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# *1.0 Linux Lab Workbook*

For each of the labs take the time to find out what each of the commands do. Use the **man** command to display what options the command takes, what its effects are, and what type of things to expect.

One of the key features of any UNIX type system is there is usually a number of different ways to achieve the same result. If your answer doesn't match mine but you get the right result then consider it correct!

## *1.1 Requirements*

Before you start the exercises check the following sections to ensure you have the materials you need to run.

### *1.1.1 Telnet Client*

To perform these lab exercises you will need access to a decent Telnet client. The default Windows client is pretty lousy, but it will work.

If you want one that I've found quite useful then go to <http://www.chiark.greenend.org.uk/~sgtatham/putty/> and download the file to disk. Running this program will enable you to simply fire off a telnet session or allow you to configure and save various settings. This client also has a Secure Shell (SSH) feature for making secure connections to hosts.

## *1.2 vi Primer and Exercises*

Some things you should know right away:

It is pronounced, "vee-eye". That's important because you don't want people to think you are completely illiterate, and they will if you say "veye" or "vee".

There are people who will differ with this, but here is the deal: those people who pronounce differently know that a great number of people say "vee-eye", but a lot of the people who do pronounce it "vee-eye" do not realize that there are other ways. So be safe. Go with "vee-eye".

By the way, if you have any modern version of SCO, what you probably want is the graphical editor that is (of course) available only within the graphical environment. Somebody shut that off a long time ago? Try "startx". That editor does not begin to have the truly awesome power and beauty of `vi`, but there is no learning curve.

A caveat: it is hard to see leading or trailing spaces with the graphical Edit program, and there are places where spaces in the wrong spot can mysteriously break things. Be careful, and remember this.



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doesn't care. All it knows is that there is no such file right now, so it must therefore be a “New” file. Simple minded, yes.

Notice the “~”s running down your screen? Those are called “tildes” if you prefer accuracy, or “squiggles” by some people. I do not care what you call them, I just want to remember that in vi, those “~”s mean “Nothing is there”. That's “nothing” as in absolutely nuttin'. Not a bunch of spaces such as separate every word on this page, but nothing at all. Zip, nothing, empty.

That makes sense, here. If `/ect/studentnn` is a new file, there should not be anything in it. Good so far? Okay, let us try something. Press <ENTER>.

Nothing happened, right? Try the arrow keys. Do not hit any letters or anything else, just the arrow keys. Anything happen? Can you move down into those squiggles? No? Why not?

Because vi will not let you move over what is not there. Other editors (like the graphical Edit program we talked about above), would just assume you want to add spaces or empty lines, and would let you move down. Not vi, though. vi is picky about those things, and you are stuck right where you are.

Well, there has to be a way to add text, right? Of course. There are two ways (actually a whole lot more, but we are only going to learn two here-keep it simple, remember?). The first way is to type a lower case “i”. If you can remember that “i” means insert, that will be good. Go ahead, type an “i”, but don't type anything else. What happened?

Nothing, right? Actually, if someone else set up your editing environment, you might have seen “INSERT MODE” appear at the bottom of your screen, but probably not. So, that is the second thing you have learned about vi: if you type “i”, nothing happens.

But wait: something did actually happen. Try typing something else now, anything at all. “The quick brown fox was not quick enough”. Wow. Look at that. It is working! Press <ENTER>. Type some more. Great fun, right?

Okay, now I'm going to break it. Sorry, but this is the only way you are going to learn. Press <ESC>. Go ahead, there is no point in typing more. Press <ESC>. Press it again. And again. Wait, then <ESC>-<ESC>-<ESC> really fast, pause for a second and then two more. Did your computer beep at you every time you pressed <ESC>? It might have (it depends on a few things like: does your speaker work?), which is vi's charming way of saying “Just what is your basic problem, dude? You already pressed it once; I did what I am supposed to, but NOOO, you have to press it again, and again and again...”

