_MAX
3. Display all of the configuration variables: **getconf**

## head - Copy the first part of files

### Synopsis

**head** [-n *count*] [*file* ...]

### Description

The **head** utility displays the first *count* lines of each of the specified files, or of standard input if no files are specified. If **-n** is not specified, then the first 10 lines of the file are displayed.

If more than one *file* is specified, each *file* is preceded by a header consisting of the string "===> XXX <==" where XXX is the name of the file.

### Options

**-n**        Display *count* number of lines.

### Exit Status

- 0 on success
- >0 if an error occurs.

### Related information

- cat - Concatenate and print files
- tail - Copy the last part of a file

### Examples

1. To display the first 20 lines in the file "myfile".  
    **head -n 20 myfile**

## In - Link files

### Synopsis

**In** [-fs] *source\_file* [*target\_file*]

**In** [-fs] *source\_file* ... [*target\_dir*]

### Description

The **In** utility creates a new directory entry (linked file) which has the same modes as the original file. It is useful for maintaining multiple copies of a file in many places at once without using up storage for the

copies. Instead, a link "points to" the original copy. There are two types of links: hard links and symbolic links. How a link "points to" a file is one of the differences between a hard or symbolic link.

By default **ln** makes hard links. A hard link to a file is indistinguishable from the original directory entry; any changes to a file are effective independent of the name used to reference the file. Hard links may not normally refer to directories and may not span file systems.

A symbolic link contains the name of the file to which it is linked. Symbolic links may span file systems and may refer to directories.

Given one or two arguments, **ln** creates a link to an existing file *source\_file*. If *target\_file* is given, the link has that name. *Target\_file* may also be a directory in which to place the link. Otherwise it is placed in the current directory. If only the directory is specified, the link will be made to the last component of *source\_file*.

Given more than two arguments, **ln** makes links in *target\_dir* to all the named source files. The links made will have the same name as the files being linked to.

### Options

- f** Unlink any already existing file, permitting the link to occur.
- s** Create a symbolic link.

### Exit Status

- 0 when success
- >0 when an error occurs

### Related information

- cp - Copy files
- ls - List directory contents
- mv - Move files
- rm - Remove directory entries
- rmdir - Remove directories

### Examples

1. Create a symbolic link from the file, *"/usr/bin/perl5"* to the file *"/usr/bin/perl"*.  

```
ln -s /usr/bin/perl5 /usr/bin/perl
```
2. Create a new link from the file *"/usr/bin/qsh"* to the file *"/bin/qsh"* and unlink the file *"/bin/qsh"* if it exists.  

```
ln -f /usr/bin/qsh /bin/qsh
```

## ls - List directory contents

### Synopsis

**ls [-ACFLRSTacdfiloqrstu1] [file ...]**

### Description

For each operand that names a *file* of a type other than directory, **ls** displays its name as well as any requested, associated information. For each operand that names a file of type directory, **ls** displays the names of files contained within that directory, as well as any requested, associated information.

If no operands are given, the contents of the current directory are displayed. If more than one operand is given, non-directory operands are displayed first; directory and non-directory operands are sorted separately and in lexicographical order.

### Options

- A** List all entries except for "." and "..".
- C** Force multi-column output; this is the default when output is to a terminal.
- F** Display a slash (/) immediately after each path name that is a directory, an asterisk (\*) after each that is executable, and an at sign (@) after each symbolic link.
- L** If argument is a symbolic link, list the file or directory the link references rather than the link itself.
- R** Recursively list subdirectories.
- S** Display the CCSID attribute for the file.
- T** Display complete time information for the file, including month, day, hour, minute, second, and year when the **-l** option is also specified.
- a** Include directory entries whose names begin with a dot (.).
- c** Use time when file status was last changed for sorting or printing.
- d** Directories are listed as plain files (not searched recursively) and symbolic links in the argument list are not indirected through.
- f** Output is not sorted.
- i** For each file, print the file's file serial number (inode number).
- l** (Lowercase letter 'ell.') List in long format. See Extended Description below for details. If the output is to a terminal, a total sum for all the file sizes is output on a line before the long listing.
- o** Include the file flags in a long (**-l**) output.
- q** Force printing of non-graphic characters in file names as the question mark (?) character. This is the default when output is to a terminal.
- r** Reverse the order of the sort to get reverse lexicographical order or the oldest entries first.
- s** Display the number of bytes actually allocated for each file, in units of 1024 bytes, where partial units are rounded up to the next integer value.
- t** Sort by time modified (most recently modified first) before sorting the operands by lexicographical order.
- u** Use time of last access, instead of last modification of the file for sorting (**-t**) or printing (**-l**).
- 1** (The numeric digit one) Force output to be one entry per line. This is the default when output is not to a terminal.

The **-1**, **-C**, and **-l** options all override each other. The last one specified determines the format used.

The **-c**, and **-u** options override each other. The last one specified determines the file time used.

By default, **ls** lists one entry per line to standard output; the exceptions are to terminals or when the **-C** option is specified.

File information is displayed with one or more blanks separating the information associated with the **-i**, **-s**, **-l**, and **-S** options.

### Extended Description

If the **-l** option is specified, the following long format information is displayed for each file:

- file mode,
- number of links,
- owner name,
- group name,
- number of bytes in the file,
- time the file was last modified, and
- the path name.

If the file was modified within six months of the current date, the time is displayed as the abbreviated month, day-of-month, hour, and minute. Otherwise the time is displayed as the abbreviated month, day-of-month, and four-digit year.

In addition, for each directory whose contents are displayed, the total number of bytes used by the files in the directory is displayed on a line by itself immediately before the information for the files in the directory.

If the owner or group names are not a known user or group name the numeric identifiers are displayed.

If the file is a character special or block special file, the major and minor device numbers for the file are displayed in the size field. If the file is a symbolic link the pathname of the linked-to file is preceded by **"->"**.

The file mode consists of the entry type, owner permissions, group permissions, and other permissions. The entry type character describes the type of file, as follows:

- b for a block special file.
- c for a character special file.
- d for a directory.
- l for a symbolic link.
- **»** p for a pipe. **«**
- s for a socket.
- - for a regular file.

The owner permissions, group permissions, and other permissions are each three characters. Each field has three character positions:

- For the first position, if the value is r, the file is readable. If the value is -, it is not readable.
- For the second position, if the value is w, the file is writable. If the value is -, it is not writable.
- For the third position,
  - If the value is S for the owner permissions, the set-user-ID mode is set. If the value is S for the group permissions, the set-group-ID mode is set.
  - If the value is s for the owner permissions, the file is executable and the set-user-ID mode is set. If the value is s for the group permissions, the file is executable and the set-group-ID mode is set.
  - If the value is x, the file is executable or the directory is searchable.
  - If the value is -, the object is not executable or searchable.

## Environment Variables

**ls** is affected by the following environment variables:

### COLUMNS

If this variable contains a string representing a decimal integer, it is used as the column position

width for displaying multiple-text-column output. The **ls** utility calculates how many path name text columns to display based on the width provided. See the **-C** option.

#### Exit Status

- 0 on success
- >0 if an error occurs.

#### Related information

- **chgrp** - Change file group permission
- **chmod** - Change file modes (permissions)
- **chown** - Change file ownership
- **cp** - Copy files
- **ln** - Link files
- **mkdir** - Make directories
- **mv** - Move files
- **rm** - Remove directory entries
- **rmdir** - Remove directories

#### Examples

1. Display the list of files in the current directory using the long format.

```
ls -l
```

2. Display all date and time details for the file "myfile".

```
ls -lT myfile
-rwxrwxrwx 1 abbey 0      592 Sep 12 22:47:01 1998 myfile
```

## mkdir - Make directories

### Synopsis

**mkdir** [-p] [-m *mode*] *directory* ...

### Description

The **mkdir** utility creates the directories named as operands, in the order specified, using mode **rwxrwxrwx** (0777) as modified by the current file creation mask.

The user must have write permission in the parent directory.

### Options

- m** Set the file permission bits of the final created directory to the specified *mode*. The mode argument can be in any of the formats supported by the **chmod** command. If a symbolic mode is specified, the operation characters + and - are interpreted relative to an initial mode of "a=rwx".
- p** Create intermediate directories as required. If this option is not specified, the full path prefix of each operand must already exist. Intermediate directories are created with permission bits of **rwxrwxrwx** (0777) as modified by the current file creation mask, plus write and search permission for the owner.

#### Exit Status

- 0 if successful
- >0 if an error occurred.

#### Related information

- `chmod` - Change file modes (permissions)
- `rmdir` - Remove directories
- `umask` - Get or set the file mode creation mask

### Examples

1. Create the directories "new", "java", "test", "dir", "4" and "bob" and set the mode to read, write and execute for owner.

```
mkdir -p -m 700 /new/java/test/dir/4/bob
```



## mkfifo - Make FIFO special files

### Synopsis

**mkfifo** [-p] [-m *mode*] *file* ...

### Description

The **mkfifo** utility creates the FIFO special files named as operands, in the order specified, using a default mode that allows read and write permission for the owner, group, and others (0666) as modified by the current file creation mask.

The user must have write permission in the parent directory.

### Options

#### **-m** *mode*

Set the file permission bits of the FIFO special file to the specified *mode*. The mode argument can be in any of the formats supported by the `chmod` command. If a symbolic mode is specified, the operation characters + and - are interpreted relative to an initial mode of "a=rw".

#### **-p**

Create intermediate directories as required. If this option is not specified, the full path prefix of each *file* must already exist. Intermediate directories are created with a default mode that allows read, write, and search permission for the owner, group, and others (0777) as modified by the current file creation mask.

### Operands

Each *file* is the path name of FIFO special file.

### Exit Status

- 0 if successful
- >0 if an error occurred.

### Related information

- `chmod` - Change file modes (permissions)
- `mkdir` - Make directories
- `umask` - Get or set the file mode creation mask

### Examples

1. Create the FIFO special files "fifo1" and "fifo1":

```
mkfifo fifo1 fifo2
```

2. Create the the FIFO special file "fifo1" and set the permissons to read, write and execute for the owner:

```
mkfifo -m 700 myfifo
```

3. Create the the FIFO special file “/dir1/dir2/fifo1” and each directory in the path that does not exist:

```
mkfifo -p /dir1/dir2/fifo1
```



## mv - Move files

### Synopsis

```
mv [-f | -i] source_file target_file
```

```
mv [-f | -i] source_file ... target_dir
```

### Description

In its first form, the **mv** utility renames the file named by the *source\_file* operand to the destination path named by the *target\_file* operand. This form is assumed when the last operand does not name an already existing directory.

In its second form, **mv** moves each file named by a *source\_file* operand to a destination file in the existing directory named by the *target\_dir* operand. The destination path for each *source\_file* operand is the path name produced by the concatenation of *target\_dir*, a slash, and the final path name component from *source\_file*.

It is an error for either the *source\_file* operand or the destination path to specify a directory except when both are directories.

If the destination path does not have a mode which permits writing, **mv** prompts the user for confirmation as specified for the **-i** option.

### Options

- f** Do not prompt for confirmation before overwriting the destination path. The **-i** option is ignored if the **-f** option is specified.
- i** Write a prompt to standard error before moving a file that would overwrite an existing file. If the response from the standard input begins with the first character for the YES response in the current locale, the move is attempted.

### Exit Status

- 0 on success
- >0 if an error occurs

### Related information

- cp - Copy files
- ln - Link files
- ls - List directory contents
- rm - Remove directory entries

### Examples

1. Move the file “perl5” into the directory “/usr/bin” and prompt the user to overwrite if the file exists.

```
mv -i perl5 /usr/bin
```

## od - Dump files in various formats

### Synopsis

**od** [-A *address\_base*] [-j *skip*] [-N *count*] [-t *type\_string*] [-Cv] [*file...*]

### Description

The **od** utility writes the contents of the specified *files* to standard output in a user-specified format. If the *file* parameter is not given, the **od** command reads standard input. The format is specified by the **-t** flag. If no format type is specified, **-t o2** is the default.

### Options

#### **-A** *address\_base*

Specifies the format for the output offset base. The *address\_base* can be one of these values:

- **d** for decimal,
- **o** for octal,
- **x** for hexadecimal, or
- **n** for none.

In the case of **n**, the offset base is not displayed. If **-A** is not specified, **-A o** is the default.

**-C** Display the CCSID of the file to standard output before the rest of the output is written.

**-j** *skip* Specifies the number of bytes to skip before beginning to display output. If more than one file is specified, the number of bytes will be used on the concatenated input of all files specified. An error will occur if this number is larger than the size of the concatenated inputs. This value can be specified in hexadecimal (preceded by 0x or 0X), octal (preceded by 0), or decimal (default).

#### **-N** *count*

Specifies the number of bytes to be written. By default, the whole file will be written. This value can be specified in hexadecimal (preceded by 0x or 0X), octal (preceded by 0), or decimal (default).

#### **-t** *type\_string*

Specifies one or more output types. The type specified must be a string containing all of the formatting types desired. The *type\_string* can contain these values:

- **a** for character,
- **c** for character,
- **d** for signed decimal,
- **f** for floating point,
- **o** for octal,
- **u** for unsigned decimal, or
- **x** for hexadecimal.

The type specifications of **a** and **c** may give unexpected results since they depend on the CCSID.

The type specifications of **d**, **o**, **u** and **x** can also be followed by **1**, **2**, **4**, **C**, **S**, **I** or **L**. These specify the number of bytes to be transformed by each instance of the output type. The values **C**, **S**, **I** and **L** correspond to char, short, int and long respectively.

The type specification of **f** can be followed by **4**, **8**, **F**, **D** or **L**. These specify the number of bytes to be transformed by each instance of the output type. The values **F**, **D** and **L** correspond to float, double, and long double, respectively. If **-t** is not specified, the default is **-t o2**.

- v** Write all input data. Without this option, repeated output lines will not be written. When repeats occur, only an asterisk (\*) will be written.

## Operands

Each *file* is a pathname of an object to be written to standard output. If no *file* operands are specified, standard input will be used.

## Exit Status

- 0 when successful
- >0 when an error occurred.

## Related information

- cat - Concatenate and print files
- pr - Print files

## pax - Portable archive interchange Synopsis

```
pax [-cdnv] [-E limif] [-f archive] [-s replstr ...] [-U user ...] [-G group ...] [-T [from_date][,to_date] ...]
[pattern ...]
```

```
pax -r [-cdiknuvDYZ] [-C CCSID ] [-E limif] [-f archive] [-o options ...] [-p string ...] [-s replstr ...] [-U user
... ] [-G group ...] [-T [from_date][,to_date] ...] [pattern ...]
```

```
pax -w [-dituvHLPX] [-b blocksize] [[-a] [-f archive]] [-x format] [-B bytes] [-s replstr ...] [-o options ...]
[-U user ...] [-G group ...] [-T [from_date][,to_date]/[[c]][[m]] ...] [file ...]
```

```
pax -r -w [-dikIntuvDHLXPYZ] [-p string ...] [-s replstr ...] [-U user ...] [-G group ...] [-T
[from_date][,to_date]/[[c]][[m]] ...] [file ...] directory
```

## Description

The **pax** utility reads, writes, and lists the members of an archive file, and copies directory hierarchies. **pax** operation is independent of the specific archive format, and supports a wide variety of different archive formats. A list of supported archive formats can be found under the description of the **-x** option.

The presence of the **-r** and the **-w** options specifies which of the following functional modes **pax** will operate under: list, read, write, and copy.

### <none>List

**pax** writes a table of contents of the members of the archive file read from whose pathnames match the specified patterns. The table of contents contains one filename per line and is written using single line buffering.

### -r Read

**pax** extracts the members of the archive file read from the with pathnames matching the specified *patterns*. The archive format and blocking is automatically determined on input. When an extracted file is a directory, the entire file hierarchy rooted at that directory is extracted. All extracted files are created relative to the current file hierarchy. The setting of ownership, access and modification times, and file mode of the extracted files are discussed in more detail under the **-p** option.

### -w Write

**pax** writes an archive containing the *file* operands to standard output using the specified archive *format*. When no *file* operands are specified, a list of files to copy with one per line is read from standard input. When a *file* operand is also a directory, the entire file hierarchy rooted at that directory will be included.

## **-r -w Copy**

**pax** copies the *file* operands to the destination *directory*. When no *file* operands are specified, a list of files to copy with one per line is read from standard input. When a *file* operand is also a directory the entire file hierarchy rooted at that directory will be included. The effect of the copy is as if the copied files were written to an archive file and then subsequently extracted, except that there may be hard links between the original and the copied files (see the **-l** option below).

### **Warning:**

The destination *directory* must not be one of the *file* operands or a member of a file hierarchy rooted at one of the file operands. The result of a copy under these conditions is unpredictable.

### **Note:**

Archive files must be in CCSID 819 for portability with other platforms.

While processing a damaged archive during a read or list operation, **pax** will attempt to recover from media defects and will search through the archive to locate and process the largest number of archive members possible (see the **-E** option for more details on error handling).

## **Options**

- r** Read an archive file from standard input and extract the specified *files*. If any intermediate directories are needed in order to extract an archive member, these directories will be created as if **mkdir** was called with the bitwise inclusive OR of S\_IRWXU, S\_IRWXG, and S\_IRWXO as the mode argument. When the selected archive *format* supports the specification of linked files and these files cannot be linked while the archive is being extracted, **pax** will write a diagnostic message to standard error and exit with a nonzero exit status at the completion of operation.
- w** Write files to the standard output in the specified archive *format*. When no *file* operands are specified, standard input is read for a list of pathnames with one per line without any leading or trailing <blanks>.
- a** Append files to the end of an archive that was previously written. If an archive *format* is not specified with a **-x** option, the format currently being used in the archive will be selected. Any attempt to append to an archive in a format different from the format already used in the archive will cause **pax** to exit immediately with a non-zero exit status. The blocking size used in the archive volume where writing starts will continue to be used for the remainder of that archive volume.
- b** *blocksize*  
When writing an archive, block the output at a positive decimal integer number of bytes per write to the archive file. The *blocksize* must be a multiple of 512 bytes with a maximum of 32256 bytes. A *blocksize* can end with k or b to specify multiplication by 1024 (1K) or 512, respectively. A pair of *blocksizes* can be separated by x to indicate a product. When blocking is not specified, the default blocksize is dependent on the specific archive format being used (see the **-x** option).
- c** Match all file or archive members except those specified by the *pattern* and *file* operands.
- d** Cause files of type directory being copied or archived, or archive members of type directory being extracted, to match only the directory file or archive member and not the file hierarchy rooted at the directory.
- f** *archive*  
Specify *archive* as the pathname of the input or output archive, overriding the default standard input (for list and read) or standard output (for write). A single archive may span multiple files and different archive devices. When required, **pax** will prompt for the pathname of the file or device of the next volume in the archive.
- i** Interactively rename files or archive members. For each archive member matching a *pattern*

operand or each file matching a *file* operand, **pax** will prompt to the terminal giving the name of the file, its file mode and its modification time. **pax** then reads a line from the terminal. If this line is blank, the file or archive member is skipped. If this line consists of a single period, the file or archive member is processed with no modification to its name. Otherwise, its name is replaced with the contents of the line. **pax** will immediately exit with a non-zero exit status if EOF is encountered when reading a response.

- k** Do not overwrite existing files.
- l** (The lowercase letter ell) Link files. In the copy mode ( **-r -w** ), hard links are made between the source and destination file hierarchies whenever possible.
- n** Select the first archive member that matches each *pattern* operand. No more than one archive member is matched for each *pattern*. When members of type directory are matched, the file hierarchy rooted at that directory is also matched (unless **-d** is also specified).
- o** Information to modify the algorithm for extracting or writing archive files which is specific to the archive format specified by **-x**. In general, options take the form: name=value.

**-p** *string*

Specify one or more file characteristic options (privileges). The *string* is a string specifying file characteristics to be retained or discarded on extraction. The string consists of the specification characters a, e, m, o, and p. Multiple characteristics can be concatenated within the same string and multiple **-p** options can be specified. The meaning of the specification characters are as follows:

- a** Do not preserve file access times. By default, file access times are preserved whenever possible.
- e** Preserve everything, the user ID, group ID, file mode bits, file access time, and file modification time. This is intended to be used by someone with all the appropriate privileges in order to preserve all aspects of the files as they are recorded in the archive. The e flag is the sum of the o and p flags.
- m** Do not preserve file modification times. By default, file modification times are preserved whenever possible.
- o** Preserve the user ID and group ID.
- p** Preserve the file mode bits. This intended to be used by a user with regular privileges who wants to preserve all aspects of the file other than the ownership. The file times are preserved by default, but two other flags are offered to disable this and use the time of extraction instead.

In the preceding list, preserve indicates that an attribute stored in the archive is given to the extracted file, subject to the permissions of the invoking process. Otherwise the attribute of the extracted file is determined as part of the normal file creation action. If the preservation of any of these items fails for any reason, **pax** will write a diagnostic message to standard error. Failure to preserve these items affects the final exit status, but will not cause the extracted file to be deleted. If the file characteristic letters in any of the *strings* are duplicated or conflict with each other, the one(s) given last will take precedence. For example, if **-p eme** is specified, file modification times are still preserved.

- s** Modify the file or archive member names specified by the *pattern* or *file* operands according to the substitution expression *replstr*, using the syntax of the regular expressions. The format of these regular expressions are:

*/old/new/[gp]*

Old is a basic regular expression and new can contain an ampersand (&), n (where n is a digit) back-references, or subexpression matching. The old string may also contain <newline>

characters. Any non-null character can be used as a delimiter (/ is shown here). Multiple **-s** expressions can be specified. The expressions are applied in the order they are specified on the command line, terminating with the first successful substitution. The optional trailing **g** continues to apply the substitution expression to the pathname substring which starts with the first character following the end of the last successful substitution. The first unsuccessful substitution stops the operation of the **g** option. The optional trailing **p** will cause the final result of a successful substitution to be written to standard error in the following format:

```
<original pathname> >> <new pathname>
```

File or archive member names that substitute to the empty string are not selected and will be skipped.

