Groovy Scripting for the JVM

CONCEPTS

A script needs no class or main method: top-level statements just run, and args holds the arguments.

Groovy is mostly Java-compatible: semicolons, parentheses and return are optional, and public is the default.

RUNNING

`groovy <file>.groovy [args]`
Run a script

`groovy -e '<code>'`
Run an inline script

`groovy -v`
Show Groovy and JVM versions

`groovy -cp <path> <file>`
Set the classpath

ONE-LINERS

`groovy -n -e '<code>' <file>`
Run code per line, as line

`groovy -p -e '<code>' <file>`
Run per line and print result

SHELL

`groovysh`
Start the interactive shell

DEPENDENCIES

`@Grab('<g>:<m>:<v>')`
Pull in a library

SYNTAX

`def x = 1`
Declare a variable

`println "Hi ${name}"`
Interpolate in a GString

`def f = { a, b → a + b }`
Closure

SYNTAX (cont.)

`list.collect { it * 2 }`
Map over a collection

`a?.b`
Safe navigation

`a ?: b`
Elvis: default if falsy

`list*.name`
Spread: property of each item

`class Foo { String name }`
Class with auto getters

COLLECTIONS

`[1, 2, 3]`
List literal

`[a: 1, b: 2]`
Map literal

`(1..5)`
Inclusive range

`list.each { println it }`
Loop over items

`list.findAll { it > 1 }`
Filter

`list.find { it > 1 }`
First match

`map.each { k, v → println "$k=$v" }`
Loop over a map

FILES & TEXT

`new File('<path>').text`
Read a whole file

`new File('<path>').eachLine { }`
Read line by line

`new File('<path>').text = '<data>'`
Write a file

`new groovy.json.JsonSlurper().parseText(s)`
Parse JSON