OK, now try the arrow keys. If they don't work, use the “-” key to move up, the <ENTER> to move down, Backspace to move left, and <SPACE-BAR> to move right. Try to remember those in case you are ever in a situation where your arrow keys do not work. If it is easier for you, you can also use “h”, “j”, “k” and “l” to move around. Try it.

Notice that you still cannot move into those tildes. Nothing has changed; you've added some text that you can move around in, but that is all.

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Now let us add a line. Get yourself right on the very first line and then type “o”. The “o” stands for “open”. Neat, is it not? A whole line opened up underneath where you were and you can type whatever you want until you want to move around again. When you want that, press <ESC>, and then you can move again.

If you cheated and used the arrow keys while you were typing, you might have found out that they work, too. But do not count on that: you might not always have arrow keys that work, and some versions of vi don't let you use them when you are typing.

Next lesson: Press <ESC> if you haven't already, and put yourself (well, the cursor) anywhere on one of the lines you just typed. Type a lower case “d”. Nothing happens (you get a lot of “Nothing happens” with vi). Do it again. Whoops! Did you see that sucker disappear? No? Try it again, and pay closer attention. Type “d”, and then type it again. Instant line eradicator!

Of course, sometimes you are going to delete a line you did not mean to delete. Type “u” (“undo”). Magic?! Type it again. Wow. Again. And again. It's like stuck, isn't it?

Let's try something else. Get on the very first line and press “d” twice. Now move to the very last line and type a “p”. Wow, now you can move lines! But wait, there's more: type “p” again. And again. And once more. Now you can duplicate lines, too. “p” is for “put”.

Sometimes you don't want to remove lines, just characters. vi can do that. Put your cursor on top of a character. Pick a mean looking one, a character that doesn't deserve to be in your file. You are now judge, jury, and executioner. Does this character deserve to die? You bet! Type an “x” and the little creep is gone. Changed your mind? Bring it back with “u”. Toy with it: “u” and it's gone, “u” and it's back. Gone, back, gone back. Only you can determine this letter's fate. There's another neat trick that can come in handy if you transpose characters while typing. Say you accidentally type “lteters”. Put your cursor on the first “t” and hit “x”. Then, without moving a muscle, hit “p”. You now have “letters”. Neat.

One more thing about “x” (actually about almost any command, but we'll use “x” to demonstrate). Put yourself at the beginning of a line and then type “i”, followed by “hello”. Hit <ESC>, then move back to the “h” of “hello”. Watch carefully now: type “5x”. “hello” disappears. Hit “u” and then try “3x”. Get the point? You could type “58x” and the next 58 characters would disappear. The reason I mention this is that sometime you will do it accidentally, and if I didn't give you this hint, you wouldn't have a clue. Forewarned and all that.

You've now learned how to move around, how to insert and delete characters and whole lines, and that's enough. There is no editing task that you cannot accomplish with just this. Yes, there are faster and better ways to do all kinds of things that you might have to do, but there is nothing you cannot do just knowing these few commands.

But you do have to learn how to write your changes and get out, and (important) how NOT to write your changes and get out.

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Let's try writing this file. To do that, press `<ESC>` if you are in insert mode, and then type a `⋮`. The cursor moves to the bottom of your screen and your computer puts on a very patient expression. You probably won't want to try this, but you could sit there for 6 or 7 hours and vi would do ABSOLUTELY NOTHING. vi is very, very patient.

But you aren't, right? So type `⋮`, which means "write". OK, cool, the file is written, and now we can.

What? What do you mean you got an error? What error? Let me see that stupid thing. What did you do now? You probably broke it for good this time, and people are going to be real mad at you because YOU PRESSED "w" WHEN YOU WEREN'T SUPPOSED TO!

Yeah, I'm kidding. You got "No such file or directory", didn't you? It's OK, nothing bad happened. vi just can't write this file because of those crazy directory names we used. I stacked the deck to deliberately create this problem for you.

Great. So you've typed 10,000 words of deathless prose that's due on your boss's desk NOW, and you can't write it. Real amusing, right?

