- 1. Use your favorite Linux editor to create the simple shell script given in class on Monday. (I'm handing out a "cheat sheet" for the nano editor, if you'd like to use that one.) Run it, and see how the content of the script relates to the output. If you already did this on Monday, you're a step ahead!
- 2. Extend the script so that it generates a random secret number between 1 and 100 and then keeps asking the user to guess the secret number until they guess correctly. The script should give the user hints such as "I'm sorry your guess is too low" or "I'm sorry your guess is too high".

Hint: /dev/urandom is a Linux device that generates a stream of random characters constantly. You can get a random decimal number in the range of 0-255 with the command:

od -d -N1 -An < /dev/urandom | head -1

What this command does is take the "file" /dev/urandom and redirect it as input to the octal dump (od) command we talked about earlier. The options to od are -d to specify a base 10 (decimal) number, -N1, only give me one number, and -An, don't output an address. You will still need to do some math to get that number between 1 and 100. One way to do math in a shell script is to make use of the calculator, bc: echo "your math expression here" | bc

- 3. Write a shell script called pidof which takes a name as parameter and returns the PID(s) of processes with that name. You will likely want to see more processes that just yours, so use ps -lax to get all processes. A good process to look for is the bash process because everyone who is logged on will be running a bash shell.
- 4. Modify your .bash_profile script so that your PATH includes the current directory (.) and so that your prompt variable PS1 is set to something you like. Run the modified script using source .bash_profile and check that the changes you made have been applied to the current shell (type set).

When you are done, you should submit your scripts simple, pidof and .bash_profile (which you may need to rename to bash_profile) to the Moodle dropbox for this assignment.