- t** Reset the access times of any file or directory read or accessed by **pax** to be the same as they were before being read or accessed by **pax**.
- u** Ignore files that are older (having a less recent file modification time) than a pre-existing file or archive member with the same name. During read, an archive member with the same name as a file in the file system will be extracted if the archive member is newer than the file. During write, a file system member with the same name as an archive member will be written to the archive if it is newer than the archive member. During copy, the file in the destination hierarchy is replaced by the file in the source hierarchy or by a link to the file in the source hierarchy if the file in the source hierarchy is newer.
- v** During a list operation, produce a verbose table of contents using the format of the **ls** utility with the **-l** option. For pathnames representing a hard link to a previous member of the archive, the output has the format: `<ls -l listing> == <link name>` For pathnames representing a symbolic link, the output has the format: `<ls -l listing> = ><link name>` Where `<ls -l listing>` is the output format specified by the **ls** utility when used with the **-l** option. Otherwise for all the other operational modes ( read, write, and copy), pathnames are written and flushed to standard error without a trailing newline as soon as processing begins on that file or archive member. The trailing newline is not buffered, and is written only after the file has been read or written.
- x** Specify the output archive format, with the default format being **ustar**. **pax** currently supports the following formats:
  - cpio** The extended cpio interchange format specified in the 1003.2 standard. The default blocksize for this format is 5120 bytes.
  - bcpio** The old binary cpio format. The default blocksize for this format is 5120 bytes. This format is not very portable and should not be used when other formats are available.
  - sv4cpio** The System V release 4 cpio. The default blocksize for this format is 5120 bytes.
  - sv4crc** The System V release 4 cpio with file crc checksums. The default blocksize for this format is 5120 bytes.
  - tar** The old BSD tar format as found in BSD4.3. The default blocksize for this format is 10240 bytes. Pathnames stored by this format must be 100 characters or less in length. Only regular files, hard links, soft links, and directories will be archived (other file system types are not supported). For backwards compatibility with even older tar formats, a **-o** option can be used when writing an archive to omit the storage of directories. This option takes the form: `-o -Cm -write_opt=nodir`
  - ustar** The extended tar interchange format specified in the 1003.2 standard. The default blocksize for this format is 10240 bytes. Pathnames stored by this format must be 250 characters or less in length.

**pax** will detect and report any file that it is unable to store or extract as the result of any specific archive format restrictions. The individual archive formats may impose additional restrictions on

use. Typical archive format restrictions include (but are not limited to): file pathname length, file size, link pathname length and the type of the file.

- A Run **pax** as old tar.
- B Limit the number of bytes written to a single archive volume to bytes. The bytes limit can end with m, k, or b to specify multiplication by 1048576 (1M), 1024 (1K) or 512, respectively. A pair of bytes limits can be separated by x to indicate a product.
- C *CCSID*  
Create the files extracted from the archive in the specified *CCSID*. There must be a valid translation from CCSID 819 to the specified *CCSID*.
- D This option is the same as the **-u** option, except that the file inode change time is checked instead of the file modification time. The file inode change time can be used to select files whose inode information (e.g. uid, gid, etc.) is newer than a copy of the file in the destination directory.
- E Limit the number of consecutive read faults while trying to read a flawed archives. With a positive limit, **pax** will attempt to recover from an archive read error and will continue processing starting with the next file stored in the archive. A limit of 0 will cause **pax** to stop operation after the first read error is detected on an archive volume. A limit of NONE will cause **pax** to attempt to recover from read errors forever. The default limit is a small positive number of retries.

**Warning:**

Using this option with NONE should be used with extreme caution as **pax** may get stuck in an infinite loop on a very badly flawed archive.

- G Select a file based on its group name, or when starting with a #, a numeric gid. A " can be used to escape the #. Multiple -G options may be supplied and checking stops with the first match.
- H Follow only command line symbolic links while performing a physical file system traversal.
- L Follow all symbolic links to perform a logical file system traversal.
- P Do not follow symbolic links, perform a physical file system traversal. This is the default mode.
- T Allow files to be selected based on a file modification or inode change time falling within a specified time range of *from\_date* to *to\_date* (the dates are inclusive). If only a *from\_date* is supplied, all files with a modification or inode change time equal to or younger are selected. If only a *to\_date* is supplied, all files with a modification or inode change time equal to or older will be selected. When the *from\_date* is equal to the *to\_date*, only files with a modification or inode change time of exactly that time will be selected.

When **pax** is in the write or copy mode, the optional trailing field [c][m] can be used to determine which file time (inode change, file modification or both) are used in the comparison. If neither is specified, the default is to use file modification time only. The m specifies the comparison of file modification time (the time when the file was last written). The c specifies the comparison of inode change time (the time when the file inode was last changed; e.g. a change of owner, group, mode, etc). When c and m are both specified, then the modification and inode change times are both compared. The inode change time comparison is useful in selecting files whose attributes were recently changed or selecting files which were recently created and had their modification time reset to an older time (as what happens when a file is extracted from an archive and the modification time is preserved). Time comparisons using both file times is useful when **pax** is used to create a time based incremental archive (only files that were changed during a specified time range will be archived).

A time range is made up of seven different fields and each field must contain two digits. The format is:

[cc[yy[mm[dd[hh]]]]]mm[.ss]

where *cc* is the century, *yy* is the last two digits of the year, the first *mm* is the month (from 01 to 12), *dd* is the day of the month (from 01 to 31), *hh* is the hour of the day (from 00 to 23), the second *mm* is the minute (from 00 to 59), and *ss* is the seconds (from 00 to 59). The minute field *mm* is required, while the other fields are optional and must be added in the following order: *hh*, *dd*, *mm*, *yy*, *cc*.

The *ss* field may be added independently of the other fields. Time ranges are relative to the current time, so `-T 1234/cm` would select all files with a modification or inode change time of 12:34 PM today or later. Multiple `-T` time range can be supplied and checking stops with the first match.

- U** Select a file based on its user name, or when starting with a #, a numeric uid. A " can be used to escape the #. Multiple **-U** options may be supplied and checking stops with the first match.
- X** When traversing the file hierarchy specified by a pathname, do not descend into directories that have a different device ID.
- Y** This option is the same as the **-D** option, except that the inode change time is checked using the pathname created after all the file name modifications have completed.
- Z** This option is the same as the **-u** option, except that the modification time is checked using the pathname created after all the file name modifications have completed.

The options that operate on the names of files or archive members (**-c**, **-i**, **-n**, **-s**, **-u**, **-v**, **-D**, **-G**, **-T**, **-U**, **-Y**, and **-Z**) interact as follows.

- When extracting files during a read operation, archive members are selected based only on the user specified *pattern* operands as modified by the **-c**, **-n**, **-u**, **-D**, **-G**, **-T**, **-U** options. Then any **-s** and **-i** options will modify in that order, the names of these selected files. Then the **-Y** and **-Z** options will be applied based on the final pathname. Finally the **-v** option will write the names resulting from these modifications.
- When archiving files during a write operation, or copying files during a copy operation, archive members are selected based only on the user specified pathnames as modified by the **-n**, **-u**, **-D**, **-G**, **-T**, and **-U** options (the **-D** option only applies during a copy operation). Then any **-s** and **-i** options will modify in that order, the names of these selected files. Then during a copy operation the **-Y** and the **-Z** options will be applied based on the final pathname. Finally the **-v** option will write the names resulting from these modifications.
- When one or both of the **-u** or **-D** options are specified along with the **-n** option, a file is not considered selected unless it is newer than the file to which it is compared.

## Operands

The *directory* operand specifies a destination directory pathname. If the *directory* operand does not exist, or it is not writable by the user, or it is not of type directory, **pax** will exit with a non-zero exit status.

The *pattern* operand is used to select one or more pathnames of archive members. When the *pattern* operand is not supplied, all members of the archive will be selected. When a pattern matches a directory, the entire file hierarchy rooted at that directory will be selected. When a *pattern* operand does not select at least one archive member, **pax** will write these *pattern* operands in a diagnostic message to standard error and then exit with a non-zero exit status.

The *file* operand specifies the pathname of a file to be copied or archived. When a *file* operand does not select at least one archive member, **pax** will write these *file* operand pathnames in a diagnostic message to standard error and then exit with a non-zero exit status.



## Environment Variables

**pax** is affected by the following environment variables:

#### **QIBM\_CCSID**

**pax** creates the file extracted from the archive in the CCSID specified by the value of the environment variable.



#### **Exit Status**

- 0 All files were processed successfully
- 1 An error occurred

#### **Related information**

- **compress** - Compress data

#### **Examples**

1. Copy the contents of the current directory to filename: `pax -w -f filename`
2. Give the verbose table of contents for an archive stored in filename: `pax -r -v -f filename`
3. The following commands will copy the entire olddir directory hierarchy to newdir:  

```
mkdir newdir
cd olddir
pax -rw . newdir
```
4. Interactively select the files to copy from the current directory to dest\_dir: `pax -rw -i . dest_dir`
5. Extract all files from the archive a.pax which are owned by root with group bin and will preserve all file permissions: `pax -r -pe -U root -G bin -f a.pax`
6. Update (and list) only those files in the destination directory /backup which are older (less recent inode change or file modification times) than files with the same name found in the source file tree home: `pax -r -w -v -Y -Z home /backup`

## **pr - Print files**

### **Synopsis**

**pr** [+page] [-column] [-adFmrt] [-e [char][gap]] [-h header] [-i[*char*][gap]] [-l line] [-n[*char*][width]] [-o offset] [-s[*char*]] [-w width] [-] [file ...]

### **Description**

The **pr** utility is a printing and pagination filter for text files. When multiple input files are specified, each is read, formatted, and written to standard output. By default, the input is separated into 66-line pages, each with a 5-line header with the page number, date, time, and the pathname of the file and a 5-line trailer consisting of blank lines.

When multiple column output is specified, text columns are of equal width. By default text columns are separated by at least one <space>. Input lines that do not fit into a text column are truncated. Lines are not truncated under single column output.

Error messages are written to standard error during the printing process (if output is redirected) or after all successful file printing is complete (when printing to a terminal).

If **pr** receives an interrupt while printing to a terminal, it flushes all accumulated error messages to the screen before terminating.

### **Options**

## Notes:

1. In the following option descriptions, *column*, *lines*, *offset*, *page*, and *width* are positive decimal integers and *gap* is a nonnegative decimal integer.
2. The **-s** option does not allow the option letter to be separated from its argument.
3. The **-e**, **-i**, and **-n** options require that both arguments, if present, not be separated from the option letter.

**+page** Begin output at page number *page* of the formatted input.

### **-column**

Produce output that is *columns* wide (default is 1) that is written vertically down each column in the order in which the text is received from the input file. The options **-e** and **-i** are assumed. This option should not be used with the **-m** option. When used with the **-t** option the minimum number of lines is used to display the output.

**-a** Modify the effect of the **column** option so that the columns are filled across the page in a round-robin order (e.g., when column is 2, the first input line heads column 1, the second heads column 2, the third is the second line in column 1, etc.). This option requires the use of the **column** option.

**-d** Produce output that is double spaced. An extra <newline> character is output following every <newline> found in the input.

### **-e [char][gap]**

Expand each input <tab> to the next greater column position specified by the formula  $n * gap + 1$ , where  $n$  is an integer  $> 0$ . If *gap* is zero or is omitted the default is 8. All <tab> characters in the input are expanded into the appropriate number of <space>s. If any nondigit character, *char*, is specified, it is used as the input tab character.

**-F** Use a <form-feed> character for new pages, instead of the default behavior that uses a sequence of <newline> characters.

### **-h header**

Use the string *header* to replace the file name in the header line.

### **-i [char][gap]**

In output, replace multiple <space>s with <tab>s whenever two or more adjacent <space>s reach column positions  $gap + 1$ ,  $2 * gap + 1$ , etc. If *gap* is zero or omitted, default <tab> settings at every eighth column position is used. If any nondigit character, *char*, is specified, it is used as the output <tab> character.

**-l lines** Override the 66 line default and reset the page length to *lines*. If *lines* is not greater than the sum of both the header and trailer depths (in lines), the **pr** utility suppresses output of both the header and trailer, as if the **-t** option were in effect.

**-m** Merge the contents of multiple files. One line from each file specified by a file operand is written side by side into text columns of equal fixed widths, in terms of the number of column positions. The number of text columns depends on the number of file operands successfully opened. The maximum number of files merged depends on page width and the per process open file limit. The options **-e** and **i** are assumed.

### **-n [char][width]**

Provide *width* digit line numbering. The default for *width*, if not specified, is 5. The number occupies the first *width* column positions of each text column or each line of **-m** output. If *char* (any nondigit character) is given, it is appended to the line number to separate it from whatever follows. The default for *char* is a <tab>. Line numbers longer than *width* columns are truncated.

### **-o offset**

Each line of output is preceded by *offset* <spaces>s. If this option is not specified, the default is zero. The space taken is in addition to the output line width.

**-r** Write no diagnostic reports on failure to open a file.

**-s *char***

Separate text columns by the single character *char* instead of by the appropriate number of <space>s (default for *char* is the <tab> character).

**-t**

Print neither the five-line identifying header nor the five-line trailer usually supplied for each page. Quit printing after the last line of each file without spacing to the end of the page.

**-w *width***

Set the width of the line to *width* column positions for multiple text-column output only. If this option is not specified and the **-s** option is not specified, the default width is 72. If this option is not specified and the **-s** option is specified, the default width is 512.

**Operands**

Each *file* is a pathname of a file to be printed. If no *file* operands are specified, or if a *file* operand is -, the standard input is used.

**Exit Status**

- 0 on success
- >0 if an error occurs

**Related information**

- cat - Concatenate and print files
- od - Dump files in various formats

**Examples**

1. Print every \*.java file starting at page 3. If a file is less than 3 pages long, no output is printed.  

```
pr +3 code/*.java
```
2. Print every \*.java file and change the header message to "JDK source files and examples".  

```
pr -h 'JDK source files and examples code/*.java'
```

**pwd - Return working directory name****Synopsis**

**pwd**

**Description**

You can use **pwd** to display the working directory on standard output.

**Options**

None.

**Operands**

None.

**Exit Status**

- 0 when successful.

**Related information**

- cd - Change working directory
- pwdx - Return working directory expanded

## **pwdx - Print working directory expanded**

### **Synopsis**

**pwdx**

### **Description**

You can use **pwdx** to display the working directory with symbolic links expanded on standard output.

### **Exit Status**

- 0 when successful

### **Related information**

- **cd** - Change working directory
- **pwd** - Return working directory name

## **rm - Remove directory entries**

### **Synopsis**

**rm [-f | -i] [-dPRr] file ...**

### **Description**

The **rm** utility attempts to remove the non-directory type *files* specified on the command line. If the permissions of the *file* do not permit writing, and the standard input device is a terminal, the user is prompted (on standard error) for confirmation.

The **rm** utility removes symbolic links, not the files referenced by the links.

It is an error to attempt to remove the files *"."* and *".."*.

### **Options**

- d** Attempt to remove directories as well as other types of files.
- f** Attempt to remove the *files* without prompting for confirmation, regardless of the file's permissions. If the file does not exist, do not display a diagnostic message or modify the exit status to reflect an error. The **-f** option overrides any previous **-i** options.
- i** Request confirmation before attempting to remove each *file*, regardless of the file's permissions, or whether or not the standard input device is a terminal. If the response from the standard input begins with the first character for the YES response in the current locale, the *file* is removed. The **-i** option overrides any previous **-f** options.
- P** Overwrite regular files before deleting them. Files are overwritten three times, first with the byte pattern 0xff, then 0x00, and then 0xff again, before they are deleted.
- R** Attempt to remove the file hierarchy rooted in each *file* argument. The **-R** option implies the **-d** option. If the **-i** option is specified, the user is prompted for confirmation before each directory's contents are processed (as well as before the attempt is made to remove the directory). If the user does not respond affirmatively, the file hierarchy rooted in that directory is skipped.
- r** Equivalent to **-R**.

### **Exit Status**

- 0 if all of the named files or file hierarchies were removed, or if the **-f** option was specified and all of the existing files or file hierarchies were removed.
- >0 if an error occurs.

## Related information

- `cp` - Copy files
- `ln` - Link files
- `ls` - List directory contents
- `mv` - Move files
- `rmdir` - Remove directories

## Examples

1. Remove all the files and the directory "java", as well as any subdirectories and/or files and do not prompt for conformation.

```
rm -r -f /home/bob/examples/code/java
```

2. Remove the files "file1", "file2" and "file3".

```
rm file1 file2 file3
```

## **rmdir** - Remove directories

### Synopsis

**rmdir** *directory* ...

### Description

The **rmdir** utility removes the directory entry specified by each *directory* argument, provided it is empty.

Arguments are processed in the order given. In order to remove both a parent directory and a subdirectory of that parent, the subdirectory must be specified first so the parent directory is empty when **rmdir** tries to remove it.

### Exit Status

- 0 if each directory entry specified referred to an empty directory and was removed successfully.
- >0 An error occurred.

## Related information

- `mkdir` - Make directories
- `rm` - Remove directory entries

## **setccsid** - Set CCSID attribute for file

### Synopsis

**setccsid** [-R [-H | -L | -P]] [-h] *CCSID file* ...

### Description

The **setccsid** utility sets the CCSID attribute for the specified *files* to the specified *CCSID*. The data contained in *file* is not changed.

### Options

- H** If the **-R** option is specified, symbolic links on the command line are followed. Symbolic links encountered in the tree traversal are not followed.
- L** If the **-R** option is specified, both symbolic links on the command line and symbolic links encountered in the tree traversal are followed.
- P** If the **-R** option is specified, no symbolic links are followed.

- R** If *file* designates a directory, **setccsid** sets the CCSID of each file in the entire subtree connected at that point.
- h** Set the CCSID of a symbolic link instead of the file pointed to by the symbolic link.

## Operands

The *CCSID* is an integer number identifying the coded character set id. Each *file* is a pathname of a file to set the CCSID.

## Related information

- **attr** - Get or set attributes for files
- **chmod** - Change file modes
- **chown** - Change file ownership
- **iconv** - Convert characters from one CCSID to another CCSID
- **touch** - Change file access and modification times

## Examples

1. Set the CCSID of the files "file1" and "file2" to 819:

```
setccsid 819 file1 file2
```

## tail - Display the last part of a file

### Synopsis

```
tail [-f | -r] [-b number | -c number | -k number | -n number] [file ...]
```

### Description

The **tail** utility displays the contents of *file* or, by default, standard input, to the standard output.

The display begins at a byte, line, 512-byte block, or kilobyte location in the input. *Numbers* having a leading plus sign (+) are relative to the beginning of the input, for example, "-c +2" starts the display at the second byte of the input. *Numbers* having a leading minus sign (-) or no explicit sign are relative to the end of the input, for example, "-n 2" displays the last two lines of the input. The default starting location is "-n 10", or the last 10 lines of the input.

If more than one *file* is specified, each file is preceded by a header consisting of the string "==> XXX <==" where XXX is the name of the file.

#### Note:

**tail** does not support large files (files greater than 2GB in size).

## Options

### **-b** *number*

The location is *number* 512-byte blocks.

### **-c** *number*

The location is *number* bytes.

### **-f**

Causes **tail** to not stop when end of file is reached, but rather to wait for additional data to be appended to the input. The **-f** option is ignored if the standard input is a pipe, but not if it is a FIFO.

### **-k** *number*

The location is *number* kilobytes.

**-n** *number*

The location is *number* lines.

**-r** Causes the input to be displayed in reverse order, by line. Additionally, this option changes the meaning of the **-b**, **-c** and **-n** options. When the **-r** option is specified, these options specify the number of bytes, lines or 512-byte blocks to display, instead of the bytes, lines or blocks from the beginning or end of the input from which to begin the display. The default for the **-r** option is to display all of the input.

### Exit Status

- 0 on success
- >0 if an error occurs

### Related information

- cat - Concatenate and print files
- head - Copy the first part of files

### Examples

1. Display the last 100 lines from the file "donkeys". If the file "donkeys" is less than 100 lines, then **tail** displays the entire file.

```
tail -n 100 donkeys
```



## tar - File archiver

### Synopsis

**tar -crtux[befmopvwHLPX]** [*archive*] [*blocksize*] *file* ...

### Description

The **tar** utility reads, writes, and lists files from an archive file.

### Options

The following options select the function **tar** performs. One of these options must be specified.

- c** Create a new archive.
- r** Add the specified *file* to end of the archive.
- t** List the names of the files in the archive to standard output.
- u** Update the specified *file* in the archive if it has been modified since last written to the archive or add *file* to the archive if it is not in the archive.
- x** Extract the specified *files* from the archive. If no *files* are specified, all files are extracted from the archive.

The following options affect the operation of **tar**.

- b** Use the first operand (or the second, if **f** has already been specified) as the block size for the archive.
- e** Exit after the first error is found.
- f** Use the first operand (or the second, if **b** has already been specified) as the name of the archive instead of the default name. If the name of the file is -, **tar** writes to the standard output or reads from the standard input depending on the function.

- m** Do not restore the modification times. The modification time of the file is the time of extraction.
- o** Set the owner and group of extracted files to the user running **tar** instead of to the user and group saved with the archive.
- p** Preserve the owner, group, file mode, access time, and modification time of files extracted from the archive.
- v** Verbose mode. Write to standard error the name of each file being processed. When the **t** function is specified, the output also includes the mode, number of links, owner, group, size, and modification date of each file.
- w** Write the action to be taken, followed by the name of the file, and then wait for the user's confirmation. If an affirmative response is given, the action is performed. Any other input suppresses the action.
- H** Follow only command line symbolic links while performing a physical file system traversal.
- L** Follow all symbolic links to perform a logical file system traversal.
- P** Do not follow symbolic links, perform a physical file system traversal. This is the default mode.
- X** When traversing the file hierarchy specified by a pathname, do not descend into directories that have a different device ID.

## Operands

Each *file* is an object that is either added to the archive or extracted from the archive depending on the function.

## Environment Variables

**tar** is affected by the following environment variables:

### QIBM\_CCSID

The value of the environment variable is the CCSID used to create files extracted from the archive. There must be a valid translation from CCSID 819 to the specified CCSID.

## Exit Status

- 0 when successful
- >0 when unsuccessful

## Related information

- pax - Portable archive interchange



## touch - Change file access and modification times

### Synopsis

**touch** [-acfm] [-r *ref\_file*] [-t [[CC]YY]MMDDhhmm[.SS] ] [-C *CCSID*] *file* ...

### Description

The **touch** utility sets the modification and access times of files to the current time of day. If the *file* doesn't exist, it is created with default permissions.

