# Red Hat Enterprise Linux Release 9.2 Manual Pages on 'jrunscript.1' command

## $ man jrunscript.1

jrunscript(1)            Scripting Tools            jrunscript(1)

NAME

    jrunscript - Runs a command-line script shell that supports interactive

    and batch modes. This command is experimental and unsupported.

SYNOPSIS

    jrunscript [options] [arguments]

    options

        The command-line options. See Options.

    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 jrunscript 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

    communication, the jrunscript command supports an exploratory

    programming style.

OPTIONS

    -classpath path

        Indicate where any class files are that the script needs to

        access.

-cp path

    Same as -classpathpath.

-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 -

    Reads and evaluates a script from standard input (interactive

    mode).

-help

    Displays a help message and exits.

-?

    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 to the script. If arguments and -e or the -f option are

used, then all arguments are passed to the script. If arguments, -e and
-f are missing, then interactive mode is used. Script arguments are
available to a script in an engine variable named arguments of type
String array.

EXAMPLES

EXECUTE INLINE SCRIPTS

jrunscript -e "print('hello world')"

jrunscript -e "cat('http://www.example.com')"

USE SPECIFIED LANGUAGE AND EVALUATE THE SCRIPT FILE

jrunscript -l js -f test.js

INTERACTIVE MODE

jrunscript

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

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

SEE ALSO

If JavaScript is used, then before it evaluates a user defined script,
the jrunscript command initializes certain built-in functions and
objects. These JavaScript built-ins are documented in JsDoc-Toolkit at
http://code.google.com/p/jsdoc-toolkit/