Naw. You can write it, you just can't write it to `/ect/studentnn`. How about we write it to `myfile.safe` instead? To do that, simply hit `:` again so you are back at the bottom, and this time type `⋮ myfile.safe`. You get back something like

```
myfile.safe 3 lines, 64 characters
```

Are you worried what would have happened if your boss had an important file named "myfile.safe"? Did you just overwrite that file with a bunch of stupid "brown fox" gibberish? Can you do ANYTHING right?

Stop sweating. It wouldn't have happened. Try it again. Type `⋮`, then `⋮ myfile.safe`. See? It won't overwrite an existing file unless you type `w!`. You might also want to know that if vi says a file is read-only, but you should be able to write it anyway 'cause you are the superuser, the `w!` trick fixes that, too.

## 1.4 Warning!

That won't save you from complete stupidity. If you had started this session by giving the name of a real file (like `vi /etc/inittab`), and then had deleted a bunch of lines and added a bunch of new ones, and then typed `:w` (with nothing else, no name, just the bare "w"), vi would have happily, efficiently, and mercilessly overwritten `/etc/inittab` with your changes. The theory here is that you saw what you were doing, so you must know what you were doing. So be it.

But let's say you messed up the file and you don't want to write it, you just want to quit. Let's try it: mess up this file a little more. Delete a line, add a line, it doesn't matter, just do something. Now do the `⋮` again, and type `⋮` (for "quit").



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Gotcha again. But notice that vi has given you a hint about what to do. It tells you that you need to type “:quit!” to get out. Actually, you just need “:q!”, but you can type it out if it makes you feel better.

That's it. You know the basics. I wish you'd learn more, 'cause it's worth it, but if this is all you can take, it is enough. Quick review and we're out of here:

i	insert
o	open
dd	delete line
x	remove characters
u	undo
p	put
:w	write file
:w!	write absolutely
:q	quit after saving (combine with “:wq”)
:q!	quit without saving

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## 1.5 vi Quick Reference

STARTING AND QUITTING VI	
vi	starts vi without a named file to save to.
vi filename.txt	start vi on an existing file (or supply name to save to if no file yet exists).
<Esc> key	puts you in edit mode if you weren't already there (the following commands only work in edit mode).
:q!	quit vi WITHOUT SAVING
:wq	write (save) to supplied file name and quit
<Esc>-ZZ	also saves and quits
:w newfile.txt	write to a new file and don't quit (still editing newfile.txt)
:wq newfile.txt	write to a new file and quit
^ or 0	move cursor to start of line
\$	move cursor to the end of the line
<ctrl> G	indicates current line number of file where cursor currently is
<ctrl> F	moves cursor ahead one page
<ctrl> B	moves cursor back one page
<shift> H	moves cursor to top of screen
<shift> L	moves cursor to bottom of screen
1G	move to line 1
G	moves to last line
w	advances by a word (W doesn't stop at punctuation)
b	backs up by a word (B as well)
e	go to the end of a word
BASIC EDITING	
i	puts you in insert mode, press <Esc> to exit
I	^ then i
a	insert mode, but appending after cursor
A	\$ then a
o	insert mode, opening new line below where you are
O	insert mode, opening new line above where you are

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u	undo
x	deletes a single character; 5x deletes next 5 characters
J	deletes end-eof-line character (does a "Join" of current line with next line)
.	repeats last editing command
r	replaces current character with another
cw	changes remainder of current word to whatever you type; <esc> to end edit
/word	finds occurrence of 'word' in the file
n	finds next occurrence of 'word'
dd	deletes line
3dd	deletes 3 lines (from this line down)
23,50d	deletes lines 23-50, inclusive
3Y	"yank" three lines (place in unnamed buffer)
"a3Y	Yank three lines to a buffer called 'a'
p	puts deleted (or yanked lines) below this line
P	puts deleted (or yanked lines) above this line
"ap	places lines from buffer 'a'
<b>COMMAND LINE EDITING</b>	
:%s/word/WORD	Replaces first occurrence of word with WORD on every line of the file
:1,\$s/word/WORD/g	From lines 1 to the end of the file change word to WORD (g means all occurrences on a line).
:1,23s/^word/WORD/	From lines 1 to 23 replace "word" at the beginning of any line with "WORD"
:1,23s/word\$/WORD/	From lines 1 to 23 replace "word" at the end of any line with "WORD"
:1,\$s/^...//	From lines 1 to the end of the file remove "..." beginning any of those lines.
:g/word/d	Does a "grep" to find lines with 'word', then deletes those lines
:1,\$s/\&/and/g	Replaces every occurrence of & (escaped) with "and"
:g/word/p	Does a "grep" to find lines with 'word', then prints those line to the screen

