Project 2: Shell Commands

This project will give you some experience with the Unix command line using the `bash` shell.

Project Data

Download the file named `sim.zip` from Canvas:

- Start a terminal session and go to the directory where you want to work on this project

- Type this command to fetch the zip file and save it in the current directory:

  ```
  $ curl pages.uoregon.edu/conery/Bi410/sim.zip > sim.zip
  ```

- You should now have a file named `sim.zip` in your project directory. Type this command to expand the zip file into a folder:

  ```
  $ unzip sim.zip
  ```

For more information about this file and how to download it and expand it there are more detailed instructions on Canvas (go to the "Files" section, look under "Misc").

Instructions

Download the file named `project2.sh` from Canvas and open it with your text editor.

A file with a name that ends with `.sh` is a "shell script file." These files have two kinds of lines:

- a **comment** is a line that starts with a hash mark (#)

- if a line does not start with a hash mark it should be a valid `bash` command

The file contains a series of exercises based on the files and folders in the `sim` directory. When you start working on the project, start a terminal session and use the `cd` command to go to this directory.

Each exercise has either a request to perform some operation, or asks a question about the contents of a file or folder. To complete the exercise you will need to run one or more shell commands.

Enter your solution to an exercise by editing the `project2.sh` file to include the shell command you used to solve the problem. In some cases all you need to do is copy and paste the shell command from your terminal window to add it to `project2.sh`. In other cases you need to answer a question; in these cases, write your answer as a comment before or after the command you used.

As an example the solution to the first problem is included in the file.

Upload Your Solution

When you have completed the project save the file and upload it via Canvas.