### Options

- a** Change the access time of *file*. The modification time of the file is not changed unless the **-m** flag is also specified.
- C CCSID**  
If *file* does not exist, create the file with the specified *CCSID*.
- c** Do not create *file* if it does not exist. The **touch** utility does not treat this as an error. No error messages are displayed and the exit value is not affected.
- f** Attempt to force the update, even if the file permissions do not currently permit it.
- m** Change the modification time of *file*. The access time of the file is not changed unless the **-a** flag is also specified.
- r ref\_file**  
Use the access and modifications times from the specified *ref\_file* instead of the current time of day.
- t** Change the access and modification times to the specified time. The argument should be in the form:  
[[CC]YY]MMDDhhmm[.SS]  
  
where each pair of letters represents the following:
  - CC** The first two digits of the year (the century).
  - YY** The second two digits of the year. If YY is specified, but CC is not, a value for CC between 69 and 99 results in a YY value of 19. Otherwise, a CC value of 20 is used.
  - MM** The month of the year, from 1 to 12.
  - DD** The day of the month, from 1 to 31.
  - hh** The hour of the day, from 0 to 23.
  - mm** The minute of the hour, from 0 to 59.
  - SS** The second of the minute, from 0 to 59.

If the CC and YY letter pairs are not specified, the values default to the current year. If the SS letter pair is not specified, the value defaults to 0.



## Environment Variables

**touch** is affected by the following environment variables:

### QIBM\_CCSID

If *file* does not exist, **touch** creates the file with the CCSID specified by the value of the environment variable.



## Exit Status

- 0 on success
- >0 if an error occurs

## Examples

1. Change the time-date stamp of the file *myfile* to match the time-date stamp of the file *yourfile*.

```
touch -r yourfile myfile
```

2. Change the time-date stamp of the file myfile to a specific time-date stamp.

```
touch -t 200001010000.00 myfile
```

## umask - Get or set the file mode creation mask

### Synopsis

```
umask [ -S ] [ mask ]
```

### Description

You can use **umask** to set or display the file creation mask. The mask allows you to control the file permission bits that are set when creating a file or directory.

If you specify *mask*, **qsh** sets the file creation mask to *mask*. If you do not specify *mask*, **qsh** displays the current file creation mask on standard output.

### Options

- **-S** Use symbolic permissions.

### Operands

When using symbolic permissions, *mask* is an expression that defines which permissions should not be removed. A symbolic permission is an expression with the format [ *who* ] *op* [ *permission* ] where:

- *who* is a combination of the letters:
  - **u** for owner permissions.
  - **g** for group permissions
  - **o** for other (or public) permissions
  - **a** for all permissions (the default value).
- *op* is one of the following:
  - **-** (minus) to delete the permission.
  - **+** (plus) to add the permission.
- *permission* is one or more of the following:
  - **r** for read permission.
  - **w** for write permission.
  - **x** for execute or search permission.

### Exit Status

- 0 when successful.
- >0 when *mask* is invalid.

### Related information

- **chmod** - Change file modes (permissions)
- **touch** - Change file access and modification times

### Examples

1. Display the current file creation mask in symbolic form: **umask -S**
2. Display the current file creation mask: **umask**
3. Set the file creation mask to remove read permission for others: **umask 004**
4. Set the file creation mask to remove write permission for group: **umask -S g-w**

## **uncompress - Expand compressed data**

### **Synopsis**

**uncompress** [-cv] [-b *bits*] [*file* ...]

### **Description**

The **uncompress** utility restores the compressed *files* to their original form, renaming the files by deleting the ".Z" extension.

If renaming *file* would cause files to be overwritten and the standard input device is a terminal, the user is prompted (on standard error) for confirmation. If prompting is not possible or confirmation is not received, the files are not overwritten.

### **Options**

- b** *bits* Specify the bits code limit (see below for details).
- c** Uncompressed output is written to the standard output. No files are modified.
- v** Print the percentage of expansion for each file.

### **Operands**

Each *file* is a pathname of a file to uncompress. If no *files* are specified, the standard input is uncompressed to the standard output. If either the input and output files are not regular files, the checks for reduction in size and file overwriting are not performed, the input file is not removed, and the attributes of the input file are not retained.

### **Extended Description**

The **uncompress** utility uses a modified Lempel-Ziv algorithm. Common substrings in the file are first replaced by 9-bit codes 257 and up. When code 512 is reached, the algorithm switches to 10-bit codes and continues to use more bits until the limit specified by the **-b** flag is reached (the default is 16). Bits must be between 9 and 16.

The amount of compression obtained depends on the size of the input, the number of bits per code, and the distribution of common substrings. Typically, text such as source code or English is reduced by 50-60%.

### **Exit Status**

- 0 on success
- >0 if an error occurs.

### **Related information**

- **compress** - Compress data
- **zcat** - Expand and concatenate data

## **zcat - Expand and concatenate data**

### **Synopsis**

**zcat** [*file* ...]

### **Description**

The **zcat** utility expands the compressed data from the specified *files* and the uncompressed output is written to standard output.

## Operands

Each *file* is a pathname of a file that contains compressed data.

## Exit Status

- 0 on success
- >0 if an error occurs.

## Related information

- `compress` - Compress data
- `uncompress` - Expand compressed data

## Utilities for reading and writing input and output

The following are Qshell utilities for reading and writing input and output:

- `dspmsg` - Display message from message catalog
- `echo` - Write arguments to standard output
- `print` - Write output
- `printf` - Write formatted output
- `read` - Read a line from standard input

## `dspmsg` - Display message from message catalog

### Synopsis

```
dspmsg [-n] [-s set] catalog msgid [ defaultMsg [ arguments ... ] ]
```

## Description

The **dspmsg** utility displays a message from a message catalog created by the GENCAT CL command. The message is written to standard output. The **dspmsg** utility can be used as a replacement for **echo** or **print** when a script needs to display messages that are translated to multiple languages.

## Options

- n** Display the specified message with no substitution.
- s *set*** Retrieve the message from the specified *set* in the message catalog. The default value for *set* is 1.

## Operands

The *catalog* operand specifies the path name to a message catalog. If the catalog is specified using a relative path name, the NLSPATH variable and the LC\_MESSAGES locale category are used to find the catalog.

The *msgid* operand specifies the message identifier to retrieve from the message catalog.

When the specified *catalog* or *msgid* is not found, the optional *defaultMsg* is displayed instead. If the *defaultMsg* operand is not specified, a system generated message is displayed.

The optional *arguments* are substituted into the output message if it contains the %s, %n\$s, %ld, or %n\$ld printf() conversion specifications. Any other conversion specifications are not valid. Also, the normal control character escapes (for example, \n) are supported.

## Exit Status

- 0 if successful

- >0 if an error occurred.

### Related information

- `echo` - Write arguments to standard output
- `print` - Write output
- `printf` - Write formatted output

### Examples

1. Display message 5 from catalog mycat.

```
dspmsg mycat 5 "Message not found" hello
```

## echo - Write arguments to standard output

### Synopsis

**echo** [*arg* ...]

### Description

You can use **echo** to display each *arg* on standard output separated by a space character and followed by a newline character.

### Operands

Each *arg* is echoed on standard output.

### Exit Status

- 0 when successful
- >0 when an error occurs

### Related information

- `dspmsg` - Display message from message catalog
- `print` - Write output
- `printf` - Write formatted output
- `tee` - Duplicate standard input

## print - Write output

### Synopsis

**print** [ **-nrR** ] [ **-u** [ *n* ] ] [ *argument* ... ]

### Description

You can use **print** to display each *argument* on standard output separated by a <space> character and followed by a <newline> character.

Unless you specify **-r** or **-R**, print formats the output using the following conventions:

- **\a** Bell.
- **\b** Backspace.
- **\c** Print without adding newline character. The remaining *argument*(s) are ignored.
- **\f** Formfeed.
- **\n** Newline.
- **\r** Return.

- **\t** Tab.
- **\v** Vertical tab.
- **\\** Backslash.
- **\0x** The character whose EBCDIC code is the 1, 2, or 3-digit octal number x.

### Options

- n** Do not add a trailing newline character to the output.
- r** Do not use the conventions listed above.
- R** Do not use the conventions listed above.
- u n** Write output to descriptor *n* if specified or descriptor 1 by default. The descriptor must be 1, 2, or one you opened with **exec**.

### Operands

Each *argument* is printed on standard output.

### Exit Status

- 0 when successful.
- >0 when unsuccessful.

### Related information

- **dspmsg** - Display message from message catalog
- **exec** - Run commands and open, close, or copy descriptors
- **echo** - Write arguments to standard output
- **printf** - Write formatted output

## printf - Write formatted output

### Synopsis

**printf** *format* [ *argument* ... ]

### Description

You can use **printf** to format and display output on standard output. The syntax is similar to the ILE C **printf()** function. **printf** formats using the following conversion control string syntax:

**%**[*flags*][*width*].[*precision*]*conversion*

*conversion* specifies how the corresponding *argument* is displayed. You must specify one of the following conversion characters:

- c** Unsigned character.
- d** Signed decimal number.
- e,E** Scientific notation.
- f** Floating point number.
- g,G** Scientific notation with significant digits.
- i** Signed decimal number.
- o** Unsigned octal number.
- s** String.

- u** Unsigned decimal number.
- x** Unsigned hexadecimal number with digits 0123456789abcdef.
- X** Unsigned hexadecimal number with digits 0123456789ABCDEF.

*flags* control how the *argument* is displayed in the following ways:

**- (minus)**

Left justify *argument* within the field.

**+ (plus)**

Prefix all numbers with a + or -.

**space** Prefix positive numbers with <space> and negative numbers with -.

**0** Pad field width with leading zeroes for **d**, **e**, **E**, **f**, **g**, or **G**.

**#** Use an alternate output form depending on conversion character. For **o**, prefix octal numbers with "0". For **x**, prefix hexadecimal numbers with "0x". For **X**, prefix hexadecimal numbers with "0X". For **e**, **E**, **f**, **g**, or **G**, display decimal point. For **g** or **G**, display trailing zeroes.

*width* is the minimum number of character positions displayed. Using an asterisk (\*) character for the width means the value of the next *argument* is the field width.

The meaning of *precision* depends on the conversion character.

- For **d**, **i**, **o**, **u**, **x**, or **X** *precision* specifies the minimum number of digits to be displayed.
- For **e**, **E**, or **f** *precision* specifies the number of digits to be displayed after the decimal point.
- For **g**, or **G** *precision* specifies the maximum number of significant digits.
- For **s** *precision* specifies the maximum number of characters to be displayed.

## Options

None.

## Operands

Each *argument* is converted and displayed as specified by the *format*.

## Exit Status

- 0 when successful.
- >0 when unsuccessful.

## Related information

- **dspmsg** - Display message from message catalog
- **echo** - Write arguments to standard output
- **print** - Write output

## read - Read a line from standard input

### Synopsis

```
read [ -r ] [ -p prompt ] [ -u [ n ] ] [ name ... ]
```

## Description

You can use **read** to read a line and split it into fields using the characters from the **IFS** variable as delimiters. By default, a backslash (\) at the end of a line causes the line to be continued on the next line. **qsh** removes both the backslash and the <newline>.

## Options

### **-p** *prompt*

When the interactive option is set, display *prompt* on stderr.

### **-r** A backslash at the end of a line does not mean continue the line.

### **-u** *n* Read from descriptor *n* if specified or descriptor 0 by default. The descriptor must be 0 or one that you opened with **exec**.

## Operands

Each *name* is assigned to the corresponding field from the input line. Any leftover fields are assigned to the last *name*. The default name is the **REPLY** variable.

## Exit Status

- 0 when successful.
- >0 when unsuccessful.

## Related information

- **exec** - Run commands and open, close, or copy descriptors
- **print** - Write output

## Examples

1. Read a line from stdin after displaying a prompt: **read -p** `Enter a name: ` *firstname lastname*
2. Read a line from descriptor 5: **read -u5**

## Utilities for developing Java™ programs

The following are Qshell utilities for developing Java™ programs:

- **ajar** - Alternative Java archive
- **appletviewer** - View Java applet
- **extcheck** - A utility to detect JAR conflicts
- **jar** - Archive Java files
- **jarsigner** - Jar signing and verification
- **java** - Run Java interpreter
- **javac** - Compile a Java program
- **javadoc** - Generate Java documentation
- **javah** - Generate C header or stub file
- **javakey** - Manage Java security keys and certificates
- **javap** - Disassemble a compiled Java program
- **keytool** - Key and certificate management tool
- **native2ascii** - Convert native characters to ASCII
- **policytool** - Policy file creation and management tool
- **rmic** - Compile Java RMI stubs
- **rmid** - The Java RMI activation system
- **rmiregistry** - Start a remote object registry
- **serialver** - Return serial version

- tnameserv - Naming service

## ajar - Alternative Java™ archive

### Synopsis

**ajar** {-h | —help}

**ajar** {-l | —list} [-v | —verbose] [-q | —quiet] *jarfile* [{*file* | *pattern*} ...] [{-x | -i} {*file* | *pattern*} ...] ...

**ajar** {-x | —extract} [-v | —verbose] [-q | —quiet] [-N | —neverWrite] [-p | —pipe] *jarfile* [{*file* | *pattern*} ...]  
 [{-x | -i} {*file* | *pattern*} ...] ...

**ajar** {-c | —create} [-0 | —store-only] [-v | —verbose] [-r | —recurse] [-@ | —stdin] [-D | —nodirs] [-q | —quiet]  
 [{-m | —manifest} *mffile*] [-M | —no-manifest] [{-n | —no-deflate} *suffix..*] *jarfile file* ... [{-x | -i} {*file* | *pattern*} ...] ...

**ajar** {-a | —add} [-0 | —store-only] [-v | —verbose] [-r | —recurse] [-@ | —stdin] [-D | —nodirs] [-q | —quiet]  
 [{-m | —manifest} *mffile*] [-M | —no-manifest] [{-n | —no-deflate} *suffix..*] *jarfile file* ... [{-x | -i} {*file* | *pattern*} ...] ...

**ajar** {-d | —delete} [-v | —verbose] [-q | —quiet] [{-m | —manifest} *mffile*] [-M | —no-manifest] *jarfile* {*file* | *pattern*} ... [{-x | -i} {*file* | *pattern*} ...] ...

### Description

**ajar** may be used as an alternative interface for creating and manipulating Java™ Archive (JAR) files. The **ajar** utility combines several of the features found in zip/unzip tools with those of the "IBM Developer Kit for Java" **jar** tool. Use **ajar** instead of the **jar** command when you need a zip or unzip like interface.

Like the **jar** tool, **ajar** lists the contents of jar files, extracts from jar files, creates new jar files and supports many of the zip formats.. Additionally, **ajar** supports adding and deleting files in existing jars.

### Actions

**-h | —help**  
 Writes command syntax to stdout.

**-l | —list**  
 Writes table of contents to stdout.

**-x | —extract**  
 Extracts files to the current directory.

**-c | —create**  
 Creates a new archive.

**-a | —add**  
 Adds new files to the archive and replaces existing files.

**-d | —delete**  
 Deletes files from the archive.

### Options

**-@ | —stdin**  
 Read file list from stdin. The file list consists of parameters that would normally follow the *jarfile*

parameter on the command line. The file list may consist of multiple lines with one item per line and no leading blanks. Comments begin with '#' and extend to the end of the line.

**-O | —store-only**

Store only. Do not compress/deflate files. Used when adding files and creating jars.

**-m | —manifest**

Include manifest information from the specified file.

**-n | —no-deflate**

Do not deflate files with the specified suffixes. The list of suffixes must be terminated by another option or "—". See examples below.

**-p | —pipe**

Extract to stdout.

**-q | —quiet**

Quiet mode. Do not write informational and warning messages.

**-r | —recurse**

Recurse into directories. Used when adding files and creating jars.

**-v | —verbose**

Verbose mode. Write diagnostic information to stderr.

**-D | —nodirs**

Suppress directory entries. Used when adding files and creating jars.

**-M | —no-manifest**

Do not create a manifest.

**-N | —neverWrite**

Never overwrite any files when extracting.

## Operands

The *jarfile* operand specifies the pathname of the jar file being operated on. *jarfile* must be an Integrated File System (IFS) name.

The *file* operand specifies the pathname of a file or directory. *file* must be an IFS name.

The *pattern* operand specifies a pattern to match pathnames of files and directories. *pattern* will match to IFS names. A *pattern* is a sequence of characters containing one or more of the following meta characters:

\* matches 0 or more characters

? matches any single character

[...] matches any single character found within the brackets where "..." represents a set of characters. Ranges are specified by a beginning character, a hyphen, and an ending character. A exclamation (!) or carrot (^) following the left bracket means the characters within the brackets are complemented (match anything except the characters within the brackets).

Patterns must be contained within quotes or the meta characters must be preceded by a back slash ('\') to prevent Qshell from interpreting them.

The *file* and *pattern* operands are used to select the files to be acted upon. Selected files are determined using three sets of files, a candidate set, an exclusion set, and an inclusion set.

### candidate set

The candidate set is determined using the operands listed after *jarfile* and before any -x or -i. For the list and extract actions the candidate set defaults to all files contained in the jar file. For all other actions there is no default value for the candidate set.

### exclusion set

The exclusion set is determined using all lists of *file* and *pattern* operands preceded by a -x and followed by another -x, a -i or the end of the command string. The exclusion set defaults to the empty set.

### inclusion set

The inclusion set is determined using all lists of *file* and *pattern* operands preceded by a -i and followed by another -i, a -x or the end of the command string. The inclusion set defaults to all files in the candidate set.

All candidate files are selected that are in the inclusion set and not in the exclusion set.

### Exit Status

- 0 when all files were processed successfully
- >0 when an error occurred

### Examples

1. To list all files in a jar file named myjar which is located in the current directory: `ajar -l myjar`
2. To list all .java files in myjar: `ajar -l myjar \*.java`
3. To extract all files from myjar into the current directory: `ajar -x myjar`
4. To create a jar named myjar containing all directories and files in the file system hierarchy rooted in the current directory (Note in this example Qshell interprets the '\*' and expands it so that the list of candidate files contains all files and directories in the current directory.): `ajar -c -r myjar *`
5. To create a jar named myjar containing entries for only the files in the current directory: `ajar -c -D myjar *`
6. To create the same jar file without a manifest (which is simply a zip file for all practical purposes): `ajar -c -D -M myjar *`
7. To create a jar named myjar containing all files except .java files in the file system hierarchy rooted in the current directory: `ajar -c -r myjar * -x \*.java`
8. To create a jar named myjar containing only the .class files in a file system hierarchy rooted in the current directory: `ajar -c -r myjar * -i \*.class`
9. To create a jar named myjar without deflating the .java files: `ajar -c -r -n java — myjar *`
10. To create a jar named myjar while reading the file list from stdin: `ajar -@ -c -r myjar`

Sample stdin data:

```
docs
source
classes
-x
docs/foo/*
```

11. To add a file named bar to a jar named myjar: `ajar -a myjar bar`
12. To delete a file named foo/bar from a jar named myjar: `ajar -d myjar foo/bar`

### Notes


1. Short options can be clustered (e.g. -c -v -D is the same as -cvD). Long options (—create, —verbose, —nodirs, ..., etc.) can be abbreviated as long as the abbreviations are unique.
2. File names can be changed when creating a jar or adding a file to a jar. For example, "ajar -c x.jar bin/foo : bin/bar" creates the jar file x.jar from the file bin/foo with a single entry, bin/bar. This can also be done using stdin, "ajar -c@ x.jar", where stdin contains:  

```
bin/foo : bin/bar
```
3. Use of **ajar** requires the QIBM\_MULTI\_THREADED environment variable must be set to 'Y'.

## **appletviewer - View Java™ applet**

The appletviewer tool allows you to run applets without a web browser. It is compatible with the appletviewer tool that is supplied by Sun Microsystems, Inc.


The appletviewer tool is available using the Qshell Interpreter.

For more information about the appletviewer tool, see the appletviewer tool  by Sun Microsystems, Inc.

## **extcheck - A utility to detect JAR conflicts**

In Java™ 2 SDK (J2SDK), Standard Edition, version 1.2, the extcheck tool detects version conflicts between a target JAR file and currently installed extension JAR files. It is compatible with the keytool that is supplied by Sun Microsystems, Inc.

The extcheck tool is available using the Qshell Interpreter.


For more information about the extcheck tool, see the extcheck tool  by Sun Microsystems, Inc.

## **jar - Archive Java™ files**

The jar tool combines multiple files into a single Java™ ARchive (JAR) file. It is compatible with the jar tool that is supplied by Sun Microsystems, Inc.

The jar tool is available using the Qshell Interpreter.


For more information about file systems, see Integrated File System Information on iSeries Toolbox for Java or Java class files in the integrated file system.

For more information about the jar tool, see the jar tool  by Sun Microsystems, Inc.

## **jarsigner - JAR signing and verification**

In Java™ 2 SDK (J2SDK), Standard Edition, version 1.2, the jarsigner tool signs JAR files and verifies signatures on signed JAR files. The jarsigner tool accesses the keystore, which the keytool creates and manages, when it needs to find the private key for signing a JAR file. In J2SDK, the jarsigner and keytool tools replace the javakey tool. It is compatible with the jarsigner tool that is supplied by Sun Microsystems, Inc.

The jarsigner tool is available using the Qshell Interpreter.

For more information about the jarsigner tool, see the jarsigner tool  by Sun Microsystems, Inc.

## **java - Run Java™ interpreter**

The java Qshell command runs Java™ programs. It is compatible with the java tool that is supplied by Sun Microsystems, Inc. with a few exceptions.

The IBM Developer Kit for Java ignores the following options of the java Qshell command:

Ignored option	Description
<b>-cs</b>	Not supported.
<b>-checksource</b>	Not supported.
<b>-debug</b>	Supported by the iSeries internal debugger.
<b>-noasyncgc</b>	Garbage collection is always running with the IBM Developer Kit for Java.
<b>-noclassgc</b>	Garbage collection is always running with the IBM Developer Kit for Java.

Ignored option	Description
<b>-prof</b>	iSeries has its own performance tools.
<b>-ss</b>	Not applicable.
<b>-oss</b>	Not applicable.
<b>-t</b>	iSeries uses its own trace function.
<b>-verify</b>	Always verify on iSeries.
<b>-verifyremote</b>	Always verify on iSeries.
<b>-noverify</b>	Always verify on iSeries.

