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

#### ***\$ 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

```
jrscript -e "print('hello world')"
```

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

### USE SPECIFIED LANGUAGE AND EVALUATE THE SCRIPT FILE

```
jrscript -l js -f test.js
```

### INTERACTIVE MODE

```
jrscript
```

```
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.

```
jrscript 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/>

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`jrunscript(1)`