

Standard process I/O

In Unix, a process normally has at least 3 I/O channels (or *file descriptors*) associated with it:

- 0** — `stdin` — standard input
- 1** — `stdout` — standard output
- 2** — `stderr` — standard error

Most programs print their output to `stdout` and error messages to `stderr` (screen-oriented programs like `vi`, `pine` or `less` and X-Windows programs are an exception). Many programs that normally operate on files would operate on `stdin` when no file argument is given, for example `grep`, `sort`, `wc`. Many programs would allow users to specify “-” instead of a file name to mean reading from `stdin` or writing to `stdout`.

By default, all 3 point to your current terminal, but any of them can be redirected.

ShellsThe program that reads the command line, parses it, does I/O redirection, calls appropriate commands with appropriate options, etc is called *command shell*. There are different flavors of shells:

- `sh` — Bourne shell — very basic one
- `cs`h — **C shell**
- `ks`h — Korn shell — sh-compatible shell
- `ba`sh — Bourne again shell — another sh-compatible shell, incorporates features from both `ks`h and `cs`h
- `tc`sh — an extension of `cs`h

To switch between shells temporarily, just run a new shell. To make it permanent, run `chsh` command.

Redirecting stdout

`command > file` redirects the output (but not the error messages) of the `command` to `file`.

Redirecting stdin

`command < file` takes the input of the `command` from `file`.

Pipes

`command1 | command2` takes the output of `command1` and gives it as input to `command2`.

It's possible to do many redirections at the same time:

`command1 < infile | command2 | command3 | command4 > outfile`

Shell command line substitutions (expansions)

- `... 'command' ...` — substitute the output of a `command`
- `*, ?, []` — substitute all matching filenames
- `{ }` — substitute all choices
- `\` — escape next char
- `$var` — substitute value of variable `var`
- `"..."` — only variable and command expansion
- `?...?` — pass everything as-is