The java Qshell command supports new options. These are the new supported options:

Supported option	Description
<b>-secure</b>	Checks for public write access to directories in the CLASSPATH.
<b>-gcfrq</b>	Specifies the garbage collection frequency.
<b>-gcpty</b>	Specifies the garbage collection priority.
<b>-opt</b>	Specifies the optimization level.
<b>-verbosegc</b>	A message is displayed for each garbage collection sweep.

The Run Java (RUNJVA) command in the CL command reference documentation describes these new options in detail. The CL command reference documentation for the Create Java Program (CRTJVAPGM) command, Delete Java Program (DLTJVAPGM) command, and Display Java Program (DSPJVAPGM) command contains information about managing Java programs.


The java Qshell command is available using the Qshell Interpreter.

For more information about the java Qshell command, see the java tool  by Sun Microsystems, Inc.

### **javac - Compile a Java™ program**

The javac tool compiles Java™ programs. It is compatible with the javac tool that is supplied by Sun Microsystems, Inc.


The javac tool is available using the Qshell Interpreter.

For more information about the javac tool, see the javac tool  by Sun Microsystems, Inc.

### **javadoc - Generate Java™ documentation**

The javadoc tool generates API documentation. It is compatible with the javadoc tool that is supplied by Sun Microsystems, Inc.

The javadoc tool is available using the Qshell Interpreter.

For more information about the javadoc tool, see the javadoc tool  by Sun Microsystems, Inc.

### **javah - Generate C header or stub file**

The javah tool facilitates the implementation of Java™ native methods. It is compatible with the javah tool that is supplied by Sun Microsystems, Inc. with a few exceptions.

**Note:**

Writing native methods means that your application is not 100% pure Java. It also means that your application is not directly portable across platforms. Native methods are, by nature, platform or system specific. Using native methods may increase your development and maintenance costs for your applications.


The javah tool is available using the Qshell Interpreter. It reads a Java class file and creates a C-language header file in the current working directory. The header file that is written is a Stream File (STMF). It must be copied to a file member before it can be included in a C program on iSeries 400.

The javah tool is compatible with the tool that is provided by Sun Microsystems, Inc. If the following options are specified; however, iSeries 400 ignores them:

Ignored option	Description
<b>-td</b>	The javah tool does not require a temporary directory.
<b>-stubs</b>	Java on iSeries only supports the Java Native Interface (JNI) form of native methods. Stubs were only required for the pre-JNI form of native methods.
<b>-trace</b>	Relates to the .c stub file output, which Java on iSeries does not support.
<b>-v</b>	Not supported.

**Note:**

The **-jni** option must always be specified. The iSeries server does not support native method implementations prior to JNI.

For more information about the javah tool, see the javah tool  by Sun Microsystems, Inc.

### **javakey - Manage Java™ security keys and certificates**

Use the javakey tool for encryption key, and certificate generation and management, including generation of digital signatures for applets. It is compatible with the javakey tool that is supplied by Sun Microsystems, Inc.


Applet packaging and applet signing is dependent on your browser. Check your browser documentation to ensure that your browser is compatible with the Java™ JAR file format and javakey applet signing.

**Note:**

The files that are created by the javakey tool contain sensitive information. Appropriate Integrated File System security measures protect the public and private key files.

The javakey tool is available using the Qshell Interpreter.

For more information about file systems, see the information on Integrated File System. or Java class files in the integrated file system.

For more information about the javakey tool, see the javakey tool  by Sun Microsystems, Inc.

### **javap - Disassemble a compiled Java™ program**


The javap tool disassembles compiled Java™ files and prints out a representation of the Java program. This may be helpful when the original source code is no longer available on a system.

It is compatible with the javap tool that is supplied by Sun Microsystems, Inc. with a few exceptions:

Ignored option	Description
<b>-b</b>	This option is ignored. Backward compatibility is not required, because Java on iSeries only supports Java Developer Kit (JDK) 1.1.4 and later.
<b>-p</b>	On iSeries <b>-p</b> is not a valid option. You must spell out <b>-private</b> .
<b>-verify</b>	This option is ignored. The javap tool does not perform verification.

The javap tool is available using the Qshell Interpreter.


**Note:** The use of the javap tool to disassemble classes may violate the license agreement for those classes. Consult the license agreement for the classes before using the javap tool.

For more information about the javap tool, see the javap tool  by Sun Microsystems, Inc.

### **keytool - Key and certificate management tool**

In Java™ 2 SDK (J2SDK), Standard Edition, version 1.2, the keytool creates public and private key pairs, self-signed certificates, and manages keystores. In J2SDK, the jarsigner and keytool tools replace the javakey tool. It is compatible with the keytool that is supplied by Sun Microsystems, Inc.


The keytool is available using the Qshell Interpreter.

For more information about the keytool, see the keytool  by Sun Microsystems, Inc.

### **native2ascii - Convert native characters to ASCII**

The native2ascii tool converts a file with native-encoded characters (characters which are non-Latin 1 and non-Unicode) to one with Unicode-encoded characters. It is compatible with the native2ascii tool that is supplied by Sun Microsystems, Inc.


The native2ascii tool is available using the Qshell Interpreter.

For more information about the native2ascii tool, see the native2ascii tool  by Sun Microsystems, Inc.

### **policytool - Policy file creation and management tool**

In Java™ 2 SDK, Standard Edition, version 1.2, the policytool creates and changes the external policy configuration files that define the Java security policy of your installation. It is compatible with the policytool that is supplied by Sun Microsystems, Inc.


The policytool is a graphical user interface (GUI) tool that is available using the Qshell Interpreter and the Remote Abstract Window Toolkit. See IBM Developer Kit for Java Remote Abstract Window Toolkit for more information.

For more information about the policytool, see the policytool  by Sun Microsystems, Inc.

### **rmic - Compile Java™ RMI stubs**

The rmic tool generates stub files and class files for Java™ objects. It is compatible with the rmic tool that is supplied by Sun Microsystems, Inc.


The `rmic` tool is available using the Qshell Interpreter.

For more information about the `rmic` tool, see the `rmic` tool  by Sun Microsystems, Inc.

### **rmid - The Java™ RMI activation system**

In Java™ 2 SDK (J2SDK), Standard Edition, version 1.2, the `rmid` tool starts the activation system daemon, so objects can be registered and activated in a Java virtual machine. It is compatible with the `rmid` tool that is supplied by Sun Microsystems, Inc.


The `rmid` tool is available using the Qshell Interpreter.

For more information about the `rmid` tool, see the `rmid` tool  by Sun Microsystems, Inc.

### **rmiregistry - Start a remote object registry**

The `rmiregistry` tool starts a remote object registry on a specified port. It is compatible with the `rmiregistry` tool that is supplied by Sun Microsystems, Inc.


The `rmiregistry` tool is available using the Qshell Interpreter.

For more information about the `rmiregistry` tool, see the `rmiregistry` tool  by Sun Microsystems, Inc.

### **serialver - Return serial version**

The `serialver` tool returns the version number or serialization-unique identifier for one or more classes. It is compatible with the `serialver` tool that is supplied by Sun Microsystems, Inc.


The `serialver` tool is available using the Qshell Interpreter.

For more information about the `serialver` tool, see the `serialver` tool  by Sun Microsystems, Inc.

### **tnameserv - Naming service**



In Java™ 2 SDK (J2SDK), Standard Edition, version 1.2, the `tnameserv` tool provides access to the naming service. It is compatible with the `tnameserv` tool that is supplied by Sun Microsystems, Inc.

The `tnameserv` tool is available using the Qshell Interpreter.

For more information about the `tnameserv` tool, see the `tnameserv` tool  by Sun Microsystems, Inc.

## **Utilities for managing jobs**

The following are Qshell utilities for managing jobs:

- `getjobid` - Display job information
- `hash` - Remember or report utility locations
- `jobs` - Display status of jobs in current session
- `kill` - Terminate or signal processes
- `liblist` - Manage library list
-  `ps` - Display process status 
- `sleep` - Suspend invocation for an interval
- `trap` - Trap signals
- `wait` - Wait for process completion

## getjobid - Display job information

### Synopsis

**getjobid** [-sv] [*pid* ...]

### Description

The **getjobid** utility writes the qualified job name for the specified *pid*(s) to standard output. When the **-v** option is specified, **getjobid** displays the process identifier, parent's process identifier, process group, current status, and qualified job name for each *pid*.

**Note:** This utility is unique to OS/400.

### Options

- s** Display a short form with just the qualified job name. <<
- v** Display detailed information about the process, including the process identifier, the parent's process identifier, process group, current status, and qualified job name.

### Operands

When *pid* is not specified, **getjobid** displays information for the current process.

### Exit Status

- 0 when successful.
- >0 when an error occurred. The exit status is the number of *pids* for which information could not be obtained.

## hash - Remember or report utility locations

>> **hash** [ -p *filename* ] [ *utility* ... ] <<

**hash -r**

### Description

The **hash** utility adds *utility* to the list of remembered utility locations or removes all remembered utilities from the list. By default, **hash** uses a path search to find *utility*.

When no arguments are specified, **hash** reports the contents of the list. An entry that has not been looked at since the last **cd** command is marked with an asterisk; it is possible for the entry to be invalid.

### Options

- >> **-p** *filename*  
Do not use a path search to find *utility*. Use the specified *filename* as the location of *utility*. <<
- r** Remove all previously remembered utility locations.

### Operands

Each *utility* is added to the list of remembered utility locations.

### Exit Status

- 0 when successful.

## Related information

- `cd` - Change working directory

## **jobs - Display status of jobs in current session**

### Synopsis

**jobs** [ **-ln** ] [ *job* ... ]

### Description

You can use **jobs** to display information about active jobs started by **qsh**. For each job, **qsh** displays:

- Job number in brackets ([ ]).
- Status (Running, Done, Terminated, etc.).
- Return value of the job in parenthesis ( ) when the return value is greater than zero and the job status is Done.
- Command line for the job.

### Options

- l** Display status for each process in the specified job.
- n** Display status only for those jobs whose status has changed but has not been reported yet.

### Operands

Each *job* specifies an active job. The job can be specified as a:

- Number to refer to a process id.
  - %number to refer to a job number.
  - %string to refer to a job whose name begins with string.
- If *job* is not specified, **qsh** displays status for all active jobs.

### Exit Status

- 0 when successful.
- >0 when unsuccessful.

## Related information

- `kill` - Terminate or signal processes
- `wait` - Wait for process completion

### Examples

1. Display status for job number 1: **jobs %1**
2. Display status for process id 16107: **jobs 16107**
3. Display status for a job running the `ls` utility: **jobs %ls**
4. Display status for all active jobs: **jobs**

## **kill - Terminate or signal processes**

### Synopsis

**kill** [ **-s** *signame* ] *job* ...

**kill** [ **-n** *signum* ] *job* ...

**kill** [ **-sig** ] *job* ...

**kill -l [ *signal* ... ]**

## Description

You can use **kill** to send a signal to the specified *job(s)*. You can specify a signal using:

- *signame* - A signal name.
- *signum* - A signal number.
- *sig* - Either a signal name or signal number with no space after the minus (-).

### Note:

The valid signal numbers on OS/400 may be different than the signal numbers on other systems. You can list the valid signal names by specifying the **-l** option. For portability, you should always specify the signal name.

## Options

- l** List signal names. If there are no arguments, **qsh** displays all of the signal names. If *signal* is a name, **qsh** displays the corresponding signal number. If *signal* is a number, **qsh** displays the corresponding signal name.
- n** A signal number.
- s** A signal name in either uppercase or lowercase.

## Operands

Each *job* specifies an active job. The job can be specified as a:

- Number to refer to a process id.
- %number to refer to a job number.
- %string to refer to a job whose name begins with string.

## Exit Status

- 0 when successful.
- >0 when unsuccessful. If the **-l** option was not specified, the exit status is the number of jobs to which **qsh** could not send the signal.

## Related information

- jobs - Display status of jobs in current session
- trap - Trap signals
- wait - Wait for process completion

## Examples

1. Send the USR1 signal to process id 16711: **kill -s USR1 16711**
2. Send the USR1 signal to job 1: **kill -n 7 %1**
3. List the valid signal names: **kill -l**

## liblist - Manage library list

### Synopsis

**liblist [ -acdf ] [ *library* ... ]**

### Description

You can use **liblist** to add or delete a library from the user portion of the library list, set the current library, or display the library list for the current job.

You can add libraries to the user portion of the library list by specifying the **-a** option and a list of libraries. By default, the libraries are added to user portion of the beginning of the library list.

You can remove libraries from the user portion of the library list by specifying the **-d** option and a list of libraries.

The current library is set to *library* when the **-c** option is specified. The current library can be unset by specifying both the **-c** and **-d** options.

When no arguments are specified, **qsh** displays the current library list. Each line in the output includes the library name and the type of the library. A library can be one of the following types:

- SYS for a library in the system portion of the library list.
- PRD for a library in the product portion of the library list.
- CUR for the current library.
- USR for a library in the user portion of the library list.

### Options

- a** Add *library* to the user portion of the library list.
- c** Set the current library to *library*.
- d** Remove *library* from the user portion of the library list or unset the current library if the **-c** option is also specified.
- f** When the **-a** option is specified, add *library* to the beginning of the user portion of the library list.
- l** When the **-a** option is specified, add *library* to the end of the user portion of the library list.

### Operands

Each *library* is a library to either add or delete from the user portion of the library list depending on the options specified.

### Exit Status

- 0 when successful.
- >0 when unsuccessful.

### Examples

1. Add the library MYLIB to the library list: **liblist -a MYLIB**
2. Remove the library MYLIB from the library list: **liblist -d MYLIB**
3. Set the current library to MYLIB: **liblist -c MYLIB**
4. Unset the current library: **liblist -cd**
5. Display the library list: **liblist**



## ps - Display process status

### Synopsis

**ps [-Aaefjt] [-o *format*] [-p *pidlist*] [-s *sbslist*] [-u *userlist*]**

### Description

The **ps** utility displays information about processes. The output from **ps** can include the following fields:

**DEVICE**

Name of the device description object that is associated with the process.

**FUNCTION**

Program, menu, or command most recently run by the process.

**JOBID** Fully qualified OS/400 job identifier in the format number/user/name.

**JOBNAME**

Job name component of the OS/400 job identifier.

**JOBNUM**

Job number component of the OS/400 job identifier.

**NTHREADS**

The number of threads currently running in the process.

**PID** Process ID number.

**PPID** Parent process ID number.

**PRI** Current priority of the process.

**SBS** Subsystem in which the process is running.

**STATUS**

Current status of the process.

**STIME**

Date and time the process was started.

**TIME** CPU time used by the process in seconds.

**TYPE** The type of the process.

**USER** User name under which the process is currently running.

**UID** User id number under which the process is currently running.

By default, **ps** displays the PID, DEVICE, TIME, FUNCTION, STATUS, and JOBID fields about processes owned by the current user. Use the **-o** option to select the fields displayed by **ps**.

To display information about other processes, you must have \*JOBCTL special authority.

## Options

**-a** Display information for all processes associated with a 5250 terminal.

**-A** Display information for all processes. This includes processes that are active, on a job queue, or on an output queue.

**-e** Include active processes in the output.

**-f** Display a full listing. The output includes the USER, PID, PPID, STIME, DEVICE, TIME and FUNCTION fields.

**-j** Include processes on a job queue in the output.

**-l** Display a long listing. The output includes the USER, PID, PPID, PRI, STATUS, JOBID, STIME, DEVICE, TIME and FUNCTION fields.

**-o format**

Display information according to the format specification given in *format*. Multiple **-o** options can be specified.

**-p** *pidlist*

Write information for processes whose process ID numbers are specified in *pidlist*. The *pidlist* must be a single argument in the form of a blank- or comma-separated list.

**-s** *sbslist*

Write information for processes running in the subsystems specified in *sbslist*. The *sbslist* must be a single argument in the form of a blank- or comma-separated list.

**-t** Include processes on an out queue in the output.

**-u** *userlist*

Write information for processes whose user ID numbers or user names are specified in *userlist*. The *userlist* must be a single argument in the form of a blank- or comma-separated list.

### Exit Status

- 0 when successful
- >0 when unsuccessful

### Related information

- `getjobid` - Display job information
- `jobs` - Display status of jobs in current session



## sleep - Suspend invocation for an interval

### Synopsis

**sleep** *time*

### Description

You can use **sleep** to suspend a process from running for *time* seconds.

### Options

None.

### Operands

The value of *time* must be a positive integer.

### Exit Status

- 0 when successful.
- >0 when *time* is invalid.

## trap - Trap signals

### Synopsis

**trap** [ *action condition ...* ]

**trap -p** [ *condition ...* ]



### Description

The **trap** utility sets the *action* for **qsh** to take when a *condition* arises. **qsh** expands *action* once when running **trap** and again when *condition* arises.

When the **-p** option is specified, **trap** displays the current *action* for the specified *condition(s)*.

» When the **-l** option is specified, **trap** displays a list of all of the signal names and their corresponding numbers. «

When no arguments are specified, **trap** displays a list of the currently defined traps.

### Options

» **-l** Display a list of all of the signal names and their corresponding numbers. «

**-p** Display each trap in a re-enterable format.

### Operands

For *action*, you can specify:

- Null to ignore *condition* when it arises
- Minus (-) to reset *condition* to its original value.
- A command to be run each time *condition* arises.

For *condition*, you can specify:

- Name or number of a signal. You can use **trap -l** to display a list of valid signals. For portability, you should always specify the signal name.
- **0** or **EXIT**. **qsh** runs *action* when the shell exits.
- **ERR**. **qsh** runs *action* when a command has a non-zero exit status.
- **DEBUG**. **qsh** runs *action* after each simple command.

If more than one condition arises at the same time, **qsh** runs the traps in this order:

1. **DEBUG**, if it is specified, then
2. **ERR**, if it is specified and applicable, then
3. Any other specified traps in signal number order, then
4. **EXIT**.

### Exit Status

- 0 when successful.
- >0 when an invalid *condition* is specified.

### Related information

- kill - Terminate or signal processes
- wait - Wait for process completion

### Examples

1. Set a trap for the ERR condition:  

```
trap 'print Command failed' ERR
```
2. Ignore the ERR condition:  

```
trap "" ERR
```
3. Reset the ERR condition to its original value:  

```
trap - ERR
```

4. Display the current action for the ERR condition:

```
trap -p ERR
```

5. Display all of the currently defined traps:

```
trap
```

## **wait - Wait for process completion**

### **Synopsis**

**wait** [ *job* ... ]

### **Description**

You can use **wait** to wait for the specified *job(s)* to end. If *job* is not specified, **qsh** waits for all child processes to end.

### **Options**

None.

### **Operands**

Each *job* specifies an active job. The job can be specified as a:

- Number to refer to a process id. **qsh** waits for the given process to end.
- %number to refer to a job number. **qsh** waits for all processes in the job to end.
- %string to refer to a job whose name begins with string. **qsh** waits for all processes in the job to end.

### **Exit Status**

When no *job* was specified, the exit status is:

- 0 when all running jobs have ended.
- >0 when unsuccessful.

When at least one *job* was specified, the exit status is the exit status of the last *job*.

### **Related information**





- jobs - Display status of jobs in current session
- kill - Terminate or signal processes
- trap - Trap signals



### **Examples**

1. Wait for process id 16825 to end: **wait** 16825
2. Wait for job number 5 to end: **wait** %5

## **Utilities for working with parameters and variables**

The following are Qshell utilities for working with parameters and variables:

-  declare - Declare variables and set attributes 
- export - Set export attribute for variables
- local - Assign a local variable in a function
-  printenv - Display values of environment variables 
- readonly - Set read-only attribute for variables
- set - Set or unset options and positional parameters

- shift - Shift positional parameters
-  typeset - Declare variables and set attributes 
- unset - Unset values of variables and functions



## **declare - Declare variables and set attributes**

### **Synopsis**

**declare** [ **-Eilrux** ] *name* [=*value*] ...

**declare** [ **+Eilrux** ] *name* [=*value*] ...

**declare -fF** [ *name* ... ]

**declare -p** *name* ...

**declare**

### **Description**

The **declare** utility declares variables, assigns values to variables, sets or unsets attributes for variables, and displays the definitions for shell functions. If used in a shell function, **declare** makes the variable *name* local to the function.

In the first synopsis form, **declare** declares a variable *name* and optionally assigns it the specified *value*. If an option is specified, the corresponding attribute is turned on for the variable.

In the second synopsis form, **declare** declares a variable *name* and optionally assigns it the specified *value*. If an option is specified, the corresponding attribute is turned off for the variable.

In the third synopsis form, **declare** displays the names and definitions for all shell functions if no *names* are specified or the shell functions specified by *name*.

In the fourth synopsis form, **declare** displays the attributes and value of the variables specified by *name* in a re-enterable format.

In the fifth synopsis form, **declare** displays the names and values of all variables.

### **Options**

- E** Set the floating point attribute for the variable. On assignments to the variable the value is evaluated as a floating point number.
- f** Display the names and definitions of shell functions.
- F** Display the names of shell functions.
- i** Set the integer attribute for the variable. On assignments to the variable the value is evaluated as an integer number.
- l** Set the lowercase attribute for the variable. On assignments to the variable the value is set to lowercase characters.
- p** Display each variable in a re-enterable format.
- r** Set the read-only attribute for the variable. The variable cannot have its value changed by a subsequent assignment and cannot be unset. If a *value* is also specified, the value of the variable is updated before setting the read-only attribute.

- u** Set the uppercase attribute for the variable. On assignments to the variable the value is set to uppercase characters.
- x** Set the export attribute for the variable. The variable is automatically placed in the environment of subsequently executed commands.

### Operands

Each *name* must be a valid shell variable name.

### Exit Status

- 0 when successful
- >0 when unsuccessful

### Related information

- `export` - Set export attribute for variables
- `let` - Evaluate arithmetic expression
- `local` - Assign a local variable in a function
- `readonly` - Set read-only attribute for variables
- `set` - Set or unset options and positional parameters
- `unset` - Unset values of variables and functions



## export - Set export attribute for variables

### Synopsis

```
export [ -ps ] [ name [ =value ] ... ]
```

### Description

You can use **export** to set the export attribute for the variable(s) specified by *name*. A variable with the export attribute is automatically placed in the environment of subsequently executed commands.

When no arguments are specified, **qsh** displays a list of all the variables with the export attribute and their values.

