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Rocky Enterprise Linux 9.2 Manual Pages on command 'jrunscript.1'

\$ man jrunscript.1

JRUNSCRIPT(1)

JDK Commands

JRUNSCRIPT(1)

NAME

jrunscript - run a command-line script shell that supports interactive and batch modes

SYNOPSIS

Note:

This tool is experimental and unsupported.

jrunscript [options] [arguments]

options

This represents the jrunscript command-line options that can be used. See Options for the jrunscript Command.

arguments

Arguments, when used, follow immediately after options or the command name. See Arguments.

DESCRIPTION

The jrunscript command is a language-independent command-line script shell. The jrun? script command supports both an interactive (read-eval-print) mode and a batch (-f option) mode of script execution. By default, JavaScript is the language used, but the -l option can be used to specify a different language. By using Java to scripting language communi? cation, the jrunscript command supports an exploratory programming style.

If JavaScript is used, then before it evaluates a user defined script, the jrunscript com? mand initializes certain built-in functions and objects, which are documented in the API Specification for jrunscript JavaScript built-in functions.

-cp path or -classpath path

Indicates where any class files are that the script needs to access.

-Dname=value

Sets a Java system property.

-Jflag Passes flag directly to the Java Virtual Machine where the jrunscript command is running.

-l language

Uses the specified scripting language. By default, JavaScript is used. To use other scripting languages, you must specify the corresponding script engine's JAR file with the -cp or -classpath option.

-e script

Evaluates the specified script. This option can be used to run one-line scripts that are specified completely on the command line.

-encoding encoding

Specifies the character encoding used to read script files.

-f script-file

Evaluates the specified script file (batch mode).

-f - Enters interactive mode to read and evaluate a script from standard input.

-help or -?

Displays a help message and exits.

-q Lists all script engines available and exits.

ARGUMENTS

If arguments are present and if no -e or -f option is used, then the first argument is the script file and the rest of the arguments, if any, are passed as script arguments. If ar? guments and the -e or the -f option are used, then all arguments are passed as script ar? guments. If arguments -e and -f are missing, then the interactive mode is used.

EXAMPLE OF EXECUTING INLINE SCRIPTS

```
jrunscript -e "print('hello world')"
jrunscript -e "cat('http://www.example.com')"
```

EXAMPLE OF USING SPECIFIED LANGUAGE AND EVALUATE THE SCRIPT FILE

jrunscript -l js -f test.js

EXAMPLE OF INTERACTIVE MODE

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```
js> print('Hello World\n');
Hello World
js> 34 + 55
89.0
js> t = new java.lang.Thread(function() { print('Hello World\n'); })
Thread[Thread-0,5,main]
js> t.start()
js> Hello World
js>
```

RUN SCRIPT FILE WITH SCRIPT ARGUMENTS

In this example, the test.js file is the script file. The arg1, arg2, and arg3 arguments are passed to the script. The script can access these arguments with an arguments array. jrunscript test.js arg1 arg2 arg3

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