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:3,15s/^/\#	Put a # at the beginning of lines 3 through 15
:%s/\$/;	Append a semicolon to the end of every line (note that "%" = "1,\$")
<b>FILE OPERATIONS</b>	
:r path\filename	read in the specified file starting on the next line
:w	save
:w filename	save as filename
:wq	save and quit
:q	quit if no modifications since last save
:q!	quit no matter what (without saving)
:e filename	edit another file without having to quit and restart vi

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## ***2.0Lab Answers***

### ***2.1 File Permissions and umask***

1. Create 3 files ('all', 'group', 'owner') & assign permissions using chmod:
  - all - r/w to owner, group, and others
  - group - r/w to owner and group, r/o to others
  - owner - r/w to owner, r/o to group, none to others
2. Use the umask command to set default permissions:
  - Try 022 when creating:
    - i. Directory ~/WORLDREAD
    - ii. File ~/WORLDREAD/readable
  - Try 077 when creating:
    - i. Directory ~/HARDENED
    - ii. File ~/HARDENED/owneronly
3. Use ls -l to display privileges for these objects

#### ***2.1.1 Answers***

1. Permissions:
 

```
touch all group owner
chmod 0666 all
chmod 0664 group
chmod 0640 owner
```
2. Set default privileges
 

```
umask 022
mkdir ~/WORLDREAD
touch ~/WORLDREAD/readable
umask 077
mkdir ~/HARDENED
touch ~/HARDENED/owneronly
```
3. Display privileges
 

```
ls -l | grep WORLDREAD
```

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```
drwxr-xr-x 2 student12 users 4096 Jan 31 11:08 WORLDREAD
ls -l WORLDREAD
-rw-r--r-- 1 student12 users 0 Jan 31 11:12 readable
ls -l | grep HARDENED
drwx----- 2 student12 users 4096 Jan 31 11:13 HARDENED
ls -l HARDENED
-rw----- 1 student12 users 0 Jan 31 11:13 owneronly
```

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## ***2.2 Using the positional Parameters***

Write a script:

- Displays the script name
- Displays the number of parameters
- Displays the parameters passed
- Use the shift command to shuffle the parameters down by 3 and display the new 1st parameter

### ***2.2.1 Answer***

```
#!/bin/bash
echo $0
echo $#
echo $*
shift 3
echo $1
```

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## 2.3 Using getopts to parse command options

- Use the getopts/while/case constructs to parse the options of a script that accepts the following options:
  - v        Verbose (no operands)
  - t        Title (next operand is the actual title)
  - l        Logfile (next operand in the name of a file)
- Print messages that tell the user
  - Whether verbose option was specified
  - The title (if specified)
  - The name of the log file (if specified)

### 2.3.1 Answer

```
#!/bin/bash
while getopts vl:t: opt
do
    case "$opt" in
        v) echo "Verbose flag was specified"
           ;;
        l) echo "Logfile flag was specified with value $OPTARG"
           ;;
        t) echo "Title flag was specified with value $OPTARG"
           ;;
    esac
done
```

Alternatively, this format is more generic as it takes the logic out of the while loop and moves it to the body of the script. This is useful when there may be co-dependent flags for which processing in the loop would be complex. I also like to offload the getops variable OPTARG as soon as possible.