### Options

- p** Precede each line of the output with the word "export " so it is displayed in a re-enterable format.
- s** Also set the variable as an environment variable in the current process.

### Operands

Each *name* specifies a variable in the current environment. If a *value* is also specified, the value of the variable is updated.

### Exit Status

- 0 when successful.

### Related information

- `readonly` - Set read-only attribute for variables
- `set` - Set or unset options and positional parameters
- `unset` - Unset values of variables and functions

## Examples

1. Set the export attribute for an existing variable: **export** ALPHA
2. Set the value and export attribute of a new variable: **export** ALPHA=one
3. List all variables with the export attribute: **export**

## local - Assign a local variable in a function

### Synopsis

```
local [ name [ =value ] ... ]
```

### Description

You can use **local** to make a variable local to a function. When a variable is made local, it inherits the initial value and exported and read-only attributes from the variable with the same name in the surrounding scope, if there is one. Otherwise, the variable is initially unset.

**qsh** uses dynamic scoping, so that if you make the variable *alpha* local to function *foo*, which then calls function *bar*, references to the variable *alpha* made inside *bar* will refer to the variable declared inside *foo*, not to the global variable named *alpha*.

The special parameter **-** is the only special parameter that can be made local. By making **-** local, any shell options that are changed with **set** inside the function are restored to their original values when the function returns.

### Options

None.

### Operands

Each *name* specifies a variable in the current environment. If a *value* is also specified, the value of the variable is updated.

### Exit Status

- 0 when successful.
- >0 when called from outside of a function.

### Related information

- **export** - Set export attribute for variables
- **readonly** - Set read-only attribute for variables
- **set** - Set or unset options and positional parameters
- **unset** - Unset values of variables and functions

## readonly - Set read-only attribute for variables

### Synopsis

```
readonly [ -p ] [ name [ =value ] ... ]
```

### Description

You can use **readonly** to set the read-only attribute for the variable(s) specified by *name*. A variable with the read-only attribute cannot have its value changed by a subsequent assignment and cannot be unset.

Note that **qsh** can change the value of a variable with the read-only attribute. For example, if **PWD** has the read-only attribute, it's value will be changed when you change the current working directory.

When no arguments are specified, **qsh** displays a list of the variables with the read-only attribute and their values.

### Options

**-p** Precede each line of the output with the word "readonly " so it is displayed in a re-enterable format.

### Operands

Each *name* specifies a variable in the current environment. If a *value* is also specified, the value of the variable is updated before setting the read-only attribute.

### Exit Status

- 0 when successful.
- >0 when unsuccessful.

### Related information

- export - Set export attribute for variables
- local - Assign a local variable in a function
- set - Set or unset options and positional parameters
- unset - Unset values of variables and functions

### Examples

1. Set the read-only attribute for an existing variable: **readonly ALPHA**
2. Set the value and read-only attribute of a new variable: **readonly ALPHA=one**
3. List all variables with the read-only attribute: **readonly**

## set - Set or unset options and positional parameters

### Synopsis

```
set [ -abCefJlImntuvx- ] [ -o option ] [ argument ... ]
```

```
set [ +abCefJlImntuvx- ] [ +o option ] [ argument ... ]
```

### Description

The **set** utility can:

- Display the names and values of all shell variables by specifying no options or arguments.
- Display the option settings by specifying the **-o option** but no *option*.
- Set an option by specifying a - (minus) followed by the option letter or by specifying **-o option**.
- Unset an option by specifying a + (plus) followed by the option letter or by specifying **+o option**.
- Set positional parameters by specifying *argument(s)*.
- Unset positional parameters by specifying — but no *argument*.

### Options

All of the single letter options have a corresponding **-o option**. The option value is listed in parenthesis following the letter option below. **qsh** supports the following options:

**-a (allexport)**

Set the export attribute to each variable that is assigned a value.

**-b (notify)**

Enable asynchronous notification of background job completion.

**-C (noclobber)**

Do not overwrite existing files with the > redirection operator.

**-e (errexit)**

If the interactive option is not set, exit immediately if any untested command fails. The exit status of a command is considered to be explicitly tested if the command is used to control an **if**, **elif**, **while**, or **until**; or if the command is the left hand operand of an **&&** or **||** operator.

**-f (noglob)**

Disable path name expansion.

**-F (float)**

Enable floating point arithmetic in arithmetic expressions.

**-j (jobtrace)**

Enable job tracing. Each time **qsh** starts a OS/400 job, it displays a message to standard error with the fully-qualified job name and process id.

» **-l (logcmds)**

Enable command logging. Write each command to a message in the job log before it is run. «

**-m (monitor)**

Display a message when a job completes. **qsh** implicitly turns on this option when the interactive option is set.

**-n (noexec)**

If the interactive option is not set, read commands but do not run them. This is useful for checking the syntax of shell scripts.

**-t (trace)**

Enable internal tracing. **qsh** traces internal information to the file specified by **TRACEFILE** variable or the **qsh\_trace** file in the user's home directory.

**-u (nounset)**

Write a message to standard error when attempting to expand a variable that is not set, and if the interactive option is not set exit immediately.

**-v (verbose)**

Write input to standard error as it is read.

**-x (xtrace)**

Write each command to standard error before it is run, preceded by the expansion of the **PS4** variable.

## Operands

Each *argument* is assigned in order to the positional parameters.

## Exit Status

- 0 when successful.

## Related information

- export - Set export attribute for variables
- qsh - Qshell command language interpreter
- readonly - Set read-only attribute for variables

- **shift** - Shift positional parameters
- **unset** - Unset values of variables and functions

### Examples

1. List all variables and their values:  
`set`
2. List all option settings:  
`set -o`
3. Set positional parameters \$1, \$2, \$3:  
`set alpha beta gamma`
4. Set the **allexport** and **notify** options:  
`set -o allexport -o notify`
5. Set the **verbose** and **xtrace** options:  
`set -xv`
6. Unset the **xtrace** option:  
`set +x`
7. Unset the **notify** option:  
`set +o notify`
8. Unset all positional parameters:  
`set --`

## **shift - Shift positional parameters**

### Synopsis

**shift** [ *n* ]

### Description

You can use **shift** to shift the positional parameters to the left by *n*. Positional parameter 1 is assigned the value of positional parameter (1+*n*), positional parameter 2 is assigned the value of positional parameter (2+*n*), and so forth. The special parameter **#** is updated with the new number of positional parameters.

### Options

None.

### Operands

The value of *n* must be an unsigned integer less than or equal to the special parameter **#**. If *n* is not specified, the default value is 1. If *n* is 0, there are no changes to the positional parameters.

### Exit Status

- 0 when successful.
- >0 when *n* is invalid.

### Related information

- **set** - Set or unset options and positional parameters

### Examples

1. Shift the positional parameters by two: **shift 2**



## **typeset - Declare variables and set attributes**

### **Synopsis**

**typeset** [ **-Eilrux** ] *name* [=value] ...

**typeset** [ **+Eilrux** ] *name* [=value] ...

**typeset -fF** [ *name* ... ]

**typeset -p** *name* ...

**typeset**

### **Description**

The **typeset** utility declares variables, assigns values to variables, sets attributes for variables, and displays the definitions for shell functions. It is a synonym for the **declare** utility.

### **Related information**

- **declare** - Declare variables and set attributes
- **export** - Set export attribute for variables
- **local** - Assign a local variable in a function
- **readonly** - Set read-only attribute for variables
- **set** - Set or unset options and positional parameters
- **unset** - Unset values of variables and functions



## **unset - Unset values of variables and functions**

### **Synopsis**

**unset** [ **-fv** ] [ *name* ... ]

### **Description**

You can use **unset** to unset each variable or function specified by name. If no option is specified, *name* refers to a variable. Variables with the read-only attribute cannot be unset.

### **Options**

**-f**        *name* refers to a function.

**-v**        *name* refers to a variable.

### **Operands**

Each *name* is a variable or function.

### **Exit Status**

- 0 when successful.
- >0 when at least one *name* could not be found. The value is the number of *name*(s) that are not found.

### **Related information**

- **export** - Set export attribute for variables
- **local** - Assign a local variable in a function
- **readonly** - Set read-only attribute for variables
- **set** - Set or unset options and positional parameters

### Examples

1. Unset the variable alpha: `unset alpha`
2. Unset the function foo: `unset -f foo`

## Utilities for writing scripts

The following are Qshell utilities for writing scripts:

- **break** - Exit from **for**, **while**, or **until** loop
- **colon (:)** - Null utility
- **continue** - Continue **for**, **while**, or **until** loop
- **false** - Return false value
- **getopts** - Parse utility options
- **let** - Evaluate arithmetic expression
- **return** - Return from a function
- **test** - Evaluate expression
- **true** - Return true value

### **break** - Exit from **for**, **while**, or **until** loop

#### Synopsis

**break** [ *n* ]

#### Description

You can use **break** to exit from the smallest enclosing **for**, **while**, or **until** loop or from the *n*th enclosing loop. Processing resumes with the command immediately following the loop.

#### Options

None.

#### Operands

The value of *n* must be greater than or equal to 1.

#### Exit Status

- 0 when successful.

#### Related information

- **continue** - Continue **for**, **while**, or **until** loop

### **colon (:) - Null utility**

#### Synopsis

: [ *argument ...* ]

#### Description

You can use **colon** where you must have a command, but you do not want the command to do anything. For example, in the **then** condition of an **if** command.

### Options

None.

### Operands

Each *argument* is expanded.

### Exit Status

- 0 when successful.

## **continue - Continue for, while, or until loop**

### Synopsis

**continue** [ *n* ]

### Description

You can use **continue** to go to the top of the smallest enclosing **for**, **while**, or **until** loop or to the *n*th enclosing loop. Processing resumes with the first command at the top of the loop.

### Options

None.

### Operands

The value of *n* must be greater than or equal to 1.

### Exit Status

- 0 when successful.

### Related information

- **break** - Exit from for, while, or until loop

## **false - Return false value**

### Synopsis

**false**

### Description

**false** returns with an exit code that is non-zero.

### Options

None.

### Operands

None.

### Exit Status

- >0 when successful.

### Related information

- true - Return true value

## getopts - Parse utility options

### Synopsis

**getopts** *optstring varname*

### Description

You can use **getopts** to check the positional parameters for legal options. An option argument begins with a minus (-). The end of the the options is marked by the first argument that does not begin with a minus or an argument of **—**.

Each time you call **getopts**, it places the next option letter it finds in *varname*. **qsh** stores the index of the next parameter to be processed in the variable **OPTIND**. When an option requires an argument, **qsh** stores the argument in the variable **OPTARG**.

### Options

None.

### Operands

The option letters recognized by **getopts** are identified in *optstring*. If a letter is followed by a colon (:), that option is expected to have an argument. The argument can be separated from the option letter by <space>s.

With each call to **getopts**, *varname* is updated with the option letter.

### Exit Status

- 0 when successful.
- >0 when unsuccessful.

## let - Evaluate arithmetic expression

### Synopsis

**let** *arg ...*

### Description

You can use **let** to evaluate each *arg* as an arithmetic expression. You may need to quote each *arg* since many arithmetic operators have a special meaning to **qsh**.

### Operands

Each *arg* is evaluated as an arithmetic expression.

### Exit Status

- 0 when the value of the last expression is non-zero
- 1 when the value of the last expression is zero

### Examples

1. Add one to the variable `x`.

```
let x=x+1
```

## **return - Return from a function**

### **Synopsis**

**return** [ *n* ]

### **Description**

You can use **return** to cause a function or dot script to return to the invoking shell script. If **return** is called outside a function or dot script, it is equivalent to **exit**.

### **Options**

None.

### **Operands**

The value of *n* is an integer that is greater than or equal to 0 and less than or equal to 255.

### **Exit Status**

*n* if specified. Otherwise, the exit status of the preceding command.

### **Related information**

- `exit` - Exit from the shell

## **test - Evaluate expression**

### **Synopsis**

`test` *expression*

[ *expression* ]

### **Description**

The **test** utility checks the type of a file, checks permissions on files, compares two strings, or compares two arithmetic expressions.

The **test** utility tests conditions for files using the following primaries:

**-b file** True if *file* exists and is a block special file.

**-c file** True if *file* exists and is a character special file.

**-d file** True if *file* exists and is a directory.

**-e file** True if *file* exists regardless of type.

**-f file** True if *file* exists and is a regular file.

**-g file** True if *file* exists and its set group id flag is set.

 **-G file**

True if *file* exists and is owned by the effective group id. 

**-h file** True if *file* exists and is a symbolic link.

**-k file** True if *file* exists and its sticky bit is set.

**-L file** True if *file* exists and is a symbolic link.

**-N file** True if *file* exists and is a native object.

» **-O file**

True if *file* exists and is owned by the effective user id. «

**-p file** True if *file* exists and is a pipe.

**-r file** True if *file* exists and is readable.

**-s file** True if *file* exists and has a size greater than zero.

**-S file** True if *file* exists and is a socket.

**-u file** True if *file* exists and its set user id flag is set.

**-w file** True if *file* exists and is writable.

**-x file** True if *file* exists and is executable. This only means that the execute bit is on. If *file* is a directory, the directory can be searched.

» **file1 -ef file2**

True if *file1* and *file2* are different names for the same file (they have the same device and inode numbers).

**file1 -nt file2**

True if *file1* is newer than *file2* or *file2* does not exist.

**file1 -ot file2**

True if *file1* is older than *file2* or *file2* does not exist. «

The **test** utility tests conditions for checking status using the following primaries:

» **-o optname**

True if shell option *optname* is enabled. «

**-t fd** True if file descriptor *fd* is open and associated with a terminal.

The **test** utility tests conditions for comparing strings using the following primaries:

**-n string**

True if the length of *string* is non-zero.

**-z string**

True if the length of *string* is zero.

**string** True if *string* is not the null string.

**string1 = string2**

True if the strings are identical.

» **string1 == string2**

True if the strings are identical. «

**string1 != string2**

True if the strings are not identical.

» **string1 < string2**

True if *string1* sorts before *string2* in the collation sequence of the current locale.

**string1 > string2**

True if *string1* sorts after *string2* in the collation sequence of the current locale. «

The **test** utility tests conditions for comparing arithmetic expressions using the following primaries:

*exp1 -eq exp2*

True if the arithmetic expressions are equal.

*exp1 -ne exp2*

True if the arithmetic expressions are not equal.

*exp1 -gt exp2*

True if the first arithmetic expression is greater than the second arithmetic expression.

*exp1 -ge exp2*

True if the first arithmetic expression is greater than or equal to the second arithmetic expression.

*exp1 -lt exp2*

True if the first arithmetic expression is less than the second arithmetic expression.

*exp1 -le exp2*

True if the first arithmetic expression is less than or equal to the second arithmetic expression.

The above primaries can be combined to form complex expressions using the following operators:

- *! expr* True if *expr* is false.
- *expr1 -a expr2* True if both expressions are true.
- *expr1 & expr2* True if both expressions are true.
- *>> expr1 && expr2 <<* True if both expressions are true. *<<*
- *expr1 -o expr2* True if either expression is true.
- *expr1 | expr2* True if either expression is true.
- *>> expr1 || expr2 <<* True if either expression is true. *<<*
- *(expr)* Parentheses are for grouping.

The **-a**, **&**, and **&&** operators have higher precedence than the **-o**, **|** operators, and **||** operators.

## Options

See above.

## Operands

All operators and flags are separate arguments.

## Exit Status

- 0 when *expression* is true.
- 1 when *expression* is false.
- >1 when there is an error.

## Examples

1. See if /home is a directory:  
`test -d /home`
2. See if one integer is less than or equal to another:  
`test "$index" -le "$count"`
3. See if two strings are equal:  
`test "$REPLY" = "Yes"`

## **true - Return true value**

### **Synopsis**

**true**

### **Description**

**true** returns with an exit code of zero.

### **Options**

None.

### **Operands**

None.

### **Exit Status**













Zero.

### **Related information**

- false - Return false value

## **Miscellaneous utilities**

The following are miscellaneous Qshell utilities:

- clrtmp - Clear the /tmp directory
-  dataq - Send or receive messages from OS/400 data queue 
-  datarea - Read or write OS/400 data area 
- date - Write the date and time
- expr - Evaluate arguments as an expression
- hostname - Display the name of the current host system
- id - Return user identity
-  ipcrm - Remove interprocess communication identifier 
-  ipcs - Report interprocess communication status 
-  locale - Get locale specific information 
- logger - Log messages
- logname - Display user's login name
- sysval - Retrieve system values or network attributes
- tee - Duplicate standard input
-  ulimit - Set or display resource limits 
- uname - Return system name

## **clrtmp - Clear the /tmp directory**

### **Synopsis**

**clrtmp [-c]**

### **Description**

The **clrtmp** utility clears the /tmp directory by removing all of the objects from it. On other systems, the /tmp directory is cleared each time the system is started. On OS/400, the /tmp directory is not cleared when the system is started. You can include a call to the **clrtmp** utility from the startup program specified by the QSTRUPPGM system value to have the /tmp directory cleared when OS/400 is started.

To remove objects from the /tmp directory the caller of **clrtmp** must have \*WX authority to each subdirectory contained in /tmp and \*OBJEXIST authority to each object. If the caller does not have the required authority those objects are not removed from the /tmp directory.

Unpredictable results may occur if **clrtmp** is called while the system is running. For example, if another program is writing to a file in the /tmp directory, the path to the file is removed and you will not be able use the file.

**Note:** This utility is unique to OS/400.

## Options

**-c** Create /tmp if it does not exist.

## Exit Status

- 0 when successful
- >0 when an error occurs or at least one object could not be removed from the /tmp directory

## date - Write the date and time

### Synopsis

**date [-u] [+format]**

### Description

The **date** utility writes the date and time to standard output. By default, the current date and time are written.

### Options

**-u** Give time in universal coordinated time (UTC). The QUTCOFFSET system value must be set correctly for **date** to return the correct time.

### Operands

The *+format* operand specifies the format of the output from the **date** command. Each field descriptor is replaced in the standard output by its corresponding value. All other characters are copied to the output without change. The output is always terminated with a newline character.

You can use these field descriptors:

- %a** Insert abbreviated weekday name from locale.
- %A** Insert full weekday name from locale.
- %b** Insert abbreviated month name from locale.
- %B** Insert full month name from locale.
- %c** Insert date and time from locale.
- %d** Insert day of the month (01-31).
- %H** Insert hour (24-hour clock) as a decimal number (00-23).

**%I** Insert hour (12-hour clock) as a decimal number (01-12).

**%j** Insert day of the year (001-366).

**%m** Insert month (01-12).

**%M** Insert minute (00-59).

**%p** Insert equivalent of either AM or PM from locale.

**%S** Insert second (00-61).

**%U** Insert week number of the year (00-53) where Sunday is the first day of the week.

**%w** Insert weekday (0-6) where Sunday is 0. first day of the week.

**%W** Insert week number of the year (00-53) where Monday is the first day of the week

**%x** Insert date representation from locale.

**%X** Insert time representation from locale.

**%y** Insert year without the century (00-99).

**%Y** Insert year.

**%Z** Insert name of time zone, or no characters if time zone is not available.

**%%** Insert %.

### Exit Status

- 0 when successful
- >0 when an error occurred

### Examples

1. Print the full weekday name, the full month name, the day and the full year.

```
date +%(%#) 89 1.410(%#), 0 %d%, %Y
Friday, August 14, 1998
```

2. Print the day, the abbreviated month name, and the abbreviated year.

```
date +%d%.%b%.%y
14.Aug.98
```

3. Print the numeric month, day, and abbreviated year.

```
date +%m%/%d%/y
08/14/98
```

## expr - Evaluate arguments as an expression

### Synopsis

**expr** *operand ...*

### Description

The **expr** utility evaluates an expression formed by the *operands* and writes the result to standard output.

### Operands

The format of the expression to evaluate is shown as follows. *expr*, *expr1*, and *expr2* can be decimal integers or strings.

**Note:**

The six relational expressions return the result of a decimal integer comparison if both arguments are integers. Otherwise, they return the result of a string comparison. The result of each comparison is 1 if the specified relationship is true, or 0 if the relationship is false.

**Expression**

*expr1* | *expr2*

*expr1* & *expr2*

*expr1* = *expr2*

*expr1* > *expr2*

*expr1* >= *expr2*

*expr1* < *expr2*

*expr1* <= *expr2*

*expr1* != *expr2*

*expr1* + *expr2*

*expr1* - *expr2*

*expr1* \* *expr2*

*expr1* / *expr2*

*expr1* % *expr2*

*expr1* : *expr2*

( *expr* )

**Description**

Returns the evaluation of *expr1* if it is neither null nor zero; otherwise, returns the evaluation of *expr2*.

Returns the evaluation of *expr1* if neither expression evaluates to null or zero; otherwise, returns zero.

Equal.

Greater than.

Greater than or equal.

Less than.

Less than or equal.

Not equal.

Addition of decimal integers.

Subtraction of decimal integers.

Multiplication of decimal integers.

Division of decimal integers.

Remainder of decimal integer division.

Matching expression.

Grouping symbols.

**Exit Status**

- 0 when the expression evaluates to neither null nor zero.
- 1 when the expression evaluates to null or zero.
- 2 when the expression is invalid.
- >2 when an error occurred.

**Examples**

1. Evaluate an arithmetic expression.

```
expr 10+10*10/10-10
```

2. Evaluate a true or false condition.

```
expr 10 = 10
```

**hostname - Display the name of the current host system****Synopsis**

» **hostname** [-is] «

**Description**

The **hostname** utility writes the name of the current host system to standard output.

»

**Options**

- i Also display the IP address of the host system.
- s Display the short name of the host system without the domain information.



### Exit Status

- 0 when successful
- >0 when an error occurs

## id - Return user identity

### Synopsis

**id** [*user*]

**id -G** [-n] [*user*]

**id -g** [-nr] [*user*]

**id -p** [*user*]

**id -u** [-nr] [*user*]

### Description

The **id** utility displays the user and group names and numeric identifiers, of the calling process, to standard output. If the real and effective identifiers are different, both are displayed, otherwise only the real identifier is displayed.

If a *user* (login name or user identifier) is specified, the user and group identifiers of that user are displayed. In this case, the real and effective identifiers are assumed to be the same.