```
#!/bin/bash
vFlag=0
lFlag=0
tFlag=0
while getopts vl:t: opt
do
    case "$opt" in
        v) vFlag=1
           ;;
        l) lFlag=1
           LOGFILE="$OPTARG"
           ;;
        t) tFlag=1
           ;;
    esac
done
```



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```
                TITLE="$OPTARG"
            ;;
        esac
done

if [ $vFlag ]
then
    echo "Verbose flag was specified"
fi

if [ $lFlag ]
then
    echo "Logfile flag was specified with value $LOGFILE"
fi

if [ $tFlag ]
then
    echo "Title flag was specified with value $TITLE"
fi
```

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## 2.4 Using if/then/else and test

Use the if/then/else/fi and test constructs to:

- Check for the existence of /etc/profile and display a message informing the user
- Read a variable from standard input using the read command and compare it against a string “ABORT” and display a message saying whether the comparison is true
- Repeat the previous test but make the comparison case insensitive

### 2.4.1 Answer

```
#!/bin/bash
file="/etc/profile"

#
# Testing the file's existence using '['
#
if [ -f "$file" ]
then
    echo "File $file exists"
else
    echo "File $file does not exist"
fi
```

Alternatively, the “test” command can be used instead of '['.

```
#
# Testing the files's existence using "test"
#
if test -f $file
then
    echo "File $file exists"
else
    echo "File $file does not exist"
fi

read VAR
if [ "$VAR" == "ABORT" ]
then
    echo "match"
else
    echo "No match"
fi

VAR=`echo $VAR | tr [:lower:] [:upper:]`
```

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```
if [ "$VAR" == "ABORT" ]
then
    echo "match"
else
    echo "No match"
fi
exit
```

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## ***2.5 Using the for loop to iterate through a list***

- Use the for statement to iterate through a list of vegetables: “carrot”, “potato”, “turnip”, “bean”, “pea”
- Use the if statement to test for the existence of a file in /tmp that has the same name as the vegetable
- Display a message telling the user whether that file exists or not
- Extra credit: Which file(s) are not empty

### ***2.5.1 Answer***

```
#!/bin/bash
for veg in "carrot" "potato" "turnip" "bean" "pea"
do
    if [ -f /tmp/$veg ]
    then
        echo -n "$veg exists: "
        if [ -s /tmp/$veg ]
        then
            echo "It is not empty"
        else
            echo "It is empty"
        fi
    else
        echo "$veg does not exist"
    fi
done
```

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## 2.6 Using Subroutines

Create a script which:

- Takes a single parameter
- Based on the value of the parameter call one of 3 subroutines:
  - one – which prints “subroutine one called” and returns 1
  - two – which prints “subroutine two called” and returns 2
  - xxx – which prints “subroutine xxx called with \$1” and returns -1
- The mainline will take the return code from the subroutine and display it and exit with that code

### 2.6.1 Answer

```
#!/bin/bash

one() {
    echo "Subroutine one has been called"
    return 1
}

two() {
    echo "Subroutine two has been called"
    return 2
}

xxx() {
    echo "Subroutine xxx has been called with parameter $1"
    return -1
}

case "$1" in
    1)    one
          RC=$?      # Save returned value
          ;;
    2)    two
          RC=$?
          ;;
    *)    xxx $1
          RC=$?
          ;;
esac
echo $RC          # Note, executing echo changes $?
exit $RC         # Which is why we unloaded it to RC
```

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```
> sh c.c 1
Subroutine one has been called
1
> sh c.c 2
Subroutine two has been called
2
> sh c.c 3
Subroutine xxx has been called with parameter 3
255
```

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## ***3.0 Appendix C. How to Speak 'Strine***

(Courtesy of [www.twi.ch](http://www.twi.ch) & <http://australia-online.com/diction.html>)

If you want to pass for a native of Australia try speaking slightly nasally, shortening any word of more than two syllables and then adding a vowel to the end of it, making anything you can into a diminutive (even the Hell's Angels can become mere bikies) and peppering your speech with as many expletives as possible.

### ***3.1 Common Words***

#### **Arvo**

Afternoon. "The Sarvo" means this afternoon, as in "Seeya the sarvo". On Xmas morning a lot of people go to the beach to test out their new prezzies. But by the early arvo, they're at home stuffing themselves with Chrissie din-dins!

#### **Avagoodweegend**

Classic Aussie farewell comparable to American TGIF, basically means "Have a good weekend!"

#### **Bend the Elbow**

To have a drink - pretty well self-explanatory!

#### **Bickie**

Rhymes with "sticky". Literally means a biscuit, but Aussie bickies are more like American cookies, and American biscuits are more like Australian scones (pronounced like the "Fonz"!)... go figure!

#### **Bloody**

Universal epithet: the great Australian adjective. Used to emphasize any point or story. Hence "bloody beauty"(bewdy!) or "bloody horrible" or even "absa-bloody-lutely"!

#### **Bludger**

Lazy bastard, definitely an insult in Oz. Originally thought to be someone who lives off the earnings of a call girl. In conversation, the verb 'to bludge' is most commonly used like the US 'to bum' a cigarette.

#### **Bob's Yer Uncle**

"Everything is OK" or "Everything's Sweet" or "Going according to plan". Similar phrase includes: "She's apples!"... Bob may refer to Australia's long-serving Prime Minister , Sir Robert "Bob" Menzies.

#### **Bon-Bons**

Christmas Crackers. Special party favours which are essential on the Christmas table. Shaped like big lollies, their contents always include a corny joke or

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riddle, small plastic toy and a paper party hat (which must be worn by all who attend Chrissie dinner, even guests)

### **Bonzer**

Pronounced “bonza” - grouse, great, excellent.

### **Boxing Day**

December 26th. Public holiday and traditional outdoor barbie day. Major Aussie sporting events kick off on this day including the 'Sydney to Hobart' and the 'Melbourne Test’.

### **Chew the Fat**

To talk, engage in pleasant conversation, to have a chinwag.

### **Chook**

Chicken. Often served barbecued at fancy turns (parties). If your hostess is befuddled and/or overcome by trying to do too many things at once, one might say she was “running around like a chook with its head cut-off!”

### **Chrissie**

Christmas. By now you probably realize that Aussies like to shorten any words they can by adding an “o” or “ie” or “y”. No bloke named Christopher would be called Chrissie, probably 'Chrisso' or 'Toffa'.

### **Crack a Tinnie**

Means to open up a can of beer major pastime during Aussie silly season.

### **Dial**

Face. If some says to put a 'smile on your dial' it basically means to cheer up, she'll be right, mate.

### **Dunny**

The toilet, W.C., or bathroom. If someone busting to know where the dunny is, tell 'em to “follow their nose to the thunderbox”.

### **Esky**

Portable icebox or cooler - it's always a good idea to have one in the boot (trunk) of your car stocked with some cold ones (ice cold tubes) just in case the party's bar runs dry.

### **Fair Dinkum**

Kosher, the real thing - as in “Fair Dinkum Aussie” (true blue Australian original). Often used by itself as a rhetorical question to express astonishment verging on disbelief ... “Fair Dinkum, mate?” (you' ve got to be kidding, haven't you?)

### **Full as a Goog**

Completely filled with food (and drink). A 'Goog' is an egg (sometimes called a “googie egg”).



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## **G'day**

Universal greeting, used anytime day or night, but never as a farewell. Pronounced “gud-eye”, usually followed by “mate” (mite) or a typically strung-together “howyagoinallright” (= how are you today, feeling pretty good?)

## **Good Onya**

Omnipresent term of approval, sometimes ironic, offering various degrees of heartfelt congratulations depending on inflection. Indispensable during Aussie small talk - substitute “really, oh yeh, aha, etc.”

## **Good Tucker**

Excellent food. After pigging out at Chrissie lunch, it's polite to tell your hosts how good the tucker was.

## **Grouse**

Rhymes with “house” and means outstanding, tremendous. Can be applied universally to all things social ... “grouse birds (women), grouse band, in fact, grouse bloody gay and hearty (great party!)”

## **Happy as Larry**

Fortunate, lucky. Who “Larry” is may forever be lost at the bottom of the Katherine Gorge.

## **Holls**

Vacations or 'holidays'. Since most Aussies get at least 4 weeks 'holls' every year they usually take 2 or 3 of them at Chrissie which is our biggest family get together time (like US Thanksgiving).

## **Hooroo**

Pronounced “who-roo”... means “see ya later”, make sure you don't say g'day when meaning goodbye - it's a dead giveaway you're not a true blue Aussie battler!

## **Laughing Gear**

Mouth. Common phrase is “Wrap your laughing gear around this one” i.e. Have a drink!

## **Lolly**

A sweet or candy. But to “Do Your Lolly” means to get agitated and angry, similar to “Spit the dummie”

## **Mate**

Friend, associate, or anyone you can't remember the name of

## **Melbourne Test**

Game of cricket played by Australia's national cricko team versus visiting country usually starting on Boxing day. The game lasts for up to 6 days, and is watched religiously on the TV (like a 5 day Superbowl)

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## **Ocker**

Pronounced “ocka” - Typical uncultivated Australian, similar to American “redneck”.

## **Paralytic**

Extremely drunk. Not good form too early on at a bash (party) especially if you end up having an “up & under” or “chunder” (puking or throwing-up while inebriated).

## **Plonk**

Wine. Never used to describe the other main alcoholic beverage at an Australian social occasion - beer, i.e. the golden nectar, throat charmer, ice cold tube, etc.

## **Poets Day**

Friday. Stands for P\*ss off early, tomorrow’s Saturday.

## **Prezzie**

A present or gift. If you've been a good little vegemite you'll probably get lots of bonza prezzies.

## **Pull your head In!**

Use sparingly, since this equates a rather annoyed “shut up & mind your own business”. Only say this to the host if you know you're leaving (or off like a bride's nightie).

## **Raw Prawn**

Not necessarily an uncooked shrimp! If someone says “Don't come the Raw Prawn with me, mate” it basically means “Don't try to fool me or rip me off” or “Rack off Noddy, you're being a tad offensive”.

## **Rels/Relos**

Relatives, The family members you probably only see every Christmas!

## **Ripper**

Pronounced “rippa” means beaut, tippy-tops, grouse - that bloke named “Jack” in the old Dart (England) was certainly not ripper!

## **Sheila**

Archaic term now only found in Paul Hogan movies

## **Shout**

To shout means to buy the next round (of drinks usually), so if someone says “It's your shout, mate” don't get vocal, just buy a couple of tinnies (cans of beer) and remain sociable, the next few drinks are someone else's responsibility!

## **Silly Season**

Traditional summer holiday period, kicking off in December and running through to our national holiday Australia Day, January 26th (similar to the US July 4th).

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## **Spit The Dummie**

A “dummie” is Australian for a child's pacifier. Your Hostess will not usually have cause to spit the dummie (completely lose her cool or go ballistic) if you and your mates can act like proper toffs (refined gentlemen) and enjoy the soiree!

## **Starters**

Australian for Hors D'oeuvres or “appetizers”. Aussies call their appetizers “entrees”. Also your first drink of the day, hence the ubiquitous question heard throughout the Silly Season: “What's for Starters?” Also commonly called a “Heart Starter”.

## **Strewth**

Pronounced “sta-ruth”. A general exclamation of disbelief or shock: i.e. “Strewth, would ya hava go at that, then?!” (My goodness, can you believe what we're seeing!?)

## **Sydney to Hobart**

World famous Australian ocean Yacht race that commences on Boxing Day in Sydney Harbour boats from all around the world race down the East Coast across Bass Strait to our Apple Isle, “Tassie” (Tasmania).

## **The Go**

The “rage” or current trendy thing. The latest trend in clothing or whatever is described as “all the go!”

## **Whinge**

Rhymes with “hinge” as in door! Means to complain incessantly or to “belly ache” (= “whine”). Whingers are not fun to have around and definitely not likely to be asked back again to the next party. If you must whinge, keep it amongst your good mates!