### Options

- G** Display the different group identifiers (effective, real and supplementary) as white-space separated numbers, in no particular order.
- g** Display the effective group identifier as a number.
- n** Display the name of the user or group identifier for the **-G**, **-g** and **-u** options instead of the number. If any of the identifier numbers cannot be mapped into names, the number will be displayed as usual.
- p** Make the output human-readable. The user identifier as a name is displayed, preceded by the keyword "uid". If the effective user identifier is different from the real user identifier, the real user identifier is displayed as a name, preceded by the keyword "euid". If the effective group identifier is different from the real group identifier, the real group identifier is displayed as a name, preceded by the keyword "rgid". The list of groups to which the user belongs is then displayed as names, preceded by the keyword "groups". Each display is on a separate line.
- r** Display the real identifier for the **-g** and **-u** options instead of the effective identifier.
- u** Display the effective user identifier as a number.

### Exit Status

- 0 on success
- >0 if an error occurs.

### Related information

- **logname** - Return user's login name

### Examples

1. Display all user and groups identifiers that belong to the user "SAM".

```
id -p SAM
uid      SAM
groups   500, 1
```



## **ipcrm - Remove interprocess communication identifier**

### **Synopsis**

**ipcrm** [-m *shmid*] [-M *shmkey*] [-q *msgid*] [-Q *msgkey*] [-s *semid*] [-S *semkey*]

### **Description**

The **ipcrm** utility removes an interprocess communication (IPC) entry if the caller has the proper authority to the IPC entry. The caller can specify an entry either by the key or by the identifier. The caller can remove multiple entries at once.

### **Options**

- M *shmkey***  
Remove the shared memory segment with the specified key.
- m *shmid***  
Remove the shared memory segment with the specified id.
- Q *msgkey***  
Remove the message queue with the specified key.
- q *msgid***  
Remove the message queue with the specified id.
- S *semKey***  
Remove the semaphore set with the specified key.
- s *semid***  
Remove the semaphore set with the specified id.

### **Operands**

There are no operands.

### **Exit Status**

- 0 on success
- >0 if an error occurs

### **Related Information**

- **ipcs** - Report interprocess communication status

### **Examples**

- Remove a semaphore with key 1283 and a message queue with id 10:  

```
ipcrm -S 1283 -q 10
```



## ipcs - Report interprocess communication status

### Synopsis

**ipcs [-ETabcmnopqstu]**

### Description

The **ipcs** utility reports information about existing interprocess communication (IPC) entries on the system and displays the output on standard output. The **ipcs** utility is shipped with public authority set to \*EXCLUDE. The user must have \*SERVICE special authority to run **ipcs**.

**ipcs** automatically reports some information for all entries that match the IPC mechanism specified. Additional information is reported based on the specified options.

If no IPC mechanism is specified, all five mechanisms are reported. An IPC mechanism is specified by using the **-m** option for shared memory, **-n** option of named semaphores, **-s** option for semaphore sets, **-q** option for message queues, or **-u** option for unnamed semaphores.

The following information is reported for every shared memory, semaphore set, and message queue entry:

- The type of the mechanism (column T).
- The id of the entry in decimal form (column ID).
- The key of the entry in hexadecimal form (column KEY).
- The entry's access modes and flags (column MODE).
- The user profile name of the owner of the entry (column OWNER).
- The profile name of the group owner of the entry (column GROUP).

The following information is reported for every named semaphore entry:

- The type of the mechanism (column T).
- The title for the semaphore (column TITLE).
- The entry's access modes and flags (column MODE).

The following information is reported for every unnamed semaphore entry:

- The type of the mechanism (column T).
- The title for the semaphore (column TITLE).

### Options

The following options are used to select the IPC mechanism to report on.

- m** Show the shared memory entries on the system.
- n** Show the named semaphore entries on the system.
- q** Show the message queue entries on the system.
- s** Show the semaphore set entries on the system.
- u** Show the unnamed semaphore entries on the system.

The following options select the additional information that is reported for the IPC mechanism.

- a** Report all information as if the **-b**, **-c**, **-o**, **-p**, and **-t** options were specified.
- b** Display the maximum allowable size. If message queues are specified, the report includes the QBYTES column. If shared memory is specified, the report includes the SEGSZ column. If semaphore sets are specified, the report includes the NSEMS column. If named semaphores or unnamed semaphores are specified, the report includes the VALUE and NWAITERS columns.

- c** Display the user name and group name of the creator of the entry. For all mechanisms, the report includes the CREATOR and CGROUP columns.
- E** Display extended information. If message queues are specified, the report includes the WJOBNUM, WMSGTYPE, MSGTYPE, and SIZE columns. If shared memory is specified, the report includes the AJOBNUM and NUMATT columns. If semaphore sets are specified, the report includes the SEMNUM, SEMVAL, LJOBNUM, WAITZ, WAITP, and WAITVAL columns. If named semaphores are specified, the report includes the NAME, LPOST, LWAIT, WAITER, JOB, and THREAD columns. If unnamed semaphores are specified, the report includes the LPOST, LWAIT, WAITER, JOB, and THREAD columns.  
  
**Warning:** This option locks a global mutex. If this option is specified, no other job can use any IPC object until the command is complete.  
  
 Since this level of detail is not available on other systems, this option is kept separate from the **-a** option. When this option is specified, at least one row is added for each entry.
- o** Display information on outstanding usage. If message queues are specified, the report includes the CBYTES and QNUM columns. If shared memory is specified, the report includes the NATTC column.
- p** Display process identifier information. If message queues are specified, the report includes the LSPID and LRPID columns. If shared memory is specified, the report includes the CPID and LPID columns.
- t** Display time information. If message queues are specified, the report includes the CTIME, RTIME, and STIME columns. If shared memory is specified, the report includes the CTIME, ATIME, and DTIME columns. If semaphore sets are specified, the report includes the CTIME and OTIME columns.
- T** Display thread information. The **-E** option must also be specified. If semaphore sets are specified, the report includes the LTID, WAITZTID, and WAITPTID columns.

## Operands

There are no operands.

## Extended Description

Listed below are descriptions for all of the columns that can be reported in the output. After the column name, the options that display the column are shown. A value of “default” means that the column is always displayed, no matter what option is specified.

### ATIME (-t, -a)

The last time a job attached to the shared memory segment.

### AJOBNUM (-E)

The job number of the job(s) attached to the shared memory segment.

### CBYTES (-o, -a)

The total number of bytes in the messages currently on the message queue.

### CGROUP (-c, -a)

The group profile name of the creator of the entry.

### CPID (-p, -a)

The process identifier of the job that created the shared memory segment.

### CREATOR (-c, -a)

The user profile name of the creator of the entry.

### CTIME (-t, -a)

The last time the entry was either created or the owner and/or permissions were changed.

**DTIME (-t, -a)**

The last time a job detached from the shared memory segment.

**GROUP (default)**

The profile name of the group owner of the entry.

**ID (default)**

The id of the entry in decimal.

**JOB (-E)**

The fully-qualified job name of the job waiting on the named semaphore or unnamed semaphore.

**KEY (default)**

The key of the entry in hexadecimal.

**LJOBNUM (-E)**

The job number of the last job to change the value of the semaphore.

**LPID (-p, -a)**

The process identifier of the last job to attach or detach from the shared memory segment or change the semaphore value.

**LPOST (-E)**

The fully-qualified job name and thread id of the last thread to post the named semaphore or unnamed semaphore.

**LRPID (-p, -a)**

The process identifier of the last job to call msgrcv() using the message queue.

**LSPID (-p, -a)**

The process identifier of the last job to call msgsnd() using the message queue.

**LTID (-T)**

The thread identifier of the last thread to change the value of the semaphore.

**LWAIT (-E)**

The fully-qualified job name and thread id of the last thread to wait for the named semaphore or unnamed semaphore.

**MODE (default)**

An 11 character field that provides information about the state and permissions of the entry.

If the first character is a D, the entry has sustained damage, and no operations can be performed on it. The entry should only be marked damaged if an internal error has occurred. If the entry is not damaged the character is a '-'.  
The second character can be one of the following:

The second character can be one of the following:

- R** The entry is a message queue and a thread is waiting on a call to msgrcv().
- S** The entry is a message queue and a thread is waiting on a call to msgsnd().
- D** The entry is a shared memory segment and the shared memory segment is marked to be removed when all the jobs detach from the shared memory.
- None of the above applies.

The next nine characters are interpreted as three sets of three permissions each. The first set refers to the owner's permissions, the second set to group's permissions, and the third set to other's permissions. Within each set, the first character indicates permission to read, the second character indicates permission to write, and the last character is currently unused. The permissions are indicated as follows:

- r** If read permission is granted.

- w** If write permission is granted.
- If the indicated permission is not granted.

**MSGTYPE (-E)**

The type of the message(s) that are currently on the message queue.

**NAME (-E)**

The path name of the named semaphore.

**NATTCH (-o, -a)**

The current number of attaches to the shared memory segment.

**NUMATT (-E)**

The number of times the job is attached to the shared memory segment.

**NSEMS (-b, -a)**

The number of semaphores in the semaphore set.

**NWAITERS (-b, -a)**

The number of threads waiting on the named semaphore or unnamed semaphore.

**OTIME (-t, -a)**

The last time that semop() was called using the semaphore set.

**OWNER (default)**

The user profile name of the owner of the entry.

**QBYTES (-b, -a)**

The maximum number of bytes allowed on the message queue.

**QNUM (-o, -a)**

The number of messages currently on the message queue.

**RTIME (-t, -a)**

The last time a msgrcv() was called using the message queue.

**SEGSZ (-b, -a)**

The size of the shared memory segment.

**SEMNUM (-E)**

The semaphore number in the semaphore set.

**SEMVAL (-E)**

The value of the semaphore.

**SIZE (-E)**

The size of the message on the message queue.

**STIME (-t, -a)**

The last time a msgsnd() was called using the message queue.

**T (default)**

The entry type. The value is M for a shared memory segment, N for a named semaphore, Q for a message queue, S for a semaphore set, or U for an unnamed semaphore.

**THREAD (-E)**

The thread identifier of the thread waiting on the named semaphore or unnamed semaphore.

**TITLE (default)**

The title of the named semaphore or unnamed semaphore.

**VALUE (-b, -a)**

The current value of the named semaphore or unnamed semaphore.

**WAITER (-E)**

The index number of the thread waiting on the named semaphore or unnamed semaphore.

**WAITP (-E)**

The job number of the job(s) waiting for the semaphore value to reach a positive number.

**WAITPTID (-E)**

The thread identifier of the thread(s) waiting for the semaphore value to reach a positive number.

**WAITVAL (-E)**

The value that the thread is waiting for the semaphore to reach.

**WAITZ (-E)**

The job number of the job(s) waiting for the semaphore value to reach zero.

**WAITZTID (-E)**

The thread identifier of the thread(s) waiting for the semaphore value to reach zero.

**WJOBNUM (-E)**

The job number of the job(s) waiting to receive a message.

**WMSGTYPE (-E)**

The message type the caller of msgrcv() is waiting to receive from the message queue.

**Exit Status**

- 0 on success
- >0 if an error occurs

**Related Information**

- ipcrm - Remove interprocess communication identifier


 **Synopsis**

**locale** [ -a ]

**locale** [ -ck ] *name* ...

**Description**

The **locale** utility displays information about the current locale environment to standard output.

In the first synopsis form, **locale** writes the names and values of locale environment variables. When the **-a** option is specified, **locale** writes the names of all of the available locales on the system.

In the second synopsis form, **locale** writes detailed information about the locale category or keyword specified by *name*.

**Options**

- a** Write information about all available locales.
- c** Display the names of the locale categories.
- k** Display the names of the locale keywords.

**Operands**

The *name* operand can be one of the following locale categories or keywords:

- For category LC\_CTYPE the keywords include alnum, alpha, blank, cntrl, digit, graph, lower, print, punct, space, upper, xdigit, and codeset.
- For category LC\_MESSAGES the keywords include yesexpr, noexpr, yesstr, and nostr.
- For category LC\_MONETARY the keywords include int\_curr\_symbol, currency\_symbol, mon\_decimal\_point, mon\_grouping, mon\_thousands\_sep, positive\_sign, negative\_sign, int\_frac\_digits, frac\_digits, p\_cs\_precedes, p\_sep\_by\_space, n\_cs\_precedes, n\_sep\_by\_space, p\_sign\_posn, n\_sign\_posn, debit\_sign, credit\_sign, left\_parenthesis, right\_parenthesis, and crncystr.
- For category LC\_NUMERIC the keywords include decimal\_point, thousands\_sep, grouping, and radixchar.
- For category LC\_TIME the keywords include abday, abday\_1, abday\_2, abday\_3, abday\_4, abday\_5, abday\_6, abday\_7, day, day\_1, day\_2, day\_3, day\_4, day\_5, day\_6, day\_7, abmon, ab\_mon1, abmon\_2, abmon\_3, abmon\_4, abmon\_5, abmon\_6, abmon\_7, abmon\_8, abmon\_9, abmon\_10, abmon\_11, abmon\_12, mon, mon\_1 mon\_2 mon\_3 mon\_4 mon\_5 mon\_6 mon\_7 mon\_8 mon\_9 mon\_10 mon\_11 mon\_12, d\_t\_fmt, d\_fmt, t\_fmt, am\_pm, am\_str, pm\_str, era, era\_d\_fmt, era\_year, t\_fmt\_ampm, era\_t\_fmt, era\_d\_t\_fmt, alt\_digits.

### Exit Status

- 0 when successful
- >0 when unsuccessful

### Related information

- iconv - Convert characters from one CCSID to another CCSID
- tr - Translate characters
- Locale overview

### Examples

1. Display the current values of the locale environment variables.  

```
locale
```
2. Display the list of available locales on the system.  

```
locale -a
```



## logger - Log messages

### Synopsis

**logger** [-is] [-f *file*] [-t *tag*] [*message* ...]

### Description

The **logger** utility provides a shell command interface for writing messages to the QHST system log. If *message* is not specified, and the **-f** flag is not provided, standard input is logged.

### Options

- i** Log the process id of the **logger** process with each line.
- s** Log the *message* to standard error, as well as the system log.
- f** Log the specified *file*.
- t** Mark every line in the log with the specified *tag*.

### Exit Status

- 0 on success

- >0 if an error occurs.

### Examples

1. Send the file "test.output.log" to the system log.  

```
logger -f test.output.log
```
2. Send a message to the system log and standard error, and include a tag.  

```
logger -s -t 'Tag your are it' My message is simple
```

## logname - Display user's login name

### Synopsis

**logname**

### Description

The **logname** utility writes the user's login name to standard output followed by a newline.

The **logname** utility explicitly ignores the **LOGNAME** and **USER** environment variables because the environment cannot be trusted.

### Exit Status

- 0 on success
- >0 if an error occurs

### Related information

- **id** - Return user identity

## sysval - Retrieve system values or network attributes

### Synopsis

**sysval** [-p] *systemValue* ...

**sysval -n** [-p] *networkAttr* ...

### Description

The **sysval** utility displays the value of an OS/400 system value or network attribute. One system value or network attribute is displayed per line of output.

**Note:** This utility is unique to OS/400.

### Options

- n** Display network attributes.
- p** Display the system value or network attribute name with the value.

### Operands

See the Retrieve System Value API for the names and descriptions of the valid system values. See the Retrieve Network Attributes API for the names and descriptions of the valid network attributes.

### Examples

1. Display the QDATE system value.  

```
sysval QDATE
```

2. Display the SYSNAME network attribute.

```
sysval -n SYSNAME
```

## tee - Duplicate standard input

### Synopsis

**tee** [-ai] [*file* ...]

### Description

The **tee** utility copies standard input to standard output, making a copy in zero or more *files*. The output is unbuffered.

The **tee** utility takes the default action for all signals, except when the **-i** option is specified.

### Options

- a** Append the output to the files rather than overwriting them.
- i** Ignore the SIGINT signal.



### Environment Variables

**tee** is affected by the following environment variables:

#### QIBM\_CCSID

The files created by **tee** are created with the CCSID specified by the value of the environment variable.



### Exit Status

- 0 on success
- >0 if an error occurs

### Related information

- **echo** - Write arguments to standard output

### Examples

1. Save the output of a command into three different files.

```
grep 'off_set=' code/*.java | tee file1 file2 file3 > logfile
```
2. Make a working and backup copy of the file, "back9".

```
cat back9 | tee pro.tees pro.tees.bak
```



## ulimit - Set or display resource limits

### Synopsis

**ulimit** [ **-HS** ] [ **-acdfmnst** ] [ *limit* ]

### Description

The **ulimit** utility sets or displays resource limits. The resource limits apply to the current process and to any processes that are started after the resource limit is set.

For each resource, there is a hard or maximum limit and a soft or current limit. The soft limit can be changed to any value that is less than or equal to the hard limit. The hard limit can be changed to any value that is greater than or equal to the soft limit. The hard limit can only be increased by a user with \*JOBCTL special authority.

On OS/400, only the file size (**-f**) and number of descriptors (**-n**) resource limits can be set. All of the resource limits can be displayed.

### Options

- a** Display all of the resource limits.
- c** Display the resource limit for the maximum size of a core file in kilobytes.
- d** Display the resource limit for the maximum size of a process' data segment in kilobytes.
- f** Set or display the resource limit for the maximum size of a file in kilobytes.
- H** Set or display the hard limit for the resource.
- m** Display the resource limit for the maximum size of a process' total available storage.
- n** Set or display the resource limit for the maximum number of file descriptors that can be opened by the process.
- s** Display the resource limit for the maximum size of the process' stack in kilobytes.
- S** Set or display the soft limit for the resource.
- t** Display the resource limit for the maximum amount of CPU time in seconds.

### Operands

When *limit* is not specified, the value of the resource limit is displayed. When the **-H** option is specified, the hard limit is displayed. Otherwise, the soft limit is displayed.

When *limit* is specified, the value of the resource limit is set. The *limit* can be an arithmetic expression or the string "unlimited" for no limit. If neither the **-H** or **-S** options are specified, both the hard and soft limits are set.

If no resource is specified, the default is the file size (**-f**) resource limit.

### Exit Status

- 0 when successful
- >0 when unsuccessful

### Related information

- umask - Get or set the file mode creation mask



## uname - Return system name

### Synopsis



» **uname [-amnrsv]** «

### Description

The **uname** utility writes the name of the operating system implementation to standard output. When options are specified, strings representing one or more system characteristics are written to standard output.

If the **-a** flag is specified, or multiple flags are specified, all output is written on a single line, separated by spaces.

### Options

- a**       Behave as though the **-m**, **-n**, **-r**, **-s**, and **-v** options were specified.
- m**      Write the name of the hardware type of the system to standard output. 
- n**      Write the name of the system to standard output.
- r**      Write the current release level of the operating system to standard output.
- s**      Write the name of the operating system implementation to standard output.
- v**      Write the version level of this release of the operating system to standard output.

### Exit Status

- 0 on success
- >0 if an error occurs

### Related information

- ulimit - Set or display resource limits

---

## Qshell APIs

The following APIs (application program interfaces) are available for Qshell:

- QzshSystem() - Run a QSH Command
- QzshCheckShellCommand() - Find QSH Command

### QzshSystem() - Run a QSH Command

#### Syntax

```
#include <qshell.h>

int QzshSystem( const char *command );
```

Threadsafe: Yes

The **QzshSystem()** function runs the specified shell command by spawning a child process and invoking **qsh** in the child process. **qsh** interprets and runs *command* and then exits.

The **QzshSystem()** function returns when the child process has ended. While the **QzshSystem()** function is waiting for the child process to end, it ignores the SIGQUIT and SIGINT signals, and blocks the SIGCHLD signal. The **QzshSystem()** function does not affect the status information of any other child processes started by the calling process. **Parameters**

*\*command*

(Input) Pointer to null-terminated string that contains the shell command to run. **Authorities**

Object Referred To	Authority Required	errno
Each directory in the path name preceding the executable file	*X	EACCES

Object Referred To	Authority Required	errno
Executable file	*X	EACCES
If executable file is a shell script	*RX	EACCES

## Return value

**value** **QzshSystem()** was successful. The return value is the status returned from the **waitpid()** function. An application can use the macros provided in the sys/wait.h header file to interpret the status information from the child process. The return value can be a negative number.

**-1** **Qp0zSystem()** was not successful. The *errno* value is set to indicate the error.

## Error conditions

If **QzshSystem()** is not successful, *errno* usually indicates one of the following errors. Under some conditions, *errno* could indicate an error other than those listed here.

### [EACCES]

Permission denied.

An attempt was made to access an object in a way forbidden by its object access permissions.

The thread does not have access to the specified file, directory, component, or path.

### [ECHILD]

Calling process has no remaining child processes on which wait operation can be performed.

### [EFAULT]

The address used for an argument is not correct.

In attempting to use an argument in a call, the system detected an address that is not valid.

While attempting to access a parameter passed to this function, the system detected an address that is not valid.

### [EINVAL]

The value specified for the argument is not correct.

A function was passed incorrect argument values, or an operation was attempted on an object and the operation specified is not supported for that type of object.

### [ENOMEM]

Storage allocation request failed.

A function needed to allocate storage, but no storage is available.

There is not enough memory to perform the requested function.

### [ENOSYSRSC]

System resources not available to complete request.

### [EUNKNOWN]

Unknown system state.

The operation failed because of an unknown system state. See any messages in the job log and correct any errors that are indicated. Then retry the operation.

## Related information

- **QzshCheckShellCommand()** - Find QSH command
- **spawn()** - Spawn Process
- **waitpid()** - Wait for Specific Child Process

### Example: Using the QzshSystem() and QzshCheckShellCommand() functions

The following example shows how to use the **QzshSystem()** and **QzshCheckShellCommand()** functions.

```
#include <stdio.h>
#include <qshell.h>
#include <sys/wait.h>
#include <errno.h>

int main(int argc, char *argv[])
{
    int status;
    char *command = "ls";

    /* Verify the user has access to the specified command. */
    if (QzshCheckShellCommand(command, NULL) == 0) {
        /* Run the specified command. */
        status = QzshSystem(command);
        if (WIFEXITED(status)) {
            printf("Command %s completed with exit status %d.\n",
                command, WEXITSTATUS(status));
        }
        else if (WIFSIGNALED(status)) {
            printf("Command %s ended with signal %d.\n",
                command, WTERMSIG(status));
        }
        else if (WIFEXCEPTION(status)) {
            printf("Command %s ended with exception.\n", command);
        }
    }
    else
        printf("Error %d finding command %s\n", errno, command);

    return(0);
}
```

### Output

Command ls completed with exit status 0.

## QzshCheckShellCommand() - Find QSH Command

#### Syntax

```
#include <qshell.h>

int QzshCheckShellCommand( const char *command, const char *path );
```

Threadsafe: Yes

The **QzshCheckShellCommand()** function finds the specified shell command by searching:

- for a built-in utility, then
- in each directory in the list specified by *path* or the **PATH** environment variable in turn.

An application can use **QzshCheckShellCommand()** to verify that *command* exists and the user has authority to *command* before running it. **Parameters**

*\*command*

(Input) Pointer to null-terminated string that contains the shell command to find.

*\*path*

(Input) Pointer to null-terminated string that contains a colon delimited list of directories to search. If this parameter is NULL, **QzshCheckShellCommand()** uses the value of the **PATH** environment variable.

### Authorities

When command is an executable file, the user must have the following authorities.

Object Referred To	Authority Required	errno
Each directory in the path name preceding the executable file	*X	EACCES
Executable file	*X	EACCES
If executable file is a shell script	*RX	EACCES

### Return value

- 0** **QzshCheckShellCommand()** was successful. The *command* was found in the current environment.
- 1** **Qp0zCheckShellCommand()** was not successful. The *errno* value is set to indicate the error.

### Error conditions

If **QzshCheckShellCommand()** is not successful, *errno* usually indicates one of the following errors. Under some conditions, *errno* could indicate an error other than those listed here.

#### [EACCES]

Permission denied.

An attempt was made to access an object in a way forbidden by its object access permissions.

The thread does not have access to the specified file, directory, component, or path.

#### [EFAULT]

The address used for an argument is not correct.

In attempting to use an argument in a call, the system detected an address that is not valid.

While attempting to access a parameter passed to this function, the system detected an address that is not valid.

#### [EINVAL]

The value specified for the argument is not correct.

A function was passed incorrect argument values, or an operation was attempted on an object and the operation specified is not supported for that type of object.

#### [ENOMEM]

Storage allocation request failed.

A function needed to allocate storage, but no storage is available.

There is not enough memory to perform the requested function.

#### [ENOENT]

No such path or directory.

The directory or component of the path name specified does not exist.

A named file or directory does not exist or is an empty string.

#### [EUNKNOWN]

Unknown system state.

The operation failed because of an unknown system state. See any messages in the job log and correct any errors that are indicated. Then retry the operation.

#### Related information

- **QzshSystem()** - Run a QSH command

#### Example: Using the QzshCheckShellCommand() function

For an example of using this function, see the **QzshSystem()** function.

---

### Examples: Using a remote client that connects to a qsh session

The following two example programs show how to use a remote client that connects to an interactive **qsh** session on the server.

- Server program
- Client program

The server program is compiled and run on OS/400.

- See Creating and running the server program for more information.

The client program is compiled and run on a remote system.

- See Creating and running the client program for more information.

#### Example: Server program

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```
/*
*****
/* Name:          server.c
/*
/* Description:   This program is a server for starting interactive
/*               qsh sessions on remote clients. The program
/*               listens for connections from clients. When a
/*               connection is accepted, it reads the user name
/*               and password of the client. It then swaps to the
/*               the specified user profile and spawns a new
/*               process running the qsh shell interpreter that
/*               handles the connection.
/*
/* Parameters:    1. Port number to listen for connections on.
/*
/* Notes:         1. The user name and password are sent as plain text
/*               from the client.
/*               2. The user profile running this program must have
/*               authority to the QSYGETPH, QSYRLSPH, and
/*               QWTSETP APIs.
/*               3. You will need to change the value of the NLSPATH
/*               environment variable if your system is using a
/*               different language than 2924.
/*
*****
*/
```

```

/*****/

/*****/
/* Includes */
/*****/

#include <stdio.h>          /* fopen(), vfprintf() */
#include <sys/socket.h>     /* socket(), bind(), etc. */
#include <netinet/in.h>    /* sockaddr_in, INADDR_ANY, etc. */
#include <arpa/inet.h>     /* inet_ntoa() */
#include <spawn.h>         /* spawn() */
#include <unistd.h>        /* close(), read(), etc. */
#include <stdlib.h>        /* exit() */
#include <stdarg.h>        /* va_start(), va_end() */
#include <qp0z1170.h>       /* Qp0zInitEnv() */
#include <qsygetph.h>      /* QSYGETPH() */
#include <qwtsetp.h>       /* QWTSETP() */
#include <qsyr1sph.h>      /* QSYRLSPH() */
#include <qusec.h>         /* Qus_EC_t */
#include <pwd.h>           /* getpwnam() */
#include <ctype.h>         /* toupper() */
#include <time.h>          /* ctime(), time() */
#include <except.h>        /* Exception and cancel handling */
#include <errno.h>         /* errno and constants */

/*****/
/* Constants */
/*****/

#define DEFAULT_BUF 4096
#define DEFAULT_PORT 6042
#define NULL_PH "\\0\\0\\0\\0\\0\\0\\0\\0\\0\\0\\0\\0"
#define PH_SIZE 12
#define NAME_SIZE 11
#undef PATH_MAX
#define PATH_MAX 4096

/*****/
/* Global Variables */
/*****/

/* For logging errors */
FILE *log_fp;
char log_file[] = "/tmp/qsh_server.log";
char log_buffer[DEFAULT_BUF];

/*****/
/* Function Prototypes */
/*****/

int strtoupper(char *);
int GetString(int, char *, size_t);
void LogError(char *, ...);
void SendError(int, char *, ...);
void CleanupHandler(_CNL_Hndlr_Parms_T *);

int main(int argc, char *argv[])
{
    int sfd;                /* Server's listening socket */
    int cfd;                /* Socket connected to client */
    int on=1;               /* Flag for setsockopt() */
    struct sockaddr_in my_addr; /* Address server binds to */
    struct sockaddr_in client_addr; /* Address of connected client */
    int client_addr_len;     /* Length of client's socket address */
    unsigned short port;    /* Server's TCP port */
    char server_ph[PH_SIZE+1] = NULL_PH; /* Server's profile handle */
    char client_ph[PH_SIZE+1] = NULL_PH; /* Client's profile handle */

```

```

char profile[NAME_SIZE]; /* User profile read from client */
char password[NAME_SIZE]; /* Password read from client */
char sy_profile[NAME_SIZE]; /* User profile for OS/400 APIs */
char sy_password[NAME_SIZE]; /* Password for OS/400 APIs */
char server_profile[NAME_SIZE] = "*CURRENT ";
char no_pwd[NAME_SIZE] = "*NOPWD ";
struct passwd *cpw; /* User information for client */
Qus_EC_t error = { sizeof(Qus_EC_t), 0 }; /* Error code for SPIs */

/* Parameters for spawn() to shell process */
char qsh_pgm[] = "/QSYS.LIB/QSHELL.LIB/QZSHSH.PGM";
char *args[5]; /* Argument array */
char *envs[10]; /* Environment variable array */
int fd_count; /* Number of descriptors */
int fd_map[3]; /* Map of descriptors */
struct inheritance inherit; /* Inheritance options */
char server_dir[] = "/"; /* Default current working directory */

/* Environment variables */
char home_var[PATH_MAX+10];
char logname_var[NAME_SIZE+10];
char path_var[] = "PATH=/usr/bin:";
char stdio_var[] = "QIBM_USE_DESCRIPTOR_STDIO=I";
char terminal_type_var[] = "TERMINAL_TYPE=REMOTE";
char nlspace_var[] = "NLSPATH=/QIBM/ProdData/OS400/Shell/MRI2924/%N";

volatile _INTRPT_Hndlr_Parms_T ca; /* For exception handler */

/*****
/* Process the input parameters. */
*****/

/* Use the default port if one is not specified. */
if (argc < 2) {
    port = DEFAULT_PORT;
}

else {
    port = atoi(argv[1]);
}

/*****
/* Initialize the server environment. */
*****/

/* Initialize for environment variables. */
Qp0zInitEnv();

/* Change to default directory. */
chdir(server_dir);

/* Initialize the server's profile handle. */
QSYGETPH(server_profile, no_pwd, server_ph, &error);
if (error.Bytes_Available != 0) {
    LogError("Could not get profile handle for server, "
            "QSYGETPH() failed with exception %7.7s\n",
            error.Exception_Id);
    exit(1);
}

/*****
/* Set up the listening socket. */
*****/

/* Create a socket. */
if ((sfd = socket(AF_INET, SOCK_STREAM, IPPROTO_IP)) < 0) {
    LogError("socket() failed, errno=%d\n", errno);
}

```

```

    exit(1);
}

#pragma cancel_handler(CleanupHandler, sfd)
#pragma exception_handler(Cleanup, ca, _C1_ALL, _C2_ALL)

/* Allow re-use of this socket address. */
if (setsockopt(sfd, SOL_SOCKET, SO_REUSEADDR, (char *)&on,
    sizeof(int)) != 0) {
    LogError("setsockopt() failed, errno=%d\n", errno);
    exit(1);
}

/* Bind to a port. */
memset(&my_addr, '\0', sizeof(my_addr));
my_addr.sin_family = AF_INET;
my_addr.sin_port = port;
my_addr.sin_addr.s_addr = INADDR_ANY;
if (bind(sfd, (struct sockaddr *)&my_addr, sizeof(my_addr)) != 0) {
    LogError("bind() failed for port %d, errno=%d\n", port, errno);
    close(sfd);
    exit(1);
}

/* Make this a listening socket. */
if (listen(sfd, 10) != 0) {
    LogError("listen() failed, errno=%d\n", errno);
    close(sfd);
    exit(1);
}

/*****/
/* Accept connections from clients. */
/*****/

while (1) {
    if ((cfd = accept(sfd, NULL, 0)) < 0) {
        LogError("accept() failed, errno=%d\n", errno);
        close(sfd);
        exit(1);
    }

    /* Read the user profile and password from the client. The client
       sends two null-terminated strings - the first one is the user
       profile and the second one is the password. */
    if (GetString(cfd, profile, 11) != 0) {
        getpeername(cfd, (struct sockaddr *)&client_addr, &client_addr_len);
        LogError("Could not read profile from client at %s, port %hu\n",
            inet_ntoa(client_addr.sin_addr), client_addr.sin_port);
        close(cfd);
        continue;
    }

    if (GetString(cfd, password, 11) != 0) {
        getpeername(cfd, (struct sockaddr *)&client_addr, &client_addr_len);
        LogError("Could not read password from client at %s, port %hu\n",
            inet_ntoa(client_addr.sin_addr), client_addr.sin_port);
        close(cfd);
        continue;
    }

    /* Check for the special values that turn off password checking in QSYGETPH(). */
    if ((profile[0] == '*') || (password[0] == '*')) {
        getpeername(cfd, (struct sockaddr *)&client_addr, &client_addr_len);
        LogError("Invalid password sent from client at %s, port %hu\n",
            inet_ntoa(client_addr.sin_addr), client_addr.sin_port);
        close(cfd);
    }
}

```

```

    continue;
}

/* QSYGETPH() requires that the profile be exactly ten characters,
   left-justified in the field, and padded with blanks. */
strtoupper(profile);
sprintf(sy_profile, "%-10.10s", profile);

/* Get the profile handle for the client's user profile. */
QSYGETPH(sy_profile, password, client_ph, , strlen(password), 0);
if (error.Bytes_Available != 0) {
    LogError("Could not get profile handle for profile %s, "
            "QSYGETPH() failed with exception %7.7s\n",
            sy_profile, error.Exception_Id);
    SendError(cfd, "Could not get profile handle for profile %s\n",
            sy_profile);
    close(cfd);
    continue;
}

/* Switch to client's user profile. */
QWTSETP(client_ph, &error);
if (error.Bytes_Available != 0) {
    LogError("Could not switch to profile %s, "
            "QWTSETP() failed with exception %7.7s\n",
            sy_profile, error.Exception_Id);
    SendError(cfd, "Could not switch to profile %s\n", sy_profile);
    QSYRLSPH(client_ph, NULL);
    close(cfd);
    continue;
}

/* Get the info for this user profile. */
if ((cpw = getpwnam(profile)) == NULL) {
    /* Log error. */
    LogError("Could not retrieve information for profile %s, "
            "getpwnam() failed with errno=%d\n",
            profile, errno);
    SendError(cfd, "Could not retrieve information for profile %s\n",
            profile);

    /* Switch back to the server's user profile. */
    QWTSETP(server_ph, &error);
    if (error.Bytes_Available != 0) {
        LogError("Could not switch back to server's profile, "
                "QWTSETP() failed with exception %7.7s\n",
                error.Exception_Id);
        break;
    }

    /* Release the client's profile handle. */
    QSYRLSPH(client_ph, NULL);
    if (error.Bytes_Available != 0) {
        LogError("Could not release client's profile handle, "
                "QSYRLSPH() failed with exception %7.7s\n",
                error.Exception_Id);
        break;
    }
    close(cfd);
    continue;
}

/* Build the file descriptor map for the child. */
fd_count = 3;
fd_map[0] = cfd;
fd_map[1] = cfd;
fd_map[2] = cfd;

```

```

/* Build the argv array for the child. */
args[0] = qsh_pgm;
args[1] = "-login";      /* Do login processing */
args[2] = "-s";          /* Take input from stdin */
args[3] = "-i";          /* Run as an interactive shell */
args[4] = NULL;

/* Build the environ array for the child. */
sprintf(home_var, "HOME=%s", cpw->pw_dir);
sprintf(logname_var, "LOGNAME=%s", cpw->pw_name);
envs[0] = home_var;
envs[1] = logname_var;
envs[2] = path_var;
envs[3] = stdio_var;
envs[4] = terminal_type_var;
envs[5] = nlspath_var;
envs[6] = NULL;

/* Set up the inheritance structure. */
memset(&inherit, '\0', sizeof(struct inheritance));
inherit.flags = SPAWN_SETTHREADNP;
inherit.pgroup = SPAWN_NEWPGROUP;

/* Change to the home directory for the client. The child process
   inherits this as its current working directory. */
chdir(cpw->pw_dir);

/* Start a child process running the shell interpreter. */
if (spawn(args[0], fd_count, fd_map, &inherit, args, envs) < 0) {
    LogError("Could not start qsh process, spawn() failed with "
             "errno=%d\n", errno);
    SendError(cfd, "Could not start qsh process\n");
}

/* Clean up for the next connection. */
chdir(server_dir);
close(cfd);

/* Switch back to server's user profile. */
QWTSETP(server_ph, &error);
if (error.Bytes_Available != 0) {
    LogError("Could not switch back to server's profile, "
             "QWTSETP() failed with exception %7.7s\n",
             error.Exception_Id);
    break;
}

/* Release the client's profile handle. */
QSYRLSPH(client_ph, &error);
if (error.Bytes_Available != 0) {
    LogError("Could not release client's profile handle, "
             "QSYRLSPH() failed with exception %7.7s\n",
             error.Exception_Id);
    break;
}
} /* End of while */

/* Clean up. */
close(sfd);

#pragma disable_handler /* Exception handler */
#pragma disable_handler /* Cancel handler */

exit(0);
return 0;

```

```

/* Exception handler */
Cleanup:

LogError("Unexpected exception %7.7s\n", ca.Msg_Id);
close(sfd);
exit(1);
} /* End of main() */

```

```

/*
 * Convert a string to upper case.
 */

```

```

int
strtoupper(char *string)
{
    for ( ; *string != '\0'; ++string)
        *string = toupper(*string);

    return 0;
} /* End of strtoupper() */

```

```

/*
 * Read a string from a socket.
 */

```

```

int
GetString(int fd, char *buffer, size_t nbytes)
{
    char c;
    do {
        if (read(fd, &c, 1) != 1) {
            return -1;
        }
        *buffer++ = c;
        if (--nbytes == 0) {
            return 0;
        }
    } while (c != '\0');

    return 0;
} /* End of GetString() */

```

```

/*
 * Write an error message to the log file.
 */

```

```

void LogError(char *format, ...)
{
    va_list ap;
    time_t now;                /* Time stamp */

    /* If needed, open the log file. */
    if (log_fp == NULL) {
        log_fp = fopen(log_file, "w");
        if (log_fp == NULL) {
            return;
        }
    }

    /* Write timestamp to the log file. */
    now=time(NULL);
    fprintf(log_fp, "\n%s", ctime(&now));

    /* Write the formatted string to the log file. */

```

```

    va_start(ap, format);
    vfprintf(log_fp, format, ap);
    va_end(ap);

    /* Flush output to log file. */
    fflush(log_fp);

    return;
} /* End of LogError() */

/*
 * Send an error message to the client.
 */

void SendError(int fd, char *format, ...)
{
    va_list ap;

    /* Build the formatted string. */
    va_start(ap, format);
    vsprintf(log_buffer, format, ap);
    va_end(ap);

    /* Write the formatted string. */
    write(fd, log_buffer, strlen(log_buffer));

    return;
} /* End of SendError() */

/*
 * Handler to clean up when the program is canceled.
 */

void CleanupHandler(_CNL_Hndlr_Parms_T *cancel_info)
{
    int sfd;
    sfd = *((int *)cancel_info->Com_Area);
    close(sfd);
} /* End of CleanupHandler() */

```

## Example: Client program

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```

/*****
/*
/* Name:          qshc.c
/*
/* Description:   This program is a client for an interactive qsh
/*               session running on a server. The program
/*               first connects to a server on the specified
/*               server and sends the user name and password of
/*               the client. After the qsh session is started,
/*               the program takes input from stdin and sends it
/*               to the server and receives output from the server
*/
*/

```

```

/*          and displays it on stdout.          */
/*
/* Parameters: 1. Host running the qsh server (either host name or */
/*              IP address).                                         */
/*
/* Options:    1. -n to force prompt for user name and password.    */
/*              2. -p to specify port of qsh server.                */
/*
/* Notes:      1. The user name and password are sent as plain text */
/*              to the server.                                         */
/*              2. All translations from ASCII to EBCDIC are done by */
/*              this program on the client.                           */
/*              3. The program includes translation tables for       */
/*              converting between EBCDIC code page 37 (US English) */
/*              and ASCII code page 850 (US English). You can       */
/*              modify these tables to support other code pages.    */
/*              Or if your system supports the iconv APIs, you      */
/*              can define USE_ICONV to translate using iconv().    */
/*              4. This program has been tested on AIX 4.1.5 and    */
/*              Linux 2.0.29.                                         */
/*
/*
/*****

/* Remove the comments from the following line to use iconv(). */
/* #define USE_ICONV 1 */

/*****
/* Includes
/*****

#include <stdio.h>          /* perror() */
#include <sys/socket.h>     /* socket(), bind(), etc. */
#include <netinet/in.h>     /* sockaddr_in, INADDR_ANY, etc. */
#include <unistd.h>         /* close(), read(), write() etc. */
#include <stdlib.h>         /* exit() */
#include <stdlib.h>         /* exit(), memset() */
#include <sys/ioctl.h>      /* ioctl() */
#include <errno.h>          /* errno and values */
#include <string.h>         /* strlen() */
#include <arpa/inet.h>      /* inet_addr() */
#include <netdb.h>          /* gethostbyname() */
#include <pwd.h>            /* getpwuid() */
#include <signal.h>         /* sigaction(), etc. */

#ifdef _AIX
#include <sys/select.h>     /* select() */
#include <strings.h>        /* bzero() for FD_ZERO */
#endif
#ifdef __linux__
#include <sys/time.h>       /* FD_SET(), select */
#endif

#ifdef USE_ICONV
#include <iconv.h>           /* iconv(), etc. */
#endif

/*****
/* Constants */
/*****

#define QSH_PORT 6042
#define DEFAULT_BUF 4096

/*****
/* Types */
/*****

```

```

typedef unsigned char uchar;

/*****
/* Global Variables */
*****/

char *sysname;          /* Long host name of server system */

#ifdef USE_ICONV
iconv_t ecd;            /* Conversion descriptor for ASCII to EBCDIC */
iconv_t acd;            /* Conversion descriptor for EBCDIC to ASCII */
#else
/* EBCDIC to ASCII translation table */
static uchar AsciiTable[256] =
{
    0x00,0x01,0x02,0x03,0x20,0x09,0x20,0x7f, /* 00-07 */
    0x20,0x20,0x20,0x20,0x0b,0x0c,0x0d,0x0e,0x0f, /* 08-0f */
    0x10,0x11,0x12,0x13,0x20,0x0a,0x08,0x20, /* 10-17 */
    0x18,0x19,0x20,0x20,0x20,0x1d,0x1e,0x1f, /* 18-1f */
    0x20,0x20,0x1c,0x20,0x20,0x0a,0x17,0x1b, /* 20-27 */
    0x20,0x20,0x20,0x20,0x20,0x05,0x06,0x07, /* 28-2f */
    0x20,0x20,0x16,0x20,0x20,0x20,0x20,0x04, /* 30-37 */
    0x20,0x20,0x20,0x20,0x14,0x15,0x20,0x1a, /* 38-3f */
    0x20,0x20,0x83,0x84,0x85,0xa0,0xc6,0x86, /* 40-47 */
    0x87,0xa4,0xbd,0x2e,0x3c,0x28,0x2b,0x7c, /* 48-4f */
    0x26,0x82,0x88,0x89,0x8a,0xa1,0x8c,0x8b, /* 50-57 */
    0x8d,0xe1,0x21,0x24,0x2a,0x29,0x3b,0xaa, /* 58-5f */
    0x2d,0x2f,0xb6,0x8e,0xb7,0xb5,0xc7,0x8f, /* 60-67 */
    0x80,0xa5,0xdd,0x2c,0x25,0x5f,0x3e,0x3f, /* 68-6f */
    0x9b,0x90,0xd2,0xd3,0xd4,0xd6,0xd7,0xd8, /* 70-77 */
    0xde,0x60,0x3a,0x23,0x40,0x27,0x3d,0x22, /* 78-7f */
    0x9d,0x61,0x62,0x63,0x64,0x65,0x66,0x67, /* 80-87 */
    0x68,0x69,0xae,0xaf,0xd0,0xec,0xe7,0xf1, /* 88-8f */
    0xf8,0x6a,0x6b,0x6c,0x6d,0x6e,0x6f,0x70, /* 90-97 */
    0x71,0x72,0xa6,0xa7,0x91,0xf7,0x92,0xcf, /* 98-9f */
    0xe6,0x7e,0x73,0x74,0x75,0x76,0x77,0x78, /* a8-a7 */
    0x79,0x7a,0xad,0xa8,0xd1,0xed,0xe8,0xa9, /* a8-af */
    0x5e,0x9c,0xbe,0xfa,0xb8,0x15,0x14,0xac, /* b0-b7 */
    0xab,0xf3,0x5b,0x5d,0xee,0xf9,0xef,0x9e, /* b8-bf */
    0x7b,0x41,0x42,0x43,0x44,0x45,0x46,0x47, /* c0-c7 */
    0x48,0x49,0xf0,0xf0,0x93,0x94,0x95,0xa2,0xe4, /* c8-cf */
    0x7d,0x4a,0x4b,0x4c,0x4d,0x4e,0x4f,0x50, /* d0-d7 */
    0x51,0x52,0xfb,0x96,0x81,0x97,0xa3,0x98, /* d8-df */
    0x5c,0xf6,0x53,0x54,0x55,0x56,0x57,0x58, /* e0-e7 */
    0x59,0x5a,0xfc,0xe2,0x99,0xe3,0xe0,0xe5, /* e8-ef */
    0x30,0x31,0x32,0x33,0x34,0x35,0x36,0x37, /* f0-f7 */
    0x38,0x39,0xfd,0xea,0x9a,0xeb,0xe9,0xff /* f8-ff */
};

/* ASCII to EBCDIC translation table */
static uchar EbcdicTable[256] =
{
    0x00,0x01,0x02,0x03,0x37,0x2d,0x2e,0x2f, /* 00-07 */
    0x16,0x05,0x25,0x0b,0x0c,0x0d,0x0e,0x0f, /* 08-0f */
    0x10,0x11,0x12,0x13,0x3c,0x3d,0x32,0x26, /* 10-17 */
    0x18,0x19,0x3f,0x27,0x22,0x1d,0x1e,0x1f, /* 18-1f */
    0x40,0x5a,0x7f,0x7b,0x5b,0x6c,0x50,0x7d, /* 20-27 */
    0x4d,0x5d,0x5c,0x4e,0x6b,0x60,0x4b,0x61, /* 28-2f */
    0xf0,0xf1,0xf2,0xf3,0xf4,0xf5,0xf6,0xf7, /* 30-37 */
    0xf8,0xf9,0x7a,0x5e,0x4c,0x7e,0x6e,0x6f, /* 38-3f */
    0x7c,0xc1,0xc2,0xc3,0xc4,0xc5,0xc6,0xc7, /* 40-47 */
    0xc8,0xc9,0xd1,0xd2,0xd3,0xd4,0xd5,0xd6, /* 48-4f */
    0xd7,0xd8,0xd9,0xe2,0xe3,0xe4,0xe5,0xe6, /* 50-57 */
    0xe7,0xe8,0xe9,0xba,0xe0,0xbb,0xb0,0x6d, /* 58-5f */
    0x79,0x81,0x82,0x83,0x84,0x85,0x86,0x87, /* 60-67 */
    0x88,0x89,0x91,0x92,0x93,0x94,0x95,0x96, /* 68-6f */

```

```

0x97,0x98,0x99,0xa2,0xa3,0xa4,0xa5,0xa6, /* 70-77 */
0xa7,0xa8,0xa9,0xc0,0x4f,0xd0,0xa1,0x07, /* 78-7f */
0x68,0xdc,0x51,0x42,0x43,0x44,0x47,0x48, /* 80-87 */
0x52,0x53,0x54,0x57,0x56,0x58,0x63,0x67, /* 88-8f */
0x71,0x9c,0x9e,0xcb,0xcc,0xcd,0xdb,0xdd, /* 90-97 */
0xdf,0xec,0xfc,0x70,0xb1,0x80,0xbf,0x40, /* 98-9f */
0x45,0x55,0xee,0xde,0x49,0x69,0x9a,0x9b, /* a8-a7 */
0xab,0xaf,0x5f,0xb8,0xb7,0xaa,0x8a,0x8b, /* a8-af */
0x40,0x40,0x40,0x40,0x40,0x65,0x62,0x64, /* b0-b7 */
0xb4,0x40,0x40,0x40,0x40,0x4a,0xb2,0x40, /* b8-bf */
0x40,0x40,0x40,0x40,0x40,0x40,0x46,0x66, /* c0-c7 */
0x40,0x40,0x40,0x40,0x40,0x40,0x40,0x9f, /* c8-cf */
0x8c,0xac,0x72,0x73,0x74,0x89,0x75,0x76, /* d0-d7 */
0x77,0x40,0x40,0x40,0x40,0x6a,0x78,0x40, /* d8-df */
0xee,0x59,0xeb,0xed,0xcf,0xef,0xa0,0x8e, /* e0-e7 */
0xae,0xfe,0xfb,0xfd,0x8d,0xad,0xbc,0xbe, /* e8-ef */
0xca,0x8f,0x40,0xb9,0xb6,0xb5,0xe1,0x9d, /* f0-f7 */
0x90,0xbd,0xb3,0xda,0xea,0xfa,0x40,0x40 /* f8-ff */
};
#endif /* USE_ICONV */

/*****
/* Function Prototypes
*****/

int ConvertToEBCDIC(char *, size_t, char *, size_t);
int ConvertToASCII(char *, size_t, char *, size_t);
int GetPassword(char *, char *, char *);
int Translate(uchar *, size_t, uchar *, uchar *);
void MySignalHandler(int);
void usage(void);

int main (int argc, char *argv[])
{
    struct sigaction sigact; /* Signal action */
    int c; /* Option letter */
    int nflag=0; /* True when -n option is specified */
    int port=QSH_PORT; /* Port to connect to on server */
    int sd; /* Socket to server */
    fd_set read_set; /* For select() */
    int rc; /* Return code */
    struct sockaddr_in svr_addr; /* AF_INET socket address */
    long ip_addr; /* IP address of server system */
    struct in_addr host_addr; /* Host address for gethostbyaddr() */
    char *hostname; /* Short host name of server system */
    size_t len; /* Length of input string */
    char *ascii_user; /* Username in ASCII */
    char *ebcdic_user; /* Username in EBCDIC */
    char *ascii_pwd; /* Password in ASCII */
    char *ebcdic_pwd; /* Password in EBCDIC */
    struct hostent *host_p; /* Pointer to hostent structure returned by
                             gethostbyname() */
    char *ascii_buf; /* Buffer for ASCII text */
    char *ebcdic_buf; /* Buffer for EBCDIC text */
    int buf_size; /* Amount of data read from server */

    /*****
    /* Initialization. */
    *****/

#ifdef USE_ICONV
    /* Open the conversion descriptors for converting between ASCII and
       EBCDIC. We'll assume the server job is running in CCSID 37.
       This must be changed if the server job is running in a
       different CCSID. The input parameters to iconv_open() may need to
       be changed depending on the operating system. This iconv_open() is
       coded for AIX. */

```

```

if ((acd = iconv_open("IBM-850", "IBM-037")) < 0) {
    perror("qshc: iconv_open() failed for ASCII to EBCDIC");
    exit(1);
}

if ((ecd = iconv_open("IBM-037", "IBM-850")) < 0) {
    perror("qshc: iconv_open() failed for EBCDIC to ASCII");
    exit(1);
}
#endif /* USE_ICONV */

/* Set up a signal handler for SIGINT. The signal is sent to the
   process when the user presses <ctrl>c. */
sigemptyset(&sigact.sa_mask);
sigact.sa_flags = 0;
sigact.sa_handler = MySignalHandler;
if (sigaction(SIGINT, &sigact, NULL) != 0) {
    perror("qshc: sigaction(SIGINT) failed");
    exit(1);
}

/*****
/* Process the input parameters. */
*****/

if (argc < 2) {
    usage();
}

/* Process the options. */
while ((c = getopt(argc, argv, "hnp:")) != EOF) {
    switch (c) {
        case 'n':
            nflag = 1;
            break;
        case 'p':
            port = atoi(optarg);
            break;
        case 'h':
            default:
                usage();
                break;
    } /* End of switch */
} /* End of while */

/* Convert a dotted decimal address to a 32-bit IP address. */
hostname = argv[optind];
ip_addr = inet_addr(hostname);

/* When inet_addr() returns -1 we'll assume the user specified
   a host name. */
if (ip_addr == -1) {
    /* Try to find the host by name. */
    host_p = gethostbyname(hostname);
    if (host_p) {
        memcpy(&ip_addr, host_p->h_addr, host_p->h_length);
        sysname = host_p->h_name;
    }

    else {
        fprintf(stderr, "qshc: Could not find host %s\n", hostname);
        exit(1);
    }
} /* End of if */

/* The user specified a IP address. */
else {

```

```

/* Try to find the host by address. */
host_addr.s_addr = ip_addr;
host_p = gethostbyaddr((char *)&host_addr.s_addr, sizeof(host_addr),
                       AF_INET);
if (host_p) {
    sysname = host_p->h_name;
}

else {
    fprintf(stderr, "qshc: Could not find host %s\n", hostname);
    exit(1);
}
} /* End of else */

/*****
/* Connect to the qsh server on the specified system. */
*****/

/* Create a socket. */
if ((sd = socket(AF_INET, SOCK_STREAM, IPPROTO_IP)) < 0) {
    perror("qshc: socket() failed");
    exit(1);
}

/* Connect to the qsh server on the specified system. */
memset(&svr_addr, '\0', sizeof(svr_addr));
svr_addr.sin_family = AF_INET;
svr_addr.sin_port = htons(port);
svr_addr.sin_addr.s_addr = ip_addr;
if (connect(sd, (struct sockaddr *)&svr_addr, sizeof(svr_addr)) != 0) {
    perror("qshc: connect() failed");
    exit(1);
}

/*****
/* Send the user name and password to the server. */
*****/

/* Allocate buffers for translating input and output. */
ascii_buf = (char *)malloc(DEFAULT_BUF);
memset(ascii_buf, '\0', DEFAULT_BUF);
ebcdic_buf = (char *)malloc(DEFAULT_BUF);
memset(ebcdic_buf, '\0', DEFAULT_BUF);

ascii_user = ascii_buf;
ascii_pwd = ascii_buf + 100;
ebcdic_user = ebcdic_buf;
ebcdic_pwd = ebcdic_buf + 100;

/* Prompt the user for the user name and password. */
if (nflag) {
    printf("Enter user name: ");
    gets(ascii_user);
    ascii_pwd = getpass("Enter password: ");
}

/* Get the user name and password from the ~/.netrc file. */
else {
    if (GetPassword(hostname, ascii_user, ascii_pwd) != 0) {
        fprintf(stderr, "qshc: Could not find user or password in ~/.netrc\n");
        exit(1);
    }
}

/* Convert the user name and password to EBCDIC. */
if (ConvertToEBCDIC(ascii_user, strlen(ascii_user)+1, ebcdic_user, 11) < 0) {
    fprintf(stderr, "qshc: Could not convert user %s to EBCDIC\n", ascii_user);
}

```

```

    exit(1);
}

if (ConvertToEBCDIC(ascii_pwd, strlen(ascii_pwd)+1, ebcdic_pwd, 11) < 0) {
    fprintf(stderr, "qshc: Could not convert password %s to EBCDIC\n",
        ascii_pwd);
    exit(1);
}

/* Send the user name and password to the qsh server. Note that the
   user name and password are sent as plain text. */
if ((rc = write(sd, (void *)ebcdic_user, strlen(ebcdic_user)+1)) < 0) {
    perror("qshc: write() failed sending username\n");
    close(sd);
    exit(1);
}

if ((rc = write(sd, (void *)ebcdic_pwd, strlen(ebcdic_pwd)+1)) < 0) {
    perror("qshc: write() failed sending password\n");
    close(sd);
    exit(1);
}

printf("Started qsh session on %s\n\n", sysname);

/*****
/* Process input and output between the user and the remote shell. */
*****/

/* Loop forever. */
while (1) {
    /* Select on stdin and the socket connected to the remote shell. */
    FD_ZERO(&read_set);
    FD_SET(0, &read_set);
    FD_SET(sd, &read_set);

    rc = select(sd+1, &read_set, NULL, NULL, NULL);

    if ((rc < 0) && (errno != EINTR)) {
        perror("qshc: select() failed");
        exit(1);
    }

    if (rc == 0) {
        continue;
    }

    /* Process data entered by the terminal user. */
    if (FD_ISSET(0, &read_set)) {
        /* Read the data from the terminal. */
        gets(ascii_buf);

        /* Convert the string to EBCDIC. */
        len = strlen(ascii_buf);
        if (ConvertToEBCDIC(ascii_buf, len, ebcdic_buf, DEFAULT_BUF) < 0) {
            fprintf(stderr, "qshc: Could not convert input string to EBCDIC\n");
            continue;
        }

        /* Put a newline on the end of the string. */
        *(ebcdic_buf+len) = 0x25;

        /* Send the data to the remote shell. */
        if (write(sd, ebcdic_buf, len+1) < 0) {
            perror("qshc: write() failed sending input");
        }
    }
}

```

```

/* Process data from the remote shell. */
if (FD_ISSET(sd, &read_set)) {
    /* Read the data from the remote shell. */
    buf_size = read(sd, ebcdic_buf, DEFAULT_BUF-1);

    /* There was a failure reading from the remote shell. */
    if (buf_size < 0) {
        perror("\nqshc: error reading data from remote shell");
        printf("Ended qsh session on %s\n", sysname);
        exit(0);
    }

    /* The remote shell process ended. */
    else if (buf_size == 0) {
        printf("\nEnded qsh session on %s\n", sysname);
        exit(0);
    }

    /* Process the data from the remote shell. */
    else {
        /* Convert to ASCII. */
        *(ebcdic_buf+buf_size) = '\0';
        if (ConvertToASCII(ebcdic_buf, buf_size+1, ascii_buf,
                           DEFAULT_BUF) >= 0) {
            write(1, ascii_buf, buf_size);
        }
    }
}
} /* End of while */

exit(0);
} /* End of main() */

/*
 * Convert a string from ASCII to EBCDIC.
 */

int
ConvertToEBCDIC(char *ibuf, size_t ileft, char *obuf, size_t oleft)
{
    int rc;

#ifdef USE_ICONV
    rc = iconv(ecd, (const char**)&ibuf, &ileft, &obuf, &oleft);
#else
    rc = Translate((uchar *)ibuf, ileft, (uchar *)obuf, EbcdicTable);
#endif
    if (rc < 0)
        perror("qshc: error converting to EBCDIC");

    return rc;
} /* End of ConvertToEBCDIC() */

/*
 * Convert a string from EBCDIC to ASCII.
 */

int
ConvertToASCII(char *ibuf, size_t ileft, char *obuf, size_t oleft)
{
    int rc;

#ifdef USE_ICONV
    rc = iconv(acd, (const char**)&ibuf, &ileft, &obuf, &oleft);
#else

```

```

rc = Translate((uchar *)ibuf, ileft, (uchar *)obuf, AsciiTable);
#endif
if (rc < 0)
    perror("qshc: error converting to ASCII");

return rc;
} /* End of ConvertToASCII() */

/*
 * Get the user name and password for the specified system from the
 * ~/.netrc file.
 */

int
GetPassword(char *sysname, char *logname, char *password)
{
#define BUFSIZE 256
char buffer[BUFSIZE];
char *systag, *logtag;
int logflag = 0, pwdflag = 0;
FILE *netrc;
struct passwd *pwdbuf;
int rc=0;

/* Get user's home directory. */
pwdbuf = getpwuid(getuid());

/* Does user have a .netrc file in their home directory? */
strcat(strcpy(buffer, pwdbuf->pw_dir), ".netrc");

if ((netrc = fopen(buffer, "r")) == NULL) {
    perror("qshc: open() failed for ~/.netrc file");
    return -1;
}

while (!logflag || !pwdflag) && fgets(buffer, BUFSIZE, netrc) != NULL {
    /* Find system name in ~/.netrc. */
    if ((systag = (char*)strtok(buffer, " \t\n")) != NULL &&
        !strcmp(systag, "machine", 7)) {
        systag = (char *)strtok(NULL, " \t\n");
        if (!strcmp(systag, sysname)) {
            /* Find login and password. */
            while (!logflag || !pwdflag) {
                if ((logtag = (char *)strtok(NULL, " \t\n")) == NULL) {
                    /* Nothing else on that line... get another. */
                    while (!logtag) {
                        fgets(buffer, BUFSIZE, netrc);
                        logtag = (char *)strtok(buffer, " \t\n");
                    }
                }

                if (!strcmp(logtag, "login", 5)) {
                    strcpy(logname, strtok(NULL, " \n\t"));
                    ++logflag;
                }
                else if (!strcmp(logtag, "password", 8)) {
                    strcpy(password, strtok(NULL, " \n\t"));
                    ++pwdflag;
                }
                else
                    ;
            } /* while flags not set */
        } /* if found login and passwd in .netrc */
    } /* if machine in .netrc */
} /* while fgets */

```

```

    fclose(netrc);

    /* Login and password not found for system. */
    if (!(logflag && pwdflag)) {
        rc = -1;
    }

    return rc;
} /* End of GetPassword() */

#ifdef USE_ICONV
/*
 * Translate bytes using the specified translation table.
 */

int
Translate(uchar *ip, size_t ilen, uchar *op, uchar *table)
{
    int index;
    for (index = 0; index < ilen; ++index) {
        *op = table[*ip];
        ip++;
        op++;
    }

    return 0;
} /* End of Translate() */
#endif

/*
 * Signal handler.
 */

void
MySignalHandler(int signo)
{
    switch (signo) {
        case SIGINT:
            printf("\nqshc: <ctrl>c ends this program\n");
            printf("Ended qsh session on %s\n", sysname);
            exit(0);
            break;

        default:
            exit(1);
            break;
    } /* End of switch */

    return;
} /* End of MySignalHandler() */

/*
 * Display usage message.
 */

void usage(void)
{
    fprintf(stderr, "Usage: qshc [-n] [-p port] hostname\n");
    exit(1);
} /* End of usage() */

```

## Example: Creating and running the server program

**Creating the server program** The following example shows how to create the server program on OS/400. The example assumes that the source for the server program is in member SERVER in the file QGPL/QCSRC. The server program is owned by a special user profile QSHSVR that has minimal authorities but private authority to the QSYGETPH(), QSYRLSPH(), and QWTSETP() APIs. It is not possible to sign on using the QSHSVR user profile. The server program adopts the authority of QSHSVR so it can switch to the client's user profile.

```
CRTBNDC  PGM(QGPL/SERVER)
          SRCFILE(QGPL/QCSRC)
          SRCMBR(SERVER)
          OPTIMIZE(40)
          SYSIFCOPT(*IFSIO)
          LOCALETYPE(*LOCALE)
          USRPRF(*OWNER)
          AUT(*USE)
          TEXT('Shell server')
CRTUSRPRF USRPRF(QSHSVR)
          PASSWORD(*NONE)
          USRCLS(*USER)
          TEXT('Shell server profile')
CHGOBJOWN OBJ(QGPL/SERVER)
          OBJTYPE(*PGM)
          NEWOWN(QSHSVR)
GRTOBJAUT OBJ(QSYS/QSYGETPH)
          OBJTYPE(*PGM)
          USER(QSHSVR)
          AUT(*USE)
GRTOBJAUT OBJ(QSYS/QSYRLSPH)
          OBJTYPE(*PGM)
          USER(QSHSVR)
          AUT(*USE)
GRTOBJAUT OBJ(QSYS/QWTSETP)
          OBJTYPE(*PGM)
          USER(QSHSVR)
          AUT(*USE)
```

**Running the server program** You may want to run the server program and any child processes started by the server in their own subsystem. The following example shows how to create the following objects:

- A subsystem description and related routing entry and prestart job entries for both non-threaded and multi-thread capable jobs.
- A class.
- A job description.
- A job queue.

```
CRTSBSD  SBSD(QGPL/SHELL)
          POOLS((1 *BASE))
          AUT(*USE)
          TEXT('Shell server subsystem')
CRTCLS   CLS(QGPL/SHELL)
          RUNPTY(20)
          TIMESLICE(2000)
          DFTWAIT(30)
          AUT(*USE)
          TEXT('Shell server class')
CRTJOBQ  JOBQ(QGPL/SHELL)
          AUTCHK(*DTAAUT)
          AUT(*USE)
          TEXT('Shell server job queue')
CRTJOBQ  JOBQ(QGPL/SHELL)
          JOBQ(QGPL/SHELL)
          AUT(*USE)
          TEXT('Shell server job description')
ADDJOBQ  SBSD(QGPL/SHELL)
```

```

        JOBQ(QGPL/SHELL)
        MAXACT(*NOMAX)
ADDRTGE  SBSD(QGPL/SHELL)
        SEQNBR(1)
        CMPVAL(*ANY)
        PGM(*LIBL/QCMD)
ADDPJE   SBSD(QGPL/SHELL)
        PGM(QSYS/QP0ZSPWP)
        USER(QSHSVR)
        STRJOBS(*YES)
        INLJOBS(10)
        THRESHOLD(2)
        ADLJOBS(3)
        MAXJOBS(*NOMAX)
        JOBQ(QGPL/SHELL)
ADDPJE   SBSD(QGPL/SHELL)
        PGM(QSYS/QP0ZSPWT)
        USER(QSHSVR)
        STRJOBS(*YES)
        INLJOBS(10)
        THRESHOLD(2)
        ADLJOBS(3)
        MAXJOBS(*NOMAX)
        JOBQ(QSYS/QAMTJOBQ)

```

**Starting the subsystem** The following example shows how to start the subsystem described in the previous example and the server program.

```

STRSBS  SBSD(QGPL/QSHELL)
SBMJOB  CMD(CALL QGPL/SERVER)
        JOB(SERVER)
        JOBQ(QGPL/SHELL)
        JOBQ(QGPL/SHELL)
        USER(QSHSVR)

```

## Example: Creating and running the client program

**Creating the client program** The following example shows how to create the client program on AIX using xlc. The example assumes that the source for the client program is in file qshc.c in the current working directory. The client program has been compiled and tested on AIX 4.1.5 using xlc and Linux 2.0.29 using gcc 2.7.2.1.

```
xlc -o qshc qshc.c
```

**Running the client program** The following example shows how to run the client program and connect to a server running on system myas400. Before running the command, there must be an entry in your ~/.netrc file for the specified system and the server must be started and listening on TCP/IP port 6042.

```
qshc